

supra

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Chapter 1

supra

1.1 supra.doc

```
~----~Supra~library~v1.1 (11. Apr 95) ----~  
  
  AddToolType ()  
  
~FCopy () ~  
  
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~FreeNewImg () ~  
  
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~RecDirFree () ~  
  
~RecDirInit () ~  
  
~RecDirNext () ~  
  
~RecDirTags () ~  
  
~RelPens () ~
```

1.2 AddToolType

NAME

AddToolType -- Adds or changes a new/existing icon's tooltype (V10)
(icon)

SYNOPSIS

tool = AddToolType(diskobj, tooltype)

```
char * = AddToolType(struct DiskObject *, char *);
```

FUNCTION

This function lets you add a new tooltype to a disk object's tooltype list, or change already existing one. It is a smart routine that makes dealing with tooltypes very straightforward.

The following is an example table about how a tooltype list gets changed based on a provided tool:

existing tooltype		provided tooltype		result
NOGUI		(NOGUI)		(NOGUI)
(NOGUI)		NOGUI		NOGUI
NOGUI		NOGUI		NOGUI
SIZE=10		SIZE=15		SIZE=15
(SIZE=10)		SIZE=15		SIZE=15
SIZE=10		(SIZE=15)		(SIZE=15)
[a new one]		DONOTWAIT		DONOTWAIT [added to a list]

INPUTS

diskobj - points to an allocated DiskObject structure (usually created by GetDiskObject() function).

tooltype - points to a new tooltype string to be added to a provided tooltype list

RESULT

tool = pointer to a provided tooltype string if succeeds, otherwise NULL.

EXAMPLES

This example opens a ram:test.info icon and asks a user to enter tooltypes to be added (until user enters 'end').

```
#include <libraries/supra.h>
#include <clib/exec_protos.h>
#include <clib/dos_protos.h>
#include <clib/icon_protos.h>
#include <stdio.h>
#include <string.h>

#define filename "ram:test"

struct Library *IconBase = NULL;

struct DiskObject *diskobj;

char icon[50];

main()
{
    key = NULL;
```

```

    if (IntuitionBase = OpenLibrary("intuition.library",0)) {
        if (IconBase = OpenLibrary("icon.library",0)) {
            if (diskobj = GetDiskObject(filename)) {
                do {
                    gets(icon);
                    if (strcmp(icon, "end") == 0) break;
                    AddToolType(diskobj, icon);
                } while (TRUE);

                PutDiskObject(filename, diskobj);
                FreeDiskObject(diskobj);
                FreeRemember(&key, TRUE);
            }
        }
    }

    if (IconBase) CloseLibrary(IconBase);
    if (IntuitionBase) CloseLibrary(IntuitionBase);
}

```

NOTES

All memory allocations used by AddToolType() will be stored in FreeList structure that MUST be allocated right after the provided DiskObject structure. If you called your DiskObject by GetDiskObject() or GetDiskObjectNew() then FreeList is automatically appended. All allocated memory is freed when you call FreeDiskObject().

This function requires icon.library to be opened.

1.3 FCopy

NAME

FCopy -- copies source file to destination file (V10)
(dos V36)

SYNOPSIS

```
error = FCopy(source, dest, buffer)
```

```
UBYTE = FCopy(char *, char *, LONG);
```

FUNCTION

This function works very similar to C:Copy program. It copies a source file to a destination file.

INPUTS

source - pointer to a source file name (with a relative or absolute path)
dest - pointer to a destination file name
buffer - maximum size of a buffer (in bytes) to be allocated for copying. If this buffer is 0, FCopy() will try to allocate buffer a size of a source file, or the largest memory block available. (this is the fastest way).

RESULT

error - zero if no error. Function may return one of the following error definitions:

```

FC_ERR_EXIST - Source file does not exist
FC_ERR_EXAM  - Error during examination of a source file
FC_ERR_MEM   - Not enough memory available
FC_ERR_OPEN  - Source file could not be opened
FC_ERR_READ  - Error while reading a source file
FC_ERR_DIR   - Source file path is a directory
FC_ERR_DEST  - Destination file could not be created
FC_ERR_WRITE - Error while writing to a destination file

```

EXAMPLE

```

/* This example will copy a file c:dir to ram: with a new name
 * list.
 */

UBYTE err;

if ((err = FCopy("C:Dir", "ram:list", 0)) == 0) {

    no errors...

} else {
    printf("Error: %d\n", err); /* Error occurred during FCopy()
*/
}

```

NOTES

If an error occurs then a destination file will not be deleted if it has already been partly copied.

