

InterfaceEditor

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	<i>TITLE :</i> InterfaceEditor		
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Chapter 1

InterfaceEditor

1.1 Interface Editor User Manual

Interface Editor v2.0 User Manual

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1.2 Disclaimer

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1.3 Copyright and Distribution

Interface Editor Version 2.0

© Copyright 1994-95 Simone Tellini Software
Written using PhxAss v4.14 by
Simone Tellini
Piazza Resistenza 2
42016 Guastalla RE
Italia

Fido: 2:332/502 (Simone Tellini)

User Manual
© Copyright 1995 Simone Tellini Software

reqtools.library is © Copyright Nico François

nofrag.library is © Copyright Jaba Development

Interface Editor is (C) 1994-95 by Simone Tellini Software. This program is SHAREWARE: if you use it, you should send

me

your registration fee; in

that way you will become a registered user of IEditor, you'll receive the keyfile for the program and will be able to use IE without any limitations. Supporting shareware is very important, you like good programs at a very low price, don't you? ;-)

This program may be freely distributed provided that all files are included in the distribution without any modifications. You may *NOT* charge more than Fred Fish does for a single library disk.

This program may *not* be uploaded on BBS's that claim copyrights on the uploaded material.

The key file of Interface Editor is strictly personal and is *NOT* distributable in any way, only a backup copy for the registered user is allowed.

When you use this program to design GUI(s) for either a commercial or a

shareware program I would appreciate a little note about this in the documentation of the program. I would appreciate also to receive a copy of that program, or, at least, a demo! :-)

Commercial distribution of Interface Editor and/or its relative files is *NOT* allowed without written permission from the author. This also means the distribution on cover disks, disk magazines etc.

I'll be glad to give the permission to insert this program on disk magazines or cover disks if I receive a copy of it. Write me for details.

Only the output of IEditor is not subjected to these rules.

The Pathcer program is freely distributable, provided that it isn't modified in any way.

1.4 How to register

Well, to register to IE all you have to do is to fill in the "Orderform" you should have found in this archive, put it in a closed envelope and send me it with your registration fee.

These are the fees:

ITALY	LIT. 30.000
ITALY (AET members)	LIT. 23.000
REST OF THE WORLD	US \$ 25

From Italy, you can send your fee by cash, checks or postal orders. From abroad, you can only send EuroChecks or cash.

1.5 Updates

Once registered, you'll receive a special keyfile which will let you use any copy of IE without limitations. So, you can get updates of IE directly from the PD distribution networks.

Future updates will be available on ISN (Italian Shareware Network).

Currently three BBS are supporting IEditor:

- BBS: The Drake
SysOp: Paolo Masetti
Tel: +39-522-838800
Fido node: 2:332/522
File name: Area AMYC - IEditxxx.lha (e.g. IEdit209.lha)
Magic File Name: IEDITOR

- BBS: Glass Globe
SysOp: Massimo Brogioni
Tel: +39-577-959054
Fido node: 2:332/118
AmigaNet node: 39:102/201
Magic File Name: IEDITOR

- BBS: ToTaLLy WiReD
SysOp: Andrea Modenese
Tel: +39-41-5269419
Fido node: 2:333/714
Magic File Name: IEDITOR

NOTE: At the moment, none of these BBSs have IE on board... well, at the moment IE isn't released yet... ;-) But, when you read this file, IE should be available, at least in the first BBS.

If some other BBS could support IEditor, I'll be very glad: write me for details.

1.6 Introduction

Interface Editor lets you save a huge amount of time when you have to design a GadTools User Interface for your programs. This program's the successor of Interface Editor v1.0, which was a little program with very little control on the aspect of the interface. With version 2.0, I've tried to make IEditor a good user-friendly program; I've also improved the output that, in v1.0, was very bad!

These are the main features of IEditor v2.0:

A complete intuition/gadtools user interface

Editing on many different screen resolutions

Editing/Generating source on/for big autoscrolling screens

All GadTools gadget kinds supported

Full control over the window flags and tags

Fully mouse and keyboard controlled

Generation of complete routines in either C, Assembly or Amiga E

Binary saving for later loading and editing

* Data format has changed since version 2.07 ! *

Multiple windows

User selectable font for every gadget

The possibility to change screen resolution while editing

Easy gadget alignment and dimensioning

Multiple gadget moves, deletes, edits and copies.

Boolean gadgets

...

1.7 Minimal configuration required

InterfaceEditor requires Kickstart 2.04+ and 512kb RAM at least.

These libraries are used by IEditor:

```
reqtools.library v37+
icon.library     v37+
nofrag.library  v2+
locale.library  v38+ (optional)
asl.library     v37+
gadtools.library v37+
intuition.library v37+
dos.library     v37+
graphics.library v37+
```

To compile the output of IEditor you need a C compiler (like DICE) or an assembler with 2.0 includes or the Amiga E compiler (EC) v2.1b or better.

InterfaceEditor has been tested on these machines:

- Amiga 1200 68EC020 14MHz
2Mb CHIP Ram
HD IDE Conner 84Mb
2 Floppy Drives
Kick v39.106 - WB v39.29 (Release 3.0)
 - Amiga 4000/40 68040 25MHz
2Mb CHIP 16Mb FAST Ram
HD IDE Conner 210Mb
HD IDE Seagate ST144At 124Mb
Kick v39.106 - WB v39.29 (Release 3.0)
 - Amiga 2000B 68000 7MHz
1Mb CHIP 2Mb FAST Ram
HD SCSI 52Mb
Kick v40.63 - WB v40.42 (Release 3.1)
-

1.8 Starting with Interface Editor

You can run Interface Editor from either the Shell or the Workbench. From Shell, it accepts as a argument the name of a previously saved GUI file. From WB, it accept as WB argument the icon of a previously saved GUI... ;)

When it's loaded, you will see a screen with a little window: the ToolBar. Then you can load an old interface or start creating a new one.

To load a GUI you can select the item
Open...
in the first menu or you can
click on the 6th gadget of the ToolBar and then select the file you wanna load.

To start creating a new interface, you must click on the first gadget of the ToolWindow or select the item
New...
in the "Windows" menu.

1.9 Making a Gadget

Making a gadget is very simple. First of all you have to select the item
"Add..." in the "Gadgets" menu or click on the 4th gadget of the ToolBar. Then you must choose the kind of the gadget in the listview which will appear.

