

MethodBLib

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COLLABORATORS

	<i>TITLE :</i> MethodBBLib		
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REVISION HISTORY

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Chapter 1

MethodBBLib

1.1 main

OOO functions for Blitz Basic 2 by Erwan Fouret

Disclaimer

Legal stuff

Introduction

What is that???

Requirements

What do I need?

Installation

How can I install this lib?

Using

What can I do and how?

Tutorials

I want examples!

Distribution

Aminet...

Future

Tomorrow...

Bugs

There can't be bugs!

History

Yesterday...

Thanks

Thanks!!!

Author

ME!!!

Long live the FREEware!

1.2 disclaimer

Disclaimer

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You use MethodBBLib at your own risk! The author accepts no responsibility for any damage caused to the user, his hardware or his software.

This is FREEware!!! You can use and distribute it as long as you don't modify the distribution and you don't earn money with it.

If you use this lib in your program, please put my name somewhere in the doc and in the program itself. Your program MUST be freeware. Thank you!

If you want to give me something in order to reward me, DO IT ;^)

Introduction

Main

## 1.3 introduction

Introduction

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If you want to program MUI applications or applications using DataTypes with Blitz Basic 2, you will see that a command misses : DoMethod! For the DataTypes, DoGadgetMethodA from intuition.library is usable, but it is not easy to use because you have to use the tags. For MUI, DoGadgetMethodA is unusable. So the DoMethod command from amiga.lib is indispensable! Besides, you can use it without using a tags structure or something like that, you can use it like in C! The function DoMethodA is also present for compatibility.

You can now use BOOPSI gadgets, MUI, and DataTypes in your Blitz 2 programs! You are given two examples in order to show you how to use the command DoMethod with DT and MUI.

I added DoSuperMethod, DoSuperMerhoda, CoerceMethod, CoerceMethodA and SetSuperAttrs functions in order to allow users to make OOP (Objects Oriented Programming).

Requirements

Disclaimer

Main

1.4 requirements

Requirements

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- An Amiga, of course!
- Blitz Basic 2 (Any version)

If you want to you use DataTypes, you will need the kickstart 3.0+.

In order to program MUI apps, please download the archive mui38dev-bb2 in dev/mui directory on Aminet.

That's all! Even an Amiga 1000 can use MethodBBLib!

Installation

Introduction

Main

## 1.5 installation

Installation

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- Run Blitz Basic 2
- PROJECT->LOAD (OR Right Amiga + L)
- Load the file "Userlibs/MethodBBLib.asc"
- Replace the "xx" by a free lib number (see further)
- COMPILER->OPTIONS (OR Amiga Right + O)
- Active only "Make Smallest Code"
- Active "Resident" and type blitzlibs:libmacs.res
- Click on OK
- PROJECT->SAVE (OR Right Amiga + S)
- Save it as "MethodBBLib.bb2" for example .
- COMPILER->CREATE FILE (OR Amiga Right + E)
- Select "Blitzlibs:Userlibs/MethodBBLib.obj"
- Click on OK
- ReMake your deflibs and relaunch the blitz

That's it! You made it! Now type "domethod" and press the "Help" key. The word "DoMethod" must appear, else email me.

For the free lib number, look at the file "libnums" if you have it and if you update it frequently, else try a number between 0 and 40.

If you have SuperTed from RWE, you can install the special guide. Just copy the file "MethodBBLibd.guide" to "Blitz2:REDHelp/AcidGuides/". Then edit the

file "Blitz2:REDHelp/RedHelp.dat" with any editor (e.g. ed) and add the line :
00XX Blitz2:REDHelp/AcidGuides/MethodBBLibd.guide
Replacing XX with the lib number you chose.

Using

Requirements

Main

1.6 using

Using

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This section is now in a special guide. If you want to open it now, click here with the mouse ->

Tutorials

Installation

Main

## 1.7 tutorials

Tutorials

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First Example : Sound Datatype

- Run Blitz Basic 2
- PROJECT->LOAD (OR Right Amiga + L)
- Select the file "Examples/DTSoundExample.asc"
- PROJECT->SAVE (OR Right Amiga + S)
- Select "DTSoundExample.bb2" for example
- COMPILER->CREATE FILE (OR Right Amiga + E)
- Select "C:PlayDTSound" for example
- Open a shell
- Type "PlayDTSound name_of_a_sound" replacing name_of_a_sound by a sound name
- Listen!

Second Example : MUI

You first have to download the MUI developer package for Blitz Basic 2 (dev/mui/mui38dev-bb2.lha). Install it (see the doc).

- Run Blitz Basic 2
- PROJECT->LOAD (OR Right Amiga + L)
- Select the file "Examples/MUIExample.asc"
- PROJECT->SAVE (OR Right Amiga + S)
- Select "MUIExample.bb2" for example
- COMPILER->CREATE FILE (OR Right Amiga + E)
- Select "RAM:MUITest" for example
- Open the RAM Disk or a shell
- Launch MUITest
- That's it!

Third Example : Picture Datatype

- Run Blitz Basic 2
- PROJECT->LOAD (OR Right Amiga + L)
- Select the file "Examples/DTPictureExample.asc"
- COMPILER->OPTIONS (OR Right Amiga + O)
- Activate "Resident" and type blitzlibs:amigalibs.res
- Click on OK
- PROJECT->SAVE (OR Right Amiga + S)
- Select "DTPictureExample.bb2" for example
- COMPILER->CREATE FILE (OR Right Amiga + E)
- Select "C:ShowDTPic" for example
- Open a shell
- Type "ShowDTPic name_of_a_picture" replacing name_of_a_picture by a picture name
- Admire!

Distribution

Using

Main

1.8 distribution

Distribution

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This archive can be dealt on Aminet CDs and all support as long as :

- Any part of this archive is NOT modified in ANY way
- No money is made for copying
- It is dealt as the original lha archive
- If you want to use it on a P.D. product, please contact me before.

Don't forget this is FREEware!

Future  
Tutorials  
Main

## 1.9 future

Future  
~~~~~  
- A DTBBLib to use datatypes very easier.
- An Installer script.

If you have some ideas, email me now!

Bugs
Distribution
Main

1.10 bugs

Bugs
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For the moment, there isn't any bug, but if you see a bug, email me!

History  
Future  
Main

## 1.11 history

History  
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V1.4 : A special doc more detailed and usable with SuperTed (from RWE)
 A new command from Julian Kinraid : VarArgs().

V1.3 : A french doc!
 Another example : picture datatype!

V1.2 : Changed the doc a little again.

Added OOP functions.
Now its name is : MethodBBLib.

V1.1 : Added an example.
Added more remarks on examples.
Changed the doc a little.

V1.0 : First release.

Author

Bugs

Main

1.12 thanks

Thanks

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I want to thank :

ACIDSSoftware for Blitz Basic 2  
Stefan Stuntz for MUI  
Amiga News for examples  
RWE for SuperTed (in Blitz Support Suite)  
Julian Kinraid for the idea (and the code) of VarArgs()

For giving me some ideas :

Stefan Giordano  
Andreas Håkansson  
Rupert Henson  
Mathieu Chènebit

All FREEwares' makers!

History

Author

Main

## 1.13 author

Author

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Please contact me! I'll always answer you! My e-mail address is :

erwan.fouret@wanadoo.fr

Find me on IRC :

Pseudo: WanOO --- Server : DALNet (irc.dal.net) --- Channel : #AmIRC

I love the FREEwares (FREE!). Use and make FREEwares please!

Erwan Fouret

History

Main