1.4 FileType

NAME

FileType -- Examines if a file is a directory or a file (V10)

SYNOPSIS

```
type = FileType(filename)
```

```
LONG = FileType(char *);
```

FUNCTION

Will use dos.library's Examine() function to determine whether a specified file(path) exists, and if it is a file or a directory.

INPUTS

filename - pointer to a filename string

RESULT

returns 0 if specified file/path does not exist. If < 0, then

it is a plain file. If > 0 a directory.
This function actually returns `fib_DirEntryType` (from `struct FileInfoBlock`).

EXAMPLE

```
type = FileType("SYS:System");
```

type will be > 0 , which means that "SYS:System" is a dir.

1.5 FreeNewImg

NAME

`FreeNewImg` -- frees memory allocated by
`MakeNewImg()`
(V10)

SYNOPSIS

```
FreeNewImg(newImage)
```

```
void FreeNewImg(struct Image *);
```

FUNCTION

You must free a new created image with this function, when it is no longer needed.

SEE ALSO

`MakeNewImg()`

1.6 MakeNewImg

NAME

`MakeNewImg` -- Remap an image to any new colours (V10)

SYNOPSIS

```
newImage = MakeNewImg(oldImage, palette)
```

```
struct Image * = MakeNewImg(struct Image *, ULONG *);
```

FUNCTION

This function creates a new clone image of a provided image, and it remaps the new image according to a provided pen colour list.

This is very useful when you need your image to use specific colours anywhere in the available palette.

(e.g. you obtained some free pens from a palette, and you want your image to be shown with those pens).

It is possible to modify an image's pens with `PlanePick` and `PlaneOnOff` fields (see `Image` structure), but this has a major limitation: most colour combinations are not possible to get.

If your image has four colours (0,1,2,3), and you want to remap these to (0,16,4,7), you simply call this function, providing it with the image and a new colour map, and a new image will be created for you.

INPUTS

oldImage - pointer to an Image structure to be remapped
palette - pointer to a list of new pens

A pens list should contain the exact number of pens as an old image uses. (2 if image's depth is 1, 4 if image's depth is 2, etc.). An image's colour 0 will be remapped to the first pen on the list, image's colour 1 will be remapped to the second pen on the list and so on.

RESULT

newImage - pointer to a newly initialized remapped old image's clone. If there is not enough memory, newImage will be NULL.

IMPORTANT: If a new image was created you have to call

```
FreeNewImg()
    to free the allocated memory, when you no longer
    need to use it!
```

EXAMPLE

We have a depth 2 image (4 colours), and we want to use pens 0,16,4,7 instead of 0,1,2,3:

```
struct Image OldImage = {
    ....    /* This is a data of our original image */

    struct Image *NewImage;
    ULONG pal[] = {0, 16, 4, 7}; /* The new pen list */

    if (NewImage = MakeNewImg(&OldImage, &pal[0])) {
        DrawImage(rp, NewImage);
        FreeNewImg(NewImage);    /* We will no longer use it */
    }
}
```

NOTE

A new image's depth will change to a depth that can hold the largest pen number from a pens list. It does not have any smart routine to check if the depth can be optimized down, by altering PlanePick and PlaneOnOff, yet. Bear in mind that if you provide a pen 255, then a new image's depth will be at least 8.

You MUST free a new image with
FreeNewImg()
when it's no longer
needed!

This function can take much time when remapping larger images

with more depths.

BUGS

None found.

SEE ALSO

FreeNewImg()

1.7 MakePath

NAME

MakePath -- Creates all new directories in a path (V10)

SYNOPSIS

```
suc = MakePath(path)
```

```
BOOL = MakePath(char *);
```

FUNCTION

This function creates a whole specified path of directories. It works similar to CreateDir() except that it can create more subdirs at once. User does not have to care if all sub dirs in a specified path already exist or not.

INPUTS

path - pointer to a path string to create. A path can be relative to a current dir or absolute.

RESULT

suc - TRUE if succeeds (path was created). FALSE if a path could not be created.

EXAMPLE

```
suc = MakePath("RAM:way/to/many/dirs");
```

The above function will try to make all non-existing dirs in a path RAM:way/to/many/dirs.

SEE ALSO

CreateDir()

1.8 ObtPens

NAME

ObtPens -- Obtain best pens from a list of colors (V10)
(gfx V39)

SYNOPSIS

```
number = ObtPens(cm, PalTable, PensTable, TagItem)
```

```

ULONG = ObtPens(struct ColorMap *, ULONG *, ULONG *,
                struct TagItem *);

```

FUNCTION

This function calls ObtainBestPen() on a list of color entries, and puts results into a new pens list.