Now move the mouse pointer to where you want the top-left corner of the gadget to be (you'll see the coordinates on the ScreenBar). Click LMB (left mouse button) and move the mouse while olding down the button. You'll see a box which represents your gadget, whose dimensions are showed in the ScreenBar.

Once you've decided the size of the gadget, release the mouse button.

A requester will pop up: here you can edit the gadget title. After that another request will pop up letting you modify the gadget tags.

Then, the gadget will be created. If the creation operation fails, you'll see a black rectangle intead of the gadget.

Here's a list of the gadget supported by IE2:

```
~BUTTON~~~~~
~CHECKBOX~~~~~
~INTEGER~~~~~
~LISTVIEW~~~~~
```

~MX~::~::~::~

~NUMBER~::~::~

~CYCLE~::~::~

~PALETTE~::~::

~SCROLLER~:::

~SLIDER~::~::

~STRING~::~::

~TEXT~::~::

~BOOLEAN~:::

Note that the CHECKBOX and MX gadgets have a fixed size which means that ↔

you cannot make them any size you wish (unless you set the scaled tag of the gadget). Moreover, with placing these gadgets, there can be some problems if you use a font bigger than Topaz 8 and don't set the scaled tag.

NOTE: the BOOLEAN gadget type isn't handled by gadtools.library, but it's an old-style ;) intuition gadget.

1.10 Gadget Selection

If the gadgets aren't disabled or detached, to select one of them ↔ you have to

press LMB where there are no gadgets, then (holding down the mouse button) draw a rectangle so that the gadget(s) that you want to select is/are partly or completely covered by the box.

If the gadgets are disabled or detached you can simply click on the gadget you like to select. You can always drag a box around more than one gadget, to do a multiple selection.

Moreover, if you hold down the SHIFT key, the gadgets currently active won't be deactivated, but will remain active.

When a gadget is activated, it will have a box around it with four dot in the corners.

1.11 Moving Gadgets

It is possible to move one or more gadgets at the same time, ↔ depending on how many gadgets are

selected
.

To move a gadget, simply click on it and move the mouse holding down the mouse button. (If you want to move more than a gadget at the same time, you'll have to keep a Shift key pressed)

You'll see boxes representing your gadgets, when they're where you want, just release the mouse button. It wasn't so hard, was it?

1.12 Sizing Gadgets

You can choose to size a gadget (or more than one) by specifying its width and height or by sizing them with your mouse.

In the first case, select the item "Gadgets/Size/Specify...": a requester will pop up, enter here the values you want (also X and Y coordinates can be entered here).

In the second case, select the item "Gadgets/Size/Modify", then click on a gadget. If there were other gadgets selected, you will size all of them at the same time.

Once you've clicked on a gadget, you can decide to size starting from one of his four corners, almost as sizing a window in the workbench.

1.13 Gadgets/Copy

This will create a copy of the selected gadgets: after selecting this item, you will see boxes representing the selected gadgets that will follow the mouse pointer. When they're where you want them to be, press LMB.

The new gadgets will be created in that place and will have ALL the attributes equal to the original gadgets, labels included.

1.14 IEditor's Menus

Well, here you find the description of all the menus of my program:

Project

```
~About...~~~~~
~New~~~~~
~Open...~~~~~
~Save~~~~~
~Save~As...~~~~~
    Generate Source
~Assembly...~~~
~Amiga~E...~~~~
~C...~~~~~
~Exit...~~~~~
    Windows
~New...~~~~~
~Open...~~~~~
~Close~~~~~
~Close~All~~~~~
~Discard~~~~~
~Discard~All~~~~~
~Title...~~~~~
~Flags...~~~~~
~IDCMP...~~~~~
~Size...~~~~~
~Zoom...~~~~~
~Tags...~~~~~
    Print
~Save...~~~~~
~Load...~~~~~
    Gadgets
~Add...~~~~~
~Remove~~~~~
~Select~All~~~~~
```

~Title...~~~~~
~Items...~~~~~
 Size
~Modify~~~~~
~Specify...~~~~~
~Tags~~~~~
~Font~~~~~
 Align
~Right~~~~~
~Left~~~~~
~Top~~~~~
~Bottom~~~~~
 Spread
Horizontally
Vertically
 Spacing
Set X...
Set Y...
 Clone
~Width~~~~~
~Height~~~~~
~Both~~~~~
~Copy~~~~~
~Save...~~~~~
~Load...~~~~~
 Screen
~Tags...~~~~~
~Type...~~~~~
~Font...~~~~~
~DriPens...~~~~~
 Palette
~Modify~~~~~

```

~Load...~~~~~
~Save...~~~~~
~Generate~~~~~
~Save...~~~~~
~Load...~~~~~
  Miscellaneous
~Image~Bank...~~~
~Menu~Editor...~~
  Preferences
~Tools~Window~~~~~
~Use~Gadgets~~~~~
~Workbench...~~~~~
~Current~Window~In~Front~
~Use~WFlags~~~~~
~Asm~Source...~~~~~
~C~Source...~~~~~
~Create~icons~~~~~
~Save~~~~~

```

1.15 Project/New

This will remove from memory the current GUI, so that you can start creating a new one from scratch.

If the GUI hasn't be saved, you will be asked if you want to continue or to abort the operation.

1.16 Project/Open...

This will present you with a filerequester in which you must ↔ select the GUI that you wish to load. When you have made changes to the GUI in memory that have not been saved yet you will be asked if you want:

- A) Yes - Delete the GUI in memory.
- B) No - Abort the operation.

When the loading operation is finished you will be able to select a window to open with the menu

Windows/Open...

1.17 Project/Save

This will save the GUI currently in memory to the name under which it was saved last time. If it's the first time you save it, a file requester will pop up asking for a file name.

1.18 Project/Save As...

This has the same function of "Project/Save...", but always opens the file requester.

1.19 Project/Generate Source/C...

This will present you with a filerequester in which you must select the name which will be used to save the generated C source. Please refer to

~The~Generated~Source~
chapter for more information.

1.20 Project/Generate Source/Assembly...

This will present you with a filerequester in which you must select the name which will be used to save the generated Assembler source. Please refer to

~The~Generated~Source~
chapter for more information.

1.21 Project/Generate Source/Amiga E...

This will present you with a filerequester in which you must select the name which will be used to save the generated Amiga E source. Please refer to

~The~Generated~Source~
chapter for more information.

