

StringNode

COLLABORATORS

	<i>TITLE :</i> StringNode		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

StringNode

1.1 Amiga-E Module: StringNode

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** StringNode_00 - Written By Fabio Rotondo **
```

```
** DOCUMENTATION GUIDE **
```

```
Introduction
```

```
Author's Infos
```

```
  SUPERCLASS: StringNode_oo
```

```
NEW COMMANDS
```

```
BRIEF DESCRIPTION
```

```
-----  
stringnode()
```

```
  Initailizes the object
```

```
  search(string, fromhere=FALSE)
```

```
    Search for a specific string
```

```
  sort(nocase=FALSE, inverted=FALSE)
```

```
    Sort All Items By Name
```

```
CHANGED COMMANDS
```

```
BRIEF DESCRIPTION
```

```
-----  
add(string, mode)
```

```
  Add a new string to the list
```

```
change(string)
```

```
  Changes the current object string
```

```
insert(string)
```

```
  Inserts a new string AFTER the current one
```

```
obj()
```

```
  Returns the current string.
```

1.2 Author's Infos

My name is Fabio Rotondo. I am a free-lance Amiga programmer and I would like to get in touch with anyone who writes code for the Amiga. I write in AmigaE, BlitzII, C and a bunch of other languages.

Please, feel free to contact me for any suggestions/questions.

My address is:

Fabio Rotondo
C.so Vercelli 9
28100 Novara
ITALY
Tel. (ITA) - (0)321 - 459676
e-mail: fsoft@intercom.it

Check out my WWWPage with many of my AmigaE Modules/Sources!

<http://www.intercom.it/homepages/utenti/fsoft/index.html>

Thanks!

1.3 Amiga-E Modules: StringNode/search()

NAME: search(string:PTR TO CHAR, fromhere=FALSE)

DESCRIPTION: Use this command to scan the list looking for a specific string inside the node.

INPUT: string - PTR TO CHAR. String to search.
 fromhere - A BOOL value.
 TRUE = Scan starting from current node.
 FALSE = Scan starting from the first node.

RESULTS: TRUE - Searching successful.
 FALSE - Nothing found.

NOTES: * Search is NOT case sensitive.

* Search allows partial string to be searched:
 eg. Search String: "Ami"

 valid search results: "Amiga", "AMIGA", "aMiGa"

* Search will position the current node to a valid value
 IF Search() fails, the current node will not change.

* Wild cards are not supported (yet! ;)

SEE ALSO:

1.4 Amiga-E Modules: StringNode/sort()

NAME: sort(nocase=FALSE, inverted=FALSE)

DESCRIPTION: Use this command to sort by name all items in a object.

INPUT: nocase - (OPTIONAL) if you set this to TRUE, the sort will be done without case sense (but it is slower...)
inverted - (OPTIONAL) if you set this to TRUE, the sort will be done hight to low and not low-2-hight as default.

RESULTS: The list will be completely sorted up.

SEE ALSO:

1.5 Amiga-E Modules: StringNode/add()

NAME: add(string:PTR TO CHAR)

DESCRIPTION: Use this command to add a string to the list.

INPUT: string - PTR TO CHAR, the string you wish to add.

RESULTS: TRUE - Adding Successful.
FALSE - Something went wrong (usually low mem problems)

SEE ALSO: NodeMaster/Add()

1.6 Amiga-E Modules: StringNode/change()

NAME: change(string:PTR TO CHAR)

DESCRIPTION: Use this command to change the current node string.

INPUT: string - PTR TO CHAR, the new string you wish to replace the existing one.

RESULTS: TRUE - Adding Successful.
FALSE - Something went wrong (usually low mem problems)

SEE ALSO: NodeMaster/Change()

1.7 Amiga-E Modules: StringNode/obj()

NAME: obj()

DESCRIPTION: This command returns the current node string.

INPUT: NONE.

RESULTS: A PTR TO CHAR to the current node string.

SEE ALSO: NodeMaster/Obj()

1.8 Amiga-E Modules: StringNode/insert()

NAME: insert(string:PTR TO CHAR)

DESCRIPTION: Use this command to add a string AFTER the current one.

INPUT: string - PTR TO CHAR. String to insert.

RESULTS: TRUE - Insert() successful.
 FALSE - Something went wrong.

SEE ALSO: NodeMaster/insert()