It will attempt to find colors in your viewport closest to the provided colors list (PalTable).

This is usefull when you want to use an image with more specific colors on a public screen with a sharable palette.

INPUTS

cm = colormap

PalTable - list of RGB entries for each color you want to use.
The format of this table is the same as for

LoadRGB32():

```

1 Word with the number of colors to obtain
1 Word with the first color to be obtained
3 longwords representing a left justified 32 bit RGB

```

triplet

The list is terminated by a count value of 0.

examples:

```

ULONG PalTable[]={21<<16+1,0,0,0, 0xffffffff,0,0, 0};
                two entries (black, red); obtains only red one

```

PensTable - list of pen numbers on your viewport, obtained by this function. First entry in PensTable will

represent

the first color in PalTable, and so on.

NOTE that entries in PensTable with count number

lower

than the first color to be obtained (provided in PalTable) will be unaffected!

TagItem - this tagitem will be passed to ObtainBestPen() function,

that is called within ObtPens(). Please see

ObtainBestPen()

in order to decide what kind of precision for

obtaining

colors you will need. If this is NULL, PRECISION_IMAGE

will

be used.

RESULT

number = number of obtained colours (always the same as the first

Word in PalTable), or 0 if failed. If it succeeds you must call

```

RelPens()

```

to free obtained colors.

EXAMPLES

The following example will obtain red, green and blue colours in a viewport, and will put obtained pens into pens[] table. pens[0] will be untouched (will remain the same colour as viewport's background).

```

ULONG pal[((4<<16)+1, /* 4 entries, starting with the second one
*/
          0, 0, 0, /* black - will ignore this one */
          0xffffffff, 0, 0, /* red */
          0, 0xffffffff, 0, /* green */
          0, 0, 0xffffffff, /* blue */
          0});

ULONG pens[4];

ObtPens(cm, pal, pens, NULL);

SetAPen(rp, pens[1]); /* Set the primary pen to red */
Text(rp, "I'm red!", 8);

```

NOTES

You MUST call RelPens() to free all obtained colors if ObtPens() have succeeded, but you must not call it if ObtPens() returns 0. You MUST open graphics library (V39 or higher) before calling this function.

SEE ALSO

```

RelPens()
, ObtainBestPen(), LoadRGB32()

```

1.9 RecDirFree

NAME

RecDirFree -- Unlocks all locked paths (V10)
(dos V36)

SYNOPSIS

```

void RecDirFree(RecDirInfo)

void RecDirFree(struct RecDirInfo *);

```

FUNCTION

This function is called internally when error occurs in

```

RecDirNext()

```

, so you don't have to call it then!
 You can only call it when you no longer want to use

```
RecDirNext()
```

,
 before it finishes the scanning process.
 You DO NOT have to call RecDirFree() when you get any error,
 even DN_ERR_END (scanning process complete)!

INPUTS

RecDirInfo - pointer to struct RecDirInfo which has been
 called with

```
RecDirInit()  

RESULT
```

none

SEE ALSO

```
RecDirInit()  

,  

RecDirNext()  

, RecDirNextTagList()
```

1.10 RecDirInit

NAME

RecDirInit -- Initializes recursive files scanning process (V10)
 (dos V36)

SYNOPSIS

```
error = RecDirInit(RecDirInfo)
```

```
UBYTE = RecDirInit(struct RecDirInfo *)
```

FUNCTION

This function is required to start scanning files through entire
 or partial directory tree. It locks a directory path provided in
 RecDirInfo structure, then files can be examined by calling

```
RecDirNext()  

function. Please see  

RecDirNext()  

for more
```

explanation on how this is useful.

You should initialize RecDirInfo by yourself, and you MUST set
 rdi_Path, rdi_Num, and rdi_Pattern.

INPUTS

RecDirInfo - pointer to RecDirInfo structure, which should be
 allocated and initialized before RecDirInit() is called.
 You must set its rdi_Path field to starting directory path
 you want to scan.

Set rdi_Num for maximum number of directories you wish to scan

into. If you set `rdi_Num` to 1 it will only scan one level (that `rdi_Path` points to). If you set `rdi_Num` to -1 it will scan unlimited number of subdirectories deep.

If `rdi_Pattern` field is non-NULL and points to a string then calling `RecDirNext` will only return files that match the pattern string. NOTE that `rdi_Pattern` should point to a string which has been parsed with `ParsePattern()`.