NOTE WELL: at the moment
boolean
gadgets aren't supported in this
language!

1.22 Preferences/Workbench

This will try to close the Workbench (or open it if it was closed). If you close the WB and then exit from IEditor, the Workbench will be automatically opened again.

1.23 Project/About...

I think you know what it does, don't you? Well, it opens that window with copyright infos and my address that you should see every time you load Interface Editor (unless you are a registered user ;).

1.24 Project/Exit

Selecting this item, you will leave IEditor. If the current GUI is not saved, IE will ask you if you want to "Save Raw", save it in binary format, "Exit", quit immediatly or "Cancel", don't quit.

1.25 Gadgets/Remove

Selecting this item, a requester will ask you if you really want ↔
to delete the

selected
gadget. Answering yes to it, will cause IEditor to delete them, ↔
for

ever.

You can delete the gadgets also by pressing the 'DEL'
key
.

REMEMBER: Once a gadget is deleted, you cannot bring it back!

1.26 Gadgets/Tags...

This will open a requester to edit the tags of the gadget(s)
selected
.

Select the kind you want to know more about:

~BUTTON~~~~~

~CHECKBOX~~~~~

~INTEGER~~~~~

~LISTVIEW~~~~~

~MX~~~~~

~NUMBER~~~~~

~CYCLE~~~~~

~PALETTE~~~~~

~SCROLLER~~~~~

~SLIDER~~~~~

~STRING~~~~~

~TEXT~~~~~

This gadget type is not handled by gadtools.library, so it hasn't ←
 got any tag,
 but maybe you want to know which parameters you can modify... ;)

~BOOLEAN~~~~~

1.27 Gadgets/Align/Left

This asks you to click on the gadget that has the left-edge ←
 that you want
 to align to. When you click on the gadget all
 ~selected~
 gadgets will
 inherit the left-edge coordinate of the clicked gadget.

1.28 Gadgets/Align/Right

This asks you to click on the gadget that has the right-edge ←
 that you want
 to align to. When you click on the gadget all
 ~selected~
 gadgets will
 inherit the right-edge coordinate of the clicked gadget.

NOTE: This might not always work when you align to the right-edge of a

~PALETTE~
 gadget. The gadtools.library sizes this gadget so that it
 fits within the area specified which makes it possible that the
 gadget is actually smaller than specified.

1.29 Gadgets/Align/Top

This asks you to click on the gadget that has the top-edge that you want to align to. When you click on the gadget all ~selected~ gadgets will inherit the top-edge coordinate of the clicked gadget.

NOTE: This might not work when you try to align a ~MX~ gadget, if this gadget uses a font higher than 8 and doesn't have the scaled tag set to true.

1.30 Gadgets/Align/Bottom

This asks you to click on the gadget that has the bottom-edge that you want to align to. When you click on the gadget all ~selected~ gadgets will inherit the bottom-edge coordinate of the clicked gadget.

NOTE: This might not always work when you align to the bottom-edge of a ~LISTVIEW~ gadget. The gadtools.library sizes this gadget so that it fits within the area specified which makes it possible that the gadget is actually smaller than specified.

NOTE 2: This might not work when you try to align a ~MX~ gadget, if this gadget uses a font higher than 8 and doesn't have the scaled tag set to true.

1.31 Gadgets/Clone/Width

This will ask you to click on the gadget that has the width that you want to clone. When you click on the desired gadget all ~selected~ gadgets will get the same width as the clicked gadget.

1.32 Gadgets/Clone/Height

This will ask you to click on the gadget that has the height that you want to clone. When you click on the desired gadget all ~selected~ gadgets will get the same height as the clicked gadget.

1.33 Gadgets/Clone/Both

This will ask you to click on the gadget that has the dimensions that you want to clone. When you click on the desired gadget all ~selected~ gadgets will get the same dimensions as the clicked gadget.

1.34 Gadgets/Load...

This will open an ASL filerequester with which you can select a set of previously saved gadgets. Those gadgets will be placed in the active window and they don't replace the gadgets already existing in it.

1.35 Gadgets/Save...

This will save all ~selected~ gadgets.

1.36 Gadgets/Title...

This will open a requester with these gadgets:

- Title: Insert here the gadget text.
- Label: This will identify the gadget in the source. Note that if you don't specify it, it will be created when the source is generated.
- Title Position: This lets you select where the gadget text should be placed.
- Underscore: Check it if you want an underlined letter in the gadget text. The letter to underline must be preceded by "_".
- Highlight Title: Check it if you want the title to be written with the Highlight Pen of the screen. With some gadgets kind, it has no effect.
-

Ok: I'm bored to repeat always what gadgets like this do! :)

Cancel: It abort the operation. If you click it while creating a new gadget, the gadget will be deleted.

1.37 Gadgets/Items...

This will open the Items Editor: it consists of a listview in which you can see the items that the selected gadget has, a string gadget which lets you modify the items and three buttons:

New: Adds a new item to the list.
Delete: Delete the selected item.
Ok: (=ESC) Close the editor.

This function works only with LISTVIEW, MX and CYCLE gadgets. For the last two ones, you are obliged to insert at least TWO items.

1.38 Gadgets/Font...

This will open an ASL Font Requester in which you can select a font. This font will be used for all the selected gadget.

1.39 Gadgets/Select all

Yeah! You guessed it! This will select all the gadgets of the current window. ;)

1.40 Window/New...

This will open a new blank window.

You can open as many window as you want (you must have enough memory, of course).

1.41 Window/Discard

The currently active window will be deleted from memory. BE CAREFUL!

1.42 Window/Discard All

All active windows will be deleted from memory. BE VERY CAREFUL!

1.43 Window/Open...

A list of the currently in memory windows will appear: click ↔
on the one
you want to open. You can use also the arrow
keys
to go up and down the
list, the return key to select and the ESC key to abort.

1.44 Window/Load...

This will open an ASL filereq with which you can choose a window to load.
The selected window will be appended to the other windows of the
interface.

1.45 Window/Save...

This opens a filereq in which you can select the name to save the active
window to.

1.46 Window/Flags...

This will pop up a list of the windows flags: you can choose the ↔
ones you
wish by clicking on them. The selected ones will be marked by this '*'.

Note that the flags aren't set, unless you have checked the menu item

```
~Preferences/Use~WFlags~  
.
```

1.47 Window/IDCMP..

This will pop up a list of the windows IDCMP: you can choose the ones you wish by clicking on them. The selected ones will be marked by this '*'.

