

**message**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> message		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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# Contents

<b>1</b>	<b>message</b>	<b>1</b>
1.1	GUIEnvironment/Message Guide . . . . .	1
1.2	GUIEnvironment Message Handling . . . . .	1
1.3	Resizing GUI message . . . . .	2
1.4	Refreshing GUI message . . . . .	2
1.5	Other message classes . . . . .	3
1.6	rcs . . . . .	3

# Chapter 1

## message

### 1.1 GUIEnvironment/Message Guide

GUIEnvironment

Message Handling

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```

General message handling

Gadget messages

Menu message

Resizing message

Refreshing message

Other message classes

### 1.2 GUIEnvironment Message Handling

Because GUIEnvironment is based on intuition and gadtools it is necessary to use own message handling and parsing !

So GUIEnvironment offers some own message handling functions which have to be called instead of the exec or gadtools message handling functions !

GUIEnvironment uses the window's user port for all message handling as

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default message port. This can be changed using the `GUI_MsgPort` tag.

You can use `WaitGUIMsg` to wait for a message concerning the GUI or if you have to wait for different signals, use the `GetGUIMsg` function.

If one of these functions is called and a message arrives, the message entry fields of the `GUIInfo` structure are filled in with the appropriate values.

If you have specified a hook function, now this hook is called. You can examine this message and handle it.

If you don't want `GUIEnv` to handle this message any more, return `TRUE`.

If you return `FALSE`, `GUIEnvironment` now will also handle this message.

When the message was handled by your hook function, the application will never hear of this message ! This is also the case if the message could be handled internal by `GUIEnvironment`.

For more information about the message handling see the chapters about the different message classes.

The `intuiMsg` entry of the `GUIInfo` structure points to a copy of the message. This could be a "real" `IntuiMessage` or if running under OS3.0+ a extended `IntuiMessage` !

The `msgClass` and the `msgCode` fields contain the belonging message information. It might be that they differ from the entries in the `intuiMsg` copy ! This happens every time `GUIEnvironment` converts message, for example for the key equivalents !

SEE ALSO

The `GUIInfo` structure

The message hook

## 1.3 Resizing GUI message

Every time a `IDCMP_NEWSIZE` message arrives, `GUIEnvironment` tries to resize the GUI. This is only possible if you have used the gadget description flags !

If the GUI can't be resized, the application will get this message, otherwise it won't hear of any resizing message !

Actually, if the application really should get this message, it has to free the GUI first and then to recreate it or to exit ! Because the first time an error occurs concerning the GUI, `GUIEnvironment` refuses to handle this GUI !

## 1.4 Refreshing GUI message

`GUIEnvironment` does all the refreshing for the application. The refresh must be done by `GUIEnvironment`, so your hook function should NOT handle this message class.

You can specify a hook function which is called with every refreshing message. It is called after `GUIEnvironment` has done it's refreshing and between the calls to gadtools `GTBeginRefresh` and `GTEndRefresh` !

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SEE ALSO

The refreshing hook

## 1.5 Other message classes

All other message classes must be handled by the application. If a `IDCMP_VANILLAKEY` message arrives you can use the `msgCharCode` entry of the `GUIInfo` structure to ask for the message character code ! But use this entry ONLY WITH `IDCMP_VANILLAKEY` messages !

## 1.6 rcs

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GUIEnvironment Message Handling Guide

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