

GTXConv

Copyright © 1996-97 Bugada Andrea - Bugman/Bitless

COLLABORATORS

	<i>TITLE :</i> GTXConv	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 5, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 GTXConv	1
1.1 GTXConv 1.3 guide	1
1.2 Introduction to GTXConv 1.3	2
1.3 How to become a GTXConv