NOTE: None of the IDCMP flags are actually used withing IEditor. The flags will only turn up in the generated source.

1.48 Window/Tags...

This will open up a window in which you can edit the most important window tags.

In the window you will find the following gadgets:

ScreenTitle	You can type an alternate screen title in here. This will be the title of the screen when the window is active.
AutoAdjust	When this gadget is checked intuition will automatically adjust the window position and dimensions to force it to fit on the screen.
FallBack	When your window is supposed to open on a specific screen and that screen is not available it will automatically open on the default public screen when this gadget is checked.
MouseQueue	This enables you to set the maximum # of MOUSEMOVE messages that will be pending at your message port at one time.
RptQueue	The same as MouseQueue only this time the maximum # of RAWKEY/VANILLAKEY messages can be set.
Notify Depth	If this tag is set to true, you will receive an IDCMP_CHANGEWINDOW when your window is depth-arranged.
Menu Help	If checked, enables the MenuHelp feature for this window.
Tablet Messages	It requests extended IntuiMessages for your window, so you can receive IESUBCLASS_NEWTABLET input events with IntuiMessages.

1.49 Windows/Close

This will close the active window, letting you save the memory allocated for it and for its gadgets. ←

If you want to open it again, select the item
Open...
from this menu.

1.50 Windows/Close All

This will close all the windows of your GUI, letting you save ←
the memory
allocated for them and for their gadgets.

If you want to open them again, select the item
Open...
from this menu.

1.51 Windows/Title...

This will open the window title requester, in which you can specify the
window title (Noo! ;) and the label for the window.

Note that if you don't specify a label, it will be created by IE when you
generate your source.

1.52 Windows/Size...

This will open a requester in which you can specify all the size tags of
the windows, that are:

MinWidth, MinHeight, MaxWidth, MaxHeight: these determine the minimal
and maximum dimensions of the window. Pressing the "*" gadget next to
the integer gadgets, the actual dimension of the active window will be
copied into them.

Inner Width, Inner Height: if selected, these will determine the inner
size of the window, no care of the size of the border or the title bar.

The Ok and Cancel gadgets confirm or abort the operation respectively.

1.53 Windows/Zoom...

This will open a requester in which you'll find these gadgets:

Top: Y coordinate of the top left corner of the window when the
zoom gadget is pressed.
-1 indicates that the window must remain where is. (Kick 3.0)

Left: X coordinate of the top left corner of the window when the
zoom gadget is pressed.

-1 indicates that the window must remain where is. (Kick 3.0)

Width: It indicates the width that the window should have when the zoom gadget is pressed.

Height: It indicates the height that the window should have when the zoom gadget is pressed.

Ok: It confirms the changes.

Cancel: It abort the operation.

There are also four "*" gadget: pressing them the actual size and position of the window will be copied into the respective integer gadgets.

1.54 Screen/Font...

This will open the ASL Font Req in which you can select a new font for the screen.

Note that this will affect the source code only if ~Screen/Generate~ is checked.

1.55 Screen/DriPens...

This will open a requester in which you can edit the DriPens, that are an array of pen numbers which are used to create the OS 2.0 new look.

In this req you will find these gadgets:

Pens In this cycle gadget you can select the pen to edit. Currently the following pens are supported:

DETAILPEN
1.3 compatible DetailPen.

BLOCKPEN
1.3 compatible BlockPen.

TEXTPEN
Used for rendering gadget texts and the window titles.

SHINEPEN
Used to render the light-side of the gadget and window borders.

SHADOWPEN

Used to render the dark-side of the gadget and window borders.

FILLPEN

Used to render the background of a selected gadget and the window borders when it is active.

FILLTEXTPEN

Used to render the gadget texts of selected gadgets and window titles of active windows.

BACKGROUNDPEN

Used to render the background of un-selected gadgets.

HIGHLIGHTTEXTPEN

Used to render the texts of gadgets with the Highlight switch on.

NOTE: The following three pens are only available under 3.0.

BARDETAILPEN

Used to render the text of the NewLook menus.

BARBLOCKPEN

Used to render the background of the NewLook menus.

BARTRIMPEN

Used to render the line below the menu bar.

Palette With this gadget you can change the actual DriPen.

OK Confirm the DriPens.

Cancel Cancel the operation.

1.56 Screen/Palette/Modify...

This will open a standard ReqTools color requester, that will let you change the current palette of the screen.

1.57 Screen/Palette/Load...

This will open an ASL file requester in which you can select an IFF-ILBM file. The palette of that file will be used for the screen.

1.58 Screen/Palette/Save...

This will open an ASL file requester in which you can enter the name of the palette file. IEditor saves the color map in a standard IFF-ILBM file.

1.59 Screen/Tags...

In the Screen Tags editor you will find the following gadgets.

Left, Top	These specify the position of the top left corner of the screen.
Title	In this gadget you can type the title of the screen. This is the title which will be displayed when there are no windows active which have their own screen title.
Show Title	If it isn't checked, the screen will not have the title-bar.
Behind	Setting this, the screen will be opened behind the other ones. This lets you to prepare it before putting it on front.
Quiet	Tells Intuition not to render system screen gadgets or title.
Type	This gadget will allow you to change the screen type you are creating. The following types are supported: CUSTOMSCREEN The screen of your GUI cannot be used by other programs. PUBLICSCREEN The screen of your GUI can be used by any other program.
Overscan	If this is checked, in the generated source there won't be the definition of the screen size via SA_Width & SA_Height, but SA_Overscan will be used instead.
Pub Name	If you enter here a string, the screen will be a Public Screen, whose name is it.
Full Palette	If set, when the screen is opened, all its color map entries will be overridden by the set of preferences colors.
Error Code	If set, in the source will be generate a variable in which an extended error code will be put in the case that OpenScreenTagList fail.

Draggable	If not set, the screen won't be draggable with the title bar. This works only with kick v39+.
Exclusive	Set it if you never want your screen to share the display with another one. This means that the screen can't be pulled down and will not appear behind other screens that are pulled down. This works only with kick v39+.
Share Pens	If set, Intuition will obtain the pens for your screen in shared mode. This works only with kick v39+.
Interleaved	Requests Intuition to alloc an interleaved bitmap for your screen. This works only with kick v39+.
Like Workbench	Set it if you want a screen just like the Workbench one. This works only with kick v39+.
MinimizeISG	It tells Intuition to use the smallest Inter Screen Gap possible for your screen. This works only with kick v40+.

