

AmigaMail

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WRITTEN BY		July 23, 2024	

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Chapter 1

AmigaMail

1.1 V-39: Naming Graphics Display Modes

Naming Graphics Display Modes

by Martin Taillefer

The `graphics.library` database contains a list of all available display modes on any given Amiga. Each mode has a given set of attributes, including possibly a name. Only a subset of the available modes in the system have names. The other modes are less significant and don't have names directly associated with them.

When showing a list of available modes to the user, unnamed modes become a problem. How should they be presented to the user? A simple solution is to dynamically construct names for unnamed modes. The name construction can be based on a mode's attributes, resulting in a descriptive name for the mode.

The `NameMode()` routine in the program below accepts a `graphics.library` mode id, and a string buffer, and fills-in the string buffer with the name of the given mode. If the mode has a real name entry in the graphics database, that name is returned. If there is no real name entry, a name is constructed for the mode based on the mode's properties. A routine very similar to this is present in the ASL screen mode requester, and in the `ScreenMode` prefs editor.

The following program outputs the names of all current graphics database modes to the console.

`NameMode.c`