RESULT

error - 0 if no error, otherwise returns one of the following errors (also see `libraries/supra.h`):

- `RDI_ERR_FILE` - Path provided in `rdi_Path` points to a file not directory.
- `RDI_ERR_NONEXIST` - Path provided in `rdi_Path` does not exist.
- `RDI_ERR_MEM` - not enough memory to execute `RecDirInit()`.

EXAMPLE

Please see an example in `RecDirNext()` function.

NOTES

IMPORTANT: You MUST open `dos.library` before calling `RecDirInit()`!

`rdi_Path` is a path relative to a current path your program uses. That means you can set `rdi_Path` to "" to scan from current directory, or "/" to scan parent directory.

BUGS

None found yet.

SEE ALSO

```
RecDirFree()
,
RecDirNext()
, libraries/supra.h
```

1.11 RecDirNext

NAME

`RecDirNext` -- Gets information about the next file (V10)
(dos V36)

SYNOPSIS

```
error = RecDirNext(RecDirInfo, RecDirFIB);

UBYTE = RecDirNext(struct RecDirInfo *, struct RecDirFIB *);
```

FUNCTION

Retrieves information about the next file in a scanning process. Calling this function will not provide a list of sorted files niether by ASCII order nor by directory levels. That means

it will scan files as they have been stored on a disk drive.

The main advantage of using this function from using `ExNext()` is that you don't have to program a recursive scanning routine by yourself. You need only to provide lowest directory path, how deep into subdirectories you want to scan, and which information about files you need to be provided with. `RecDirNext()` will only return files but no directories. You are also able to select a matching pattern so that only files which match it will be returned.

Please see

```
RecDirInit()  
for more info.
```

INPUTS

`RecDirInfo` - pointer to `RecDirInfo` structure. You MUST call

```
RecDirInit()  
, providing it with this structure, before calling  
any RecDirNext() function.
```

`RecDirFIB` - pointer to `RecDirFIB` structure which should be previously allocated. You only set those fields in the structure that you want to have information about. Any field should point to a variable into which information will be stored.

Check "struct `RecDirFIB`" to see what each field mean. All field in `RecDirFIB` structure that are set to `NULL` will be ignored.

RESULT

error - zero if no error. Otherwise one of the following:
`DN_ERR_END` - scanning is completed. You should not call any `RecDirNext()` again.
`DN_ERR_EXAMINE` - Failure while examining a file.
`DN_ERR_MEM` - not enough memory available to complete the operation.
IF any error will be resulted, `RecDirFree` will be called internally.

EXAMPLE

This example will scan through the entire `HD0:` disk device, and will print for each file: its dir path, its name, its size.

```
#include <stdio.h>  
#include <stdlib.h>  
#include <clib/exec_protos.h>  
#include <clib/dos_protos.h>  
#include <libraries/supra.h>  
  
struct RecDirFIB rdf;  
struct RecDirInfo rdi;  
char name[30];  
char path[100];
```

```

LONG size;" link "TEXT_INCLUDE:exec/types.h/Main" 35} size;
LONG err;" link "TEXT_INCLUDE:exec/types.h/Main" 35} err;

struct DosBase *DosBase;

void main()
{
    if (DosBase = (struct DosBase *)OpenLibrary("dos.library",0)) {

        rdi.rdi_Path = "RAM:"; /* from path "RAM:" */
        rdi.rdi_Num = -1; /* Unlimited subdirs deep */
        rdi.rdi_Pattern = NULL; /* Don't match files for pattern */

        if (RecDirInit(&rdi) == 0) {
            rdf.Path = path; /* We want to get files' path, name and
size
*/
            rdf.Name = name;
            rdf.Size = &size;
            while ((err = RecDirNext(&rdi, &rdf)) == 0) {
                printf("%s (%s) %ld\n", path, name, size);
            }

            /* Now check if DN_ERR_END or some other unexpected error
*/
            switch (err) {
                case DN_ERR_END:
                    printf("Scanning completed\n");
                    break;
                case DN_ERR_EXAMINE:
                    printf("Error: trouble examining a file\n");
                    break;
                case DN_ERR_MEM:
                    printf("Error: not enough memory\n");
            }
        }

        CloseLibrary((struct Library *)DosBase);
    } else printf("Cannot open dos.library\n");
}

```

NOTES

If you want to end scanning earlier you have to call
RecDirFree()!