1.60 Screen/Type...

This will open the ASL screen mode requester. In the screen mode requester you can change all important stuff concerning the screen.

THE VGA AND A2024 MODES MAY ONLY BE USED WITH VGA/MULTISYNC OR A2024 MONITORS! USAGE OF THESE DISPLAY MODES ON A STANDARD RGB MONITOR MAY RESULT IN SERIOUS DAMAGE TO THE MONITOR.

1.61 Screen/Save...

This will open an ASL File Requester in which you can enter the name of the file in which you want to save the current screen definition.

1.62 Screen/Load...

This will open an ASL File Requester in which you can select a file to load the screen definition from.

1.63 Screen/Generate

If checked when you generate the source code, the screen data will be included.

1.64 Gadget Tags

Select the kind you would like to know more about:

~BUTTON~~~

~CHECKBOX~

~INTEGER~~

~LISTVIEW ~

~MX~~~~~

~NUMBER~~~

~CYCLE~~~ ~

~PALETTE~ ~

~SCROLLER~

~SLIDER~~ ~

~STRING~~~

~TEXT~~~~~

~BOOLEAN~~~~

1.65 BUTTON

This are the tags you can specify with IE:

Disabled When this option is on the created gadget will be created disabled.

Immediate When this tag is set, the gadget will sent you an IDCMP_GADGETDOWN message when it is pressed. This works only with kick v39+.

1.66 CHECKBOX

This are the tags you can specify with IE:

Disabled	When this option is on the created gadget will be created disabled.
Checked	By default the created gadget is off. When you turn this option on the gadget will be created "checked".
Scaled	This tags works only with Kickstart 3.0+. If you set it, you will be able to change the size of the checkbox gadget. NOTE: if you use a font higher than 8 points, the gadget won't be placed where you draw it, but a little further down. Setting this tag, it will be placed exactly.

1.67 INTEGER

This are the tags you can specify with IE:

Disabled	When this option is on the created gadget will be created disabled.
Tab Cycle	If this tag is set, when the user presses the TAB key while the gadget is active, the next gadget will be activated.
Immediate	When this tag is set, the gadget will sent you an IDCMP_GADGETDOWN message when it is pressed. This works only with kick v39+.
Exit Help	When this gadget is checked and the user presses the HELP key while the created gadget is active your program will receive a special message at the the window port telling you about the quest for help. You can identify this special message when the Code field of the IntuiMessage is 0x5F.
Replace Mode	This kind of gadget is normally created in the insert mode. Setting this tag it will be created in the replace mode, that means that when the user presses a key, it will overwrite the character below the cursor.
Number	Normally the gadget is created with 0 as its initial value. Here you can enter the value that you want it to default to.
MaxChars	In this gadget you can set the maximum number of digits that can be entered in this gadget.
Justification	With this gadget you can set the place where the numbers should appear in the gadget.

1.68 LISTVIEW

This are the tags you can specify with IE:

Disabled	When this option is on the created gadget will be created disabled. With this gadget, this tag works only with kick v39+.
Read Only	When you switch this on the created gadget will be "read only" which means that the names in the list cannot be selected.
Show Selected	With this option turned on the name you select will be shown in a little box below the actual gadget. NOTE: Under Kickstart 3.0 this has been changed! Under 3.0 the selected entry will be displayed with a different background color.
Top	Top item that should be visible in the listview.
Make Visible	Number of the item that should be forced within the visible area of the listview by doing minimal scrolling. This tag overrides "Top" and works only with kick v39+.
Scroll Width	In this gadget you can enter the width of the ~SCROLLER~ gadget in pixels.
Max Pen	The maximum pen number used by rendering in a custom rendering callback hook. This works only with kick v39+.
Selected	Number of the item that should be selected.
Spacing	In this gadget you can enter the number of pixels that is used as spacing between the list names.
Item Height	Enter here the exact height of an item. This is normally useful for listviews that use the GTLV_CallBack rendering hook. This works only with kick v39+.

1.69 MX

This are the tags you can specify with IE:

Disabled	When this option is on the created gadget will be created disabled. With this gadget, this tag works only with kick v39+.
----------	--

Scaled	This tags works only with Kickstart 3.0+. If you set it, you will be able to change the size of the mx gadget. NOTE: if you use a font higher than 8 points, the gadget won't be placed where you draw it, but a little further down. Setting this tag, it will be placed exactly.
Title Place	It indicates where the title should appear.
Active	This gadget enables you to set the option that is active when the gadget is created.
Spacing	In this gadget you can enter the number of pixels that is used as spacing between the options.

1.70 NUMBER

This are the tags you can specify with IE:

Number	By default the gadget displays 0. In here you can change the value that the created gadget will default to.
Border	When checked the created gadget will have a recessed border drawn around it.
Front Pen	The pen to use when rendering the number. -1 tells IE not to use this tag in the source. This works only with kick v39+.
Back Pen	The pen to use when rendering the background of the number. -1 tells IE not to use this tag in the source. This works only with kick v39+.
Justification	Determines where to render the number within the gadget box. This works only with kick v39+. Under v39, you must also set the tag Clipped, if you select this one, otherwise the text won't be printed.
Format	C-Style formatting string to apply on the number before display. Be sure to use the 'l' (long) modifier. This works only with kick v39+.
Clipped	If it's set, the text of the gadget will be clipped to gadgets dimensions. This works only with kick v39+.
Max Number Len	This indicates the maximum number of bytes that

can be generated by applying the "Format" string.

1.71 CYCLE

This are the tags you can specify with IE:

Disabled	When this option is on the created gadget will be created disabled.
Active	This gadget enables you to set the option that is active when the gadget is created.

1.72 PALETTE

This are the tags you can specify with IE:

Disabled	When this option is on the created gadget will be created disabled.
Color	In this gadget you can enter the color that is active in the created gadget.
Depth	The depth allows you to control the amount of colors that are displayed in the created gadget. 1 = 2 colors 2 = 4 colors 8 = 256 colors

NOTE: Currently only a value between 1 and 8 is allowed.

Color Offset	There may be times that you only want to have a portion of the available colors in the palette gadget. This gadget and the Depth gadget can make this happen. If you want to have the 2nd and 3rd color on a 4 color screen you do the following:
--------------	---

```
Set Depth to 1
Set Offset to 1
```

This way you'll get the gadget you want.

