

GTBox

COLLABORATORS

	<i>TITLE :</i> GTBox		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

GTBox

1.1 GTBox Converter V4.50 - By Fabio Rotondo

**** GTBox Converter V4.50 ****

Written By Fabio Rotondo

Overview

What's is it and what's new?

How To Use

The way GTBox works

History

So far, so good.

Disclaimer

Legal stuff blah blah

Shareware

Shareware infos

Future

Next versions...

How To Contact Me

Do you wanna get in touch?

Locator.library

My Lib for localization.

1.2 Overview

OVERVIEW

GTBox Converter is a program which allow you to convert GadToolsBox created interfaces into BlitzII code.

Its use is very simple and immediate. If you know how GadToolsBox works, then you can also use GTBox Converter (from now on, simply GTBox). This program was born as a little personal-use software for conversion and it evolves to what you now have inside your own hands. A lots of modifies applied to the original software and a lot will change in future releases (assuming new releases will be done... ;)

Initially, when they implemented gadtools.library into BlitzII, there was no way to write pretty good interfaces, then I begun playing with GadToolsBox by Jaba Developement and understood that with a bit of work, I should be able to create a converter from GadToolsBox to BlitzII. And here it is :)

Main new features:

- * Completely re-written (What a job!! 8)
- * Now converts ".gui" files, not C files anymore (Great Power! ;)
- * Now converts about all tags...
- * It is 800%/1000% faster than previous versions.
- * It writes also OS2.00+ replacement BlitzII gadtools commands
- * Can write USEFULL comments ;)
- * Completely modular-based...
- * You can choose what to convert or not...

1.3 How To Use

HOW TO USE

GTBox window is splitted into 4 main parts:

- * A zone where you can select (via
 CheckBoxes
) what to convert and what not.
 - * Some
 Integer
 -gadgets which will allow you to select the window to use,
 the gadget list to use and the code indent amount.
 - * A zone with three
 gadgets
 : Convert, About and Greetings.
 - * A
 menu
 part.
-

1.4 History

GTBOXCONV HISTORY

- V4.50 - * Added the third menu (for Locator.library)
- * Now user can change constant's Loc name extension
 - * Now user can change Loc handler name.
- V4.40 - * Added CAT creation (Locator Library)
- V4.30 - * Now complete quitvar support
- * Added Locator library support
- V4.21 - * Fixed a little bug about the use of correct screen.
- * Fixed GadHandler generation proc
 - * Enhanced ScanGadget proc
- V4.20 - * Fixed a small bug in Menu Shortcut
- * Added menus
 - * Better code generation
 - * Now GTSetAttrs is done AFTER window initialization (OS2 Compatible)
 - * Better Gadget Handling routines
 - * Now gadgets are perfectly rendered
 - * Complete New Gadget Handler (Now Called Event Handler)
- V4.11 - * OS2 Compatible !!!
- * Now Converts menu.
 - * I made a GREAT mistake using GTSetAttrs (which IS OS2 compatible) in a very smart move which CRASHES OS2 machines... UPGRADE GUYS! ;)
 - Not very good for a share 8(-
- V4.00 - * Completely re-written!!!!
- * Docs in amigaguide !!!
 - * Smart parsing routine (ex. detects PUBLIC or CUSTOM screen selection)
 - * Converts about ALL tags (even some not supported by GadToolsBox!!)
 - * It is 800% / 1000% faster than V3.04 Beta version!!!
 - * Writes EVERYTHING! After converting you can load up the BB2 file
-

and see it working perfectly and without nothing more to do!
(OK, you have to write the program... ;)

* It is so modular you will find yourself sectionated!!!

* Converts ".gui" not C files anymore!!!!

V3.04 - (BETA VERSION!!!) Improved line input routine. Now it is 800% faster on an A4000/040 and about 1600% faster on an A1200/020 !!!!

Improved parsing routine about 300% faster.

Reduced code getting rid of Elmore dos library (at last!)

NOTE: this is a beta version. Use it at your own risk!