BUGS

none found

SEE ALSO

```

RecDirInit()
,
RecDirTags()
,
RecDirFree()
, libraries/supra.h

```


1.12 RecDirTags

NAME

RecDirNextTagList -- Gets information about next file (V10)
(dos V36)

SYNOPSIS

```
error = RecDirNextTagList(RecDirInfo, RecDirFIB, TagItems)
```

```
UBYTE = RecDirNextTagList(struct RecDirInfo *, struct RecDirFIB
*,
    struct TagItem *);
```

```
error = RecDirNextTags(RecDirInfo, RecDirFIB, tag1, ...)
```

```
UBYTE = RecDirNextTags(struct RecDirInfo *, struct RecDirFIB *,
    ULONG tag1, ...);*
```

FUNCTION

This function does the same as

```
RecDirNext()
```

but it provides

a TagList extension. Any additional tags will override initial settings in RecDirFIB structure.

INPUTS

RecDirInfo - pointer to RecDirInfo structure which has been called with

```
RecDirInit()
```

RecDirFIB - pointer to initialized and set RecDirFIB structure, ←

or NULL.

You can get files' information either by setting variables to this structure before calling RecDirNextTagList(), or by providing TagItems you want.

NOTE: If you provide any TagItem then RecDirFIB

will

be changed (if it's non-NULL)!

Tags - The following tags are available:

RD_NAME - File name will be provided. ti_Data should carry a pointer to a string buffer (char *)

RD_PATH - Directory path where scanned file is.

RD_FULL - Full directory path + file name

RD_SIZE - File length in bytes. ti_Data must have a pointer

to

a LONG number (LONG *).

RD_FLAGS - File's protection flags. ti_Data must have a

pointer

to LONG.
RD_COMMENT - File's comment note. ti_Data carries a pointer
to
a string buffer.
RD_DATE - File's DateStamp structure. Function will copy the
entire DateStamp structure into struct DateStamp
provided in ti_Data field that points to it.
RD_BLOCKS - File size in blocks. ti_Data should have a
pointer
to LONG
RD_UID - Owner's UID (not supported with all file systems).
ti_Data should have a pointer to UWORD variable.
RD_GID - Owner's GID. ti_Data has a pointer to UWORD
variable.
RD_FIB - FileInfoBlock. Function will copy examined file's
FileInfoBlock to a provided struct FileInfoBlock
via ti_Data (ti_Data has a pointer to an allocated
FileInfoBlock structure).

RESULT

Same as for

```
RecDirNext()
EXAMPLE
```

See an example for

```
RecDirNext()
. You can replace its line
```

```
RecDirNext(&rdi, &rdf);
```

with

```
RecDirNextTags(&rdi, NULL, RD_PATH, path,
               RD_NAME, name,
               RD_SIZE, &size,
               TAG_DONE);
```

NOTES

If RecDirFIB is not NULL, and you provide some tags as well then RecDirFIB will be changed. This may change in the future so that provided RecDirFIB will not change.

BUGS

none found

SEE ALSO

```
RecDirNext()
,
RecDirInit()
, libraries/supra.h
```

1.13 RelPens

NAME

RelPens -- Release a list of pens obtained by ObtPens (V10)
(gfx V39)

SYNOPSIS

```
RelPens(cm, PalTable, PensTable)
```

```
void (struct ColorMap *, ULONG *, ULONG *);
```

FUNCTION

This function repeats calls to ReleasePen() in order to release all pens obtained by

```
ObtPens()
```

.

INPUTS

cm = colormap

PalTable - the same PalTable called with

```
ObtPens()
```

PensTable - the same PensTable called with

```
ObtPens()
```

NOTES

Please DO NOT modify PalTable and PensTable between calling

```
ObtPens()
```

and RelPens(). This function uses the first long word from PalTable (describing number of entries and starting position), and all entries from PensTable (except those entries that are lower than a starting position).

You MUST open graphics library (V39 or higher) before calling this function!

SEE ALSO

```
ObtPens()
```

```
, ReleasePen()
```

1.14 Supra Library

Supra Library

version 1.1 11/Apr/1995

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Please report any comments to:

```
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```

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REMEMBER:

You have to `#include<libraries/supra.h>` in your source code when using any of supra library functions. You have to link your object codes with `lib:supra.lib`

FEW HINTS:

You will notice that some functions contain two version numbers by their names. The one on the right is the actual function version. The one under a name explains what version and what ROM library you have to open before calling a function. e.g. `(gfx V39)` tells you that you have to open `graphics.library` version 39 or higher before calling that function.