Indicator Width	This tag indicates the desired width of the current-color indicator. If it's equal to 0, the indicator won't be created. NOTE: This tag doesn't work with kick v39+.
-----------------	---

Indicator Height	This tag indicates the desired height of the current-color indicator. If it's equal to 0, the indicator won't be created.
------------------	---

NOTE: This tag doesn't work with kick v39+.

Num Colors Number of colors to display in the palette gadget. This overrides "Depth" and allows numbers which aren't powers of 2. This works only with kick v39+.

1.73 SCROLLER

This are the tags you can specify with IE:

Disabled When this option is on the created gadget will be created disabled.

Immediate When this option is on your window will receive a message at the moment the user clicks on the gadget.

Rel Verify When checked your window will receive a message when the user releases the left mouse button while the pointer is still over the gadget.

Top Enter the top position visible in the area the scroller represents in here.

Total Enter the total number of positions that the scroller represents in here.

Visible Enter the number of visible positions that the scroller represents in here.

Arrows When checked the created scroller will have arrows to accompany it. In the gadget on the right you can adjust the size of the arrows.

Freedom With this gadget you can set the direction in which the scroller is adjustable.

1.74 SLIDER

This are the tags you can specify with IE:

Disabled When this option is on the created gadget will be created disabled.

RelVerify When checked your window will receive a message when the user releases the left mouse button while the pointer is still over the gadget.

Immediate When this option is on your window will receive a message at the moment the user clicks on the gadget.

Min	Enter the minimum level of the slider in here.
Max	Enter the maximum level of the slider in here.
Level	By default the position of the slider is 0. In here you can enter the level that the slider will have when it is created.
Max Level Len	Maximum length in characters of level string when rendered beside the slider. This works only with kick v39+.
Level Format	In here you can enter a C-style formatting string for the level indicator. When you keep this empty there will not be a level indicator.
Level Place	With this gadget you determine the position at which the level indicator is rendered.
Max Pixel Len	It indicates the maximum pixel size used up by the level display for any value of the slider. This is useful when dealing with proportional fonts. This works only with kick v39+.
Justification	Determines how the level display is to be justified within its allotted space. This works only with kick v39+.
Freedom	With this gadget you can set the direction in which the slider is adjustable.

1.75 STRING

This are the tags you can specify with IE:

Disabled	When this option is on the created gadget will be created disabled.
Immediate	When this tag is set, the gadget will sent you an IDCMP_GADGETDOWN message when it is pressed. This works only with kick v39+.
Tab Cycle	If this tag is set, when the user presses the TAB key while the gadget is active, the next gadget will be activated.
ExitHelp	When this gadget is checked and the user presses the HELP key while the created gadget is active your program will receive a special message at the the window port telling you about the quest for help. You can identify this special message when the Code field of the IntuiMessage is 0x5F.
Replace Mode	This kind of gadget is normally created in the

	insert mode. Setting this tag it will be created in the replace mode, that means that when the user presses a key, it will overwrite the character below the cursor.
String	Normally the gadget is created without a string in it. Here you can enter a string that will be the contents of the created gadget.
Max Chars	In this gadget you can set the maximum number of characters that can be entered in this gadget.
Justification	With this gadget you can set the place where the characters should appear in the gadget.

1.76 TEXT

This are the tags you can specify with IE:

CopyText	When checked GadTools will copy the text to an internal buffer so that the program can use it again.
Border	When checked the created gadget will have a recessed border drawn around it.
Clipped	If it's set, the text of the gadget will be clipped to gadgets dimensions. This works only with kick v39+.
Text	By default the gadget displays nothing. In here you can type in a text that will be displayed when the gadget is created.
Front Pen	The pen to use when rendering the text. -1 tells IE not to use this tag in the source. This works only with kick v39+.
Back Pen	The pen to use when rendering the background of the text. -1 tells IE not to use this tag in the source. This works only with kick v39+.
Justification	Determines where to render the text within the gadget box. This works only with kick v39+. Under v39, you must also set the tag Clipped, if you select this one, otherwise the text won't be printed.

1.77 Preferences/Tools Window

This will open/close the Tools Window.

1.78 Preferences/Use Gadgets

If not checked, the gadgets in the edit windows will be created and then detached.

1.79 Preferences/Current window in front of

Select this to have the selected window always in front of the others.

1.80 Preferences/Use WFlags

If checked, the windows that you're editing will use the flags you've set for them, otherwise my ;) flags are used.

1.81 Preferences/Asm Sources...

This will open a requester in which you can edit some parameters for the Asm Source:

Data Section	If checked, a DATA section will be created.
BSS Section	Try to guess... ;-)
IntuiMsg	If checked spaces for the IntuiMsg for the window will be created in the source. E.g. If you have a window whose label is "Win", you will find this in the source: WinMsg ds.b im_SIZEOF
Clicked Ptr	If checked, each gadget that generates an IDCMP event will have a pointer called <gadget label>Clicked in its UserData field. So, when you receive an IDCMP msg from your window, you should execute the routine pointed by this ptr.
IDCMP Handler	This will active the generation of the IDCMP event handler. See the relative chapter.
Gadget Labels	If checked, each gadget will have its own pointer instead of a global array.
Raw Code	If checked, you will be able to assemble the code generated without the include files.

Intuition Base	Enter here the name you usually use in your sources to identify the Intuition Base
GadTools Base	You know it, don't you? ;)

1.82 Preferences/C Sources...

This will open a requester in which you can edit some parameters for the C Source:

IntuiMessage	If set, in the source structures called <Window_Label>Msg will be created.
Clicked Ptr	If set, in the source a pointer called <Gadget_Label>Clicked will be put in the userdata field of each NewGadget. In this way, you can write an IDCMP Handler that, when it receives a message, executes the routine whose address is pointed by gg_UserData. Of course, in your source you must have routines called <Gadget_Label>Clicked(void).
UWORD chip	Enter here the syntax used by your compiler to put some data in a CHIP hunk.

1.83 Preferences/Save

This will save the current prefs setting.

1.84 The IDCMP Handler

The IDCMP Handler is a little routine which /handles/ all the message that arrive at your window user port: it creates a copy of the IntuiMessage, then it calls the appropriate routine. The name of the routine called are composed in this way:

```
<Window Label><Idcmp kind>
```

Example: If an IDCMP_CLOSEWINDOW message arrive at your "Main" window, the IDCMP handler will call the routine MainCloseWindow.