V3.03 - Improved GadTools List generation process. Now the program calculates offy (system fonts height offset) BEFORE opening the window. In this way it has not to do a window resize (losing a lot of time drawing the gadgets again).

This method incredibly speeds up window opening.

V3.02 - Corrected a BUG inside MENU code generation. It is funny to notice how this code's NEVER been modified in previous versions.

During code generation, the program code did a strange "line feed". The "funny" part of all this is that this BUG was not mine, but BlitzII's ;) !! Infact try writing a code like this:

```
Function.s MegaBug{a$}
    Function Return a$
End Function
```

```
NPrint MegaBug{"123456"}+"7890"
```

```
MouseWait
End
```

And you'll see a very fine result!

Pratically BlitzII write "123456789" and lose the "0" !!!! :(
ACID SOFTWARE DO ANYTHING!!!!

(NW: First note of this bug was given me by Michele Puccini from ClassX. I never corrected GTBoxConv before, simply because I didn't think I had written a line of code similar to the one in the example. For what concerns malfunction of GTBoxConv, I have to thank Stefano Clemente.)

Added an Icon to GtBoxConv. It is UGLY... but better than nothing!

Added English Documentation.

V3.01 - Corrected a minor bug in GTNumber creation: it wrote "True" instead of "0". Now it is OK.

V3.00 - Release Version.

1.5 Disclaimer

WARNING

This software is provided "as is", the author cannot be found guilty for any hardware/software damage, or anomalies deriving from using this program. Use this program at your own risk.

1.6 Future

FUTURE

Due to the modular structure of my GTBox Converter, now I can easily add/remove features. So I can assure you GTBox will have everything I'll think could be useful implemented sooner or later.

Next version will have, for example, Menu conversion option.

I am also planning a version which will be able to write source code for different languages.

PLEASE NOTE: future version of GTBox Conv will be shipped only to REGISTERED users! GTBox Conv from now on is a SHAREWARE product, as stated inside the

SHAREWARE
chapter (read it NOW!).

1.7 How To Contact Me

AUTHOR'S INFOS

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Check out: Amiga Blast, first italian's WEB Amiga Magazine!

<http://www.intercom.it/~fsoft/ablast.html>

1.8 CheckBoxes

CHECK BOXES OPTIONS

By checking or not a specific checkbox, you will choose what steps will be done in conversion process. Possible CheckBoxes actually are:

Convert Screen: Check this if you want GTBox to convert screen.

Convert Gads: Check this if you want GTBox to convert gadgets.

Convert Bevels: Check this if you want GTBox to convert Bevel Boxes.

Convert Texts: Check this if you want GTBox to convert Texts.

Convert Window: Check this if you want GTBox to convert the window.

Convert Menus: Check this if you want GTBox to convert the menus.

Add Gad Handler: Check this if you want GTBox to add a gadget handler.

NOTE: Added gad handler may change whether you tick "Convert Gads" or not!

OS2.0 Comp Comds: Check this if you want GTBox to add some OS2.0+ compatible code inside your program. This is usefull if you are planning to create a program OS2.0+ compatible.

Add Comments: Check this gadget if you want GTBox to add comments

Smart Settings: At the moment this checkbox does just one thing, but it may change in future.

Suppress Warnings: Checking this, you prevent GTBox to show a warning window any time something is not "just" OK...
For example, if you do not set a specific (needful) value for a gadget, usually GTBox shows a warn telling you what's wrong and what it will do... If you believe in GTBox, just suppress warning! ;)

Create Report File: Currently it is not implemented.

1.9 Integer Gadgets

INTEGER GADGETS

There are four integer gadgets in GTBoxConv. Type the desired number inside them to change their values.

