

U6. Alerts

Utilt provides support for opening standard Mac alerts and a simpler, string-based form of alert. Many FaceWare programmers, however, simply use modal ViewIt windows as alerts, thereby avoiding the use of ALERT/DITL resources required by standard alerts.

ShoAlt 153 a,b,c,d,uString,uResult

StpAlt 154 a,b,c,d,uString,uResult

NotAlt 155 a,b,c,d,uString,uResult

CtnAlt 156 a,b,c,d,uString,uResult

Opens an alert using the Alert, StopAlert, NoteAlert, or CautionAlert toolbox calls. The parameters a, b, c, and d have the same meaning as those used with MovAlt (see the "Windows" topic). If uString is not empty, then the first parameter text string is set equal to it (the ^0 item, if any, in the DITL list). The number of the enabled item pressed by the user to close the alert is returned in uResult. If the ALERT resource is not be found, uResult returns zero.

If you prefer using SetPrm (see "Strings" topic) or the toolbox call ParamText to set parameter text strings in an alert, be careful to reset uString to an empty string just before calling ShoAlt...CtnAlt, otherwise the contents of uString will be put in the first parameter string.

ShoStr 261 a,b,c,d,uString

StpStr 262 a,b,c,d,uString

NotStr 263 a,b,c,d,uString

CtnStr 264 a,b,c,d,uString

Creates a temporary window on the main screen in which the message in uString is displayed. StpStr, NotStr, and CtnStr also display, respectively, the standard Stop, Note, and Caution icons. Carriage returns and spaces can be used within uString to adjust the appearance of the string. The next mouse or key press will cause the window to be hidden and disposed of. If uString is empty, then Utilt just beeps once without displaying a window.

The appearance of the string in the window is governed by parameters a, b, c, and d:

a = font number

b = size (12 pt. if b = 0)

c = style (low word) and color (hi word)

style = sum of following constants: 0 = Plain,

1 = Bold, 2 = Italic, 4 = Underline, 8 = Outline,

16 = Shadow, 32 = Condensed, 64 = Extended

color = one of following constants:

0 or 33 = black, 30 = white, 205 = red, 341 = green,

409 = blue, 273 = cyan, 137 = magenta, 69 = yellow

d = screen position

-2 = centered above front modal or active modeless

0 = centered horizontally on main screen

1 to 32767 = centered over item d in topmost window

other = global position (hi word = v, lo word = h)

where c should be calculated as: c = style + color*65536.