There are two exceptions: IDCMP_GADGETUP/DOWN and IDCMP_MENUPICK: in these cases the IDCMP Handler will call the routine pointed by the UserData field of the gadget/menu.

Moreover IDCMP_REFRESHWINDOW messages are completely handled by the handler.

In the assembly language, the routines called will found a pointer to the

copy of the IntuiMessage in A5.

See the "MemoryObserver" source code for a real-life example.

1.85 The Generated Source

For the Asm and C languages, IEditor creates two source files. The first (.c|.s) will contain all the routines and data needed to set up the GUI. The second (.h|.i) will contain the Externs or Xrefs and the constants for the gadgets ID.

In the main file the following routines are generated:

```
=====
int SetupScreen( void );
=====
```

This routine will open or lock the screen and get its visual info.
This routine can return one of the following errors:

```
0 = No error.
1 = Could not open or lock the screen.
2 = Could not get the screen visual info.
```

```
=====
void CloseDownScreen( void );
=====
```

This routine will free the resources taken by "SetupScreen()". You must still call this routine when "SetupScreen()" failed to close and free the resources that didn't fail to open!!!

```
=====
int Open<Window_Label>Window( void );
=====
```

There are as much of these routines as there are Windows in your GUI. These routines will set-up the gadgets and open the window. These routines can return one of the following errors:

```
0 = No error.
1 = Could not create a gadget context.
2 = Error during the gadget creation.
4 = Could not open the window.
```

```
=====
void Close<Window_Label>Window( void );
=====
```

There are as much of these routines as there are Windows in your GUI. These routines will free all resources that the "Open<Window_Label>Window()" routine has taken. You must still call this routine if "Open<Window_Label>Window()" has failed!

The main file also has the following globals defined which are shared by all project windows:

```
struct Screen *Scr;           A pointer to the opened/locked screen
APTR          VisualInfo;    A pointer to the visual info
```

The following globals are only generated when the file contains gadgets or when the window must have a zoom gadget or when you've selected a font for a gadget:

```
struct Gadget  *<Gadget_Label>GList;  The created gadgets
WORD          <Window_Label>Zoom[4];  The window alternate positions
struct TextFont *<font_name><font_height>_<font_style><font_flags>Font;
```

Are also generated pointers for each project window that is in memory:

```
struct Window  *<Window_Label>Wnd;
```

Moreover, when the screen is generated and the tag Error Code is set, this ULONG will be included in the source:

```
ULONG          ErrorCode = NULL;
```

Here you will find an error code which will tell you what's gone wrong while opening the screen.

Last but not least, in the source a variable called YOffset will be generated: its value it's equal to Scr->WBotTop + Scr->Font->YSize. If you modify the screen font, you * MUST * update this variable!

When you've not set the item "Generate" in the screen menu, this pointer is generated:

```
UBYTE          *PubScreenName = NULL;
```

This will allow you to change the name of the public screen to open on with out having to hack in the generated source.

Also the main file contains the Gadget Array's for each project window which are define as follows:

```
struct Gadget *<Window_Label>Gadgets[];
```

To access the pointers in this array the program generates DEFINES or EQU'S in the header file which specify the position of a certain gadget in the array. These defines are build as follows:

```
#define GD_<Gadget_Label>
```

Be sure that the "gadtools.library", "intuition.library", "graphics.library" are all open BEFORE any of the generated routines is called. When you use a diskfont you should open it via "OpenDiskFont()" before calling the generated routines.

1.86 Credits

I'd like to thank Gian Maria Calzolari and Mario Branchi for ←
helping me in the
development of this program, its beta-testing and for moral support :-), and
Frank Wille for having created PhxAss, a wonderful assembler! ;), for his
bug-report.

I'd like also the SysOps of the BBSs that
support
IEditor.

The catalog for IE were made by:

- English: Me, Myself and I. :-) (I)
- Deutsch: Frank Wille. (D)

...someone would like to write another catalog? ;)

1.87 Notes

If someone wants to translate this manual into her/his language ←
permission
is hereby granted. The only thing I ask is that you send me a copy of the
translation so that I can distribute it with the next release of the
program.

Also, write me if you would like to create a new catalog for IE: I'll
send you the needed files (if those in the distribution archive aren't
updated).

When submitting a bug-report or suggestions, please tell me what version
of IEditor you are using. This can be established by typing "Version
IEditor" in the shell.

>This is a program for programmers. A lot of things in the manual might
>not be clear to other Amiga users. If you plan to program the Amiga you
>should at least get the RKM manuals: Libraries, Devices, Includes and
>AutoDocs, User Interface Style Guide. Also one or two good books
>concerning the language you wish to learn are essential. I'm not saying
>this because I like to see you throwing your money away but it's almost
>impossible to program the Amiga without good documentation.

Never make changes to the source that IEditor generates. You should not
do this because each time you re-generate the source you have to make
these changes again. You should always code your program specific
routines and stuff in one or more separate modules. This way you can
always add things to your GUI using IEditor without having the trouble of
adding other things to the IEditor generated source over and over again.

Bug reports (what bug?!?), suggestions, postcards, contributions, ideas,
gifts, girls, etc.. to the

author

.

Flames, criticism et similia to:

NIL:

;-)

1.88 Preferences/Create Icons

If checked, an icon file will be created when you save your GUI.

1.89 Images bank

This requester allows you to load IFF-ILBM files to use in ~your ~ GUI. At the moment the images loaded can only be used in Boolean~gadgets and

Menus

, but in a

future

release (coming soon, I hope! ;) you'll be abled

to print them directly on your window.

The requester is divided into two parts: in the second one you can see a preview of the selected image, in the first one there are these gadgets:

- Images this is the list of the images currently ~available for use in your GUI.
- (string gadget) if you want to change the label of an ~image, this gadget is the one you're serching for...
- New will open an ASL file requester with which you can choose an IFF-ILBM file to add to the list.
- Delete this will remove the selected image from the list. If that image is in use in your GUI, you ~will ~be asked if continue or ~not: ~selecting "Yes", ~the image will be removed and the gadgets that use ~it will have their image pointers cleared.

To quit from the Image Bank you have to klik on the close window gadget.

1.90 Boolean Gadgets

Boolean gadgets are the most common pre-kick 2.0 gadgets. They're handled by `intuition.library`, not by `GadTools.library`, so they haven't got any tags and you can't use the `GT_SetGadgetAttrsA()` function with them. You could want to use them if you want a button gadget with some features that the `gadtools Button Kind` doesn't have, e.g.

```
images
, toggle-select mode...
```

NOTE WELL: in your sources, make sure you don't use the `xxxGadget` symbols as a pointer to a boolean gadget, because it ~represent the Gadget structure!

Example: this piece of code would be wrong:

```
[...]
move.l BooleanGadget,a0
jsr   _LVOOnGadget(a6)
[...]
```

You should write:

```
[...]
lea   BooleanGadget,a0
jsr   _LVOOnGadget(a6)
[...]
```

or in C:

```
OnGadget( &BooleanGadget, .... );
```

Moreover, there aren't pointers to gadgets of this kind in the `<wnd>Gadgets` array.

These are the gadgets you'll find in the Boolean Gadgets requester:

- Label the gadget label
 - Text the text of the gadget. It will be used only if the checkbox is checked.
 - X, Y the coordinates of the text, ~relative ~to ~the upper-left corner of the gadget.
 - INVERSVID if checked, the text will be printed inversed.
 - Draw Mode JAM1 the text will be printed ~with ~the Front ~Pen ~selected, ~leaving ~the background untouched.
 - JAM2 the text will be printed with ~both the Front and Back pens selected.
 - COMPLEMENT the ~text ~~will ~~be ~~printed ~in complementary mode.
-

- Front Pen the color of the text
 - Back Pen the color of the background (used only if draw mode is JAM2).
 - W, H the size of the gadget.
 - * copy the size of the image selected to the size of the gadget.
 - Gadget Render the image used to render the gadget. The symbol (---) means NO IMAGE.
 - Select Render the ~ image ~used ~to ~render ~the ~gadget ~when selected.
 - Highlight GADGHNONE selecting the gadget ~it ~won't change.
 - GADGHCOMP the ~~gadget ~~~box ~~will ~ be complemented when the gadget is selected.
 - GADGHBOX when the gadget is selected, it will have a box ~drawn ~around.
 - GADGHIMAGE when ~~selected, ~~it ~will ~be renderd with the Select ~Render image .
 - TOGGLESELECT set the toggle-select mode for the gadget.
 - RELVERIFY if set, you'll receive an IDCMP_GADGETUP message when the gadget is released.
 - IMMEDIATE if set, you'll be informed when the ~gadget ~is activated.
 - FOLLOWMOUSE set this bit ~if ~you ~want ~to ~receive ~mouse movement reports while your gadget is active. If you set this flags, you should also set ~the IMMEDIATE one. Moreover, if you want to receive ANY mouse movement event you ~should ~set ~also the RELVERIFY flag.
 - DISABLED the gadget will be created disabled.
 - SELECTED the gadget will be created selected.
-

1.91 Future plans

Coming in next releases...

- BevelBoxes, IntuiTexts and Images
 - AppIcon to load GUI files (maybe, what do you say about it?)
- ARexx (if I'll find some examples... ;)
- ... have you got some suggestions? :)

... stay tuned! ;-)

1.92 Keyboard commands

Summary of IEditor's keyboard commands:

TAB	Select the next gadget
SHIFT TAB	Select the previous gadget
ALT TAB	Activate the next window
SHIFT ALT TAB	Activate the previous window
RETURN	Edit the tags of the selected gadgets
DEL	Delete the selected gadgets

1.93 Windows/Print

This function makes a dump of the current editing window to the printer.

It's a bit experimental, so tell me what you think about it and if you really need it.

1.94 Gadgets/Spread/Horizontally

This function lets you spread your selected gadgets between two limits.

Once selected, you'll see a vertical line that follow your mouse in the active window: move it to the first coordinate of the spreading area and press the mouse button; now another line will appear, move to the second

coordinate and press the mouse button.

Then, the

```
selected
gadgets will evenly spread out between the two lines.
```

If only one gadget is active, it'll be centered between the two lines.

1.95 Gadgets/Spread/Vertically

```
This function lets you spread your
selected
gadgets between two limits.
```

Once selected, you'll see a horizontal line that follow your mouse in the active window: move it to the first coordinate of the spreading area and press the mouse button; now another line will appear, move to the second coordinate and press the mouse button.

Then, the

```
selected
gadgets will evenly spread out between the two lines.
```

If only one gadget is active, it'll be centered between the two lines

1.96 Gadgets/Spacing/Set X...

```
This function will ask you the number of pixel to put between the
selected
gadgets. Once you've entered it, the gadgets will be placed ←
correctly.
```

1.97 Gadgets/Spacing/Set Y...

```
This function will ask you the number of pixel to put between the
selected
gadgets. Once you've entered it, the gadgets will be placed ←
correctly.
```

1.98 Menu Editor

```
The Menu Editor is... err... an editor for menus! ;-)
```

It lets you build a menu with a couple of mouse click... In its window, there are these gadgets:

```
Title          This lists shows the Menu Titles present in you menu.
```

Item	This shows the Menus Items...
Sub	...do you want me to say it? ;)

Below these gadgets, there are these buttons:

/\	ehm.. more or less... This moves up the selected node.
\/	This moves down the selected node.
New	Adds a new node.
Delete	Delete the selected node.
Mutual Exclude	This lets you specify the items/subs that must be excluded when the selected one is activated.

Finally, there are this two gadgets:

Test	Create the menu as you've built it and attach it to the Menu Editor window, so you can check how it look like...
Ok	Closes the Menu Editor; it has the same function as the window close gadget.

To edit an item, you must double click on it. Then the requester you've see when you've created that item will pop up.

In this requester there are these gadgets:

Text	The text of the menu title/item/sub...
Image	This will open a list of the available images : select one of them if you want to create a MENU_IMAGE item or sub. (---) means no image.
BarLabel	Set this if you want a barlabel... ;)
Disabled	If set, the menu will appear disabled.
CheckIt	Set if you want this item to be checkable.
Checked	If set and CheckIt is set, the item will appear checked.
MenuToggle	The menu will be toggle between checked/not checked when selected.

In the Mutual Exclude requester there are these gadgets:

Ignore	The items of this list won't be changed.
--------	--

Exclude	The items of this list will be excluded by the one you selected before.
« and »	These two gadgets move all the item of a list to the other one.
< and >	These two gadgets move the selected item from a list to the other one.

1.99 IEditor's author... err...hey, it's me! :)

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