These gadgets are:

- Screen Number - Selects the number of the screen to open (def. 0)
- Window Number - Selects the number of the window to open (def. 0)
- GTList Number - Selects the number of the GTList to use (def. 0)
- Menu Number - Selects the number of the Menu List to use (def. 0)
- Indent Amt. - Indent Amount. Do you want your code to be indented?
(0 = No indent, x = indent code of x chars)

1.10 Action Gadgets

ACTION GADGETS

Three gadgets are considered "actions":

- About - Show an About window. See
Author's Infos
.
- Greetings - Show a greetings window. See
Greetings
.
- Convert - Begin conversion:

This is the most important gadget. Clicking it will actually begin the conversion process.

You will be asked by a file requester to select the source ".gui" file to convert.

Then you will be asked to insert the destination file name.

After a few Vertical Blanks the conversion is finished.

1.11 Greetings

GREETINGS

The author sends his greetings and thanks to the following people:

Jan van den Baard (Jaba Developement)

For GadToolsBox, BGUI and his personal help.
Thank you for having replied to all my e-mails !!!
You are one of the greatest.

Mik & Giovanni (ClassX)

For all their support, suggestions and ever present help.

Kronos The Wizard (Brighting Brain Brothers)

For being one of the best coders I have ever known... and still owning
an A2000 !!! ;)

Stefano Clemente

For his icons, suggestions, musics... everything!!

Commando Unlimited

For his pics, ideas and support!

And also a special hello to my girlfriend Sara

For her unlimited patience. ;)

1.12 SHAREWARE

SHAREWARE

Starting from V4.00 GTBox is a SHAREWARE program.

The registration price is \$5.

Version V4.50 has NO CRIPPLED OPTIONS! so you can try ALL the power of GTBox and
decide whether to register or not.

Registered users will receive a version with these features:

- * Menu conversion option enabled.
- * Locator support unlimited (not just the first 5 gads ;)

Registered user will have their advantages, anyway ;)

- * Full support
-

E-mail me your problems, send me ".gui" generating errors and I will help you or just fix the program.

* Upgrade support

Only registered user will have new versions with enhancements and bug fixes... the other will remain stucked with V4.00.

* Special Offers

Only registered user will have special registration prices for other programs of mine.

Send money to the address you will find in Author's Infos section.

Please remeber this:

	US\$	DM	Lire
GTBox Conv REGISTRATION.....	\$5	3	7
If you do not have e-mail add.. (for 3 upgrades p&p)	\$5	3	7

If you do not have an e-mail you will receive just THREE upgrades and then you will have to pay p&p amount for receiving others. (Consider having one e-mail;)

Please DO NOT SEND any other money! Just US\$, DM and Lire (Lire is better ;)

Remeber that is YOUR task getting the money to me, and the better way is to enclose money inside an envelope and send them by mail (try some SAFE mailing method, anyway ;)

My Address is:

Fabio Rotondo
C.so Vercelli 9
28100 Novara
ITALY

1.13 Menu

GTBOX CONV MENUS

Three gadgets are considered "actions":

MENU: Actions

Convert - Begin conversion.

About - Show an About window. See

Author's Infos

.

Quit - Quits the program

MENU: Advanced Options

Use QuitVar - Repeat/Until loop in event handler will
exit only when quitvar.b is set to TRUE.

Use Locator - Localizes all gadget names using

Locator.library

.

MENU: Locator Options

Create CAT File - If it is checked GTBox Conv will
generate also the Locator's CAT file for
localization.

Const Name All UCase - If is is checked GTBox Conv
will create Locator constants' names all uppercase.

Set LOC const Extension - This options let's you
change Locator's constants prefix. Default is
LOC_, but you can change it as you like.

Set LOC handler name - This allows you to change
locator's handler name. Default is Loc_GUI
but you can change it as you like.

1.14 locator

Locator.library

Locator.library is a lib written by me which allows program's localization
also under OS2.0, and it is fully compatible with OS3.0+

It is extremely easy to use, so I encourage you to have a look, and then,
after all, GTBox Conv supports it... so why don't you?

Have a look, you can find it on AmiNet under "util/libs" directory,
and it is called "Locator.lha"

Otherwise, e-mail me: I'll send you the lib UUEncoded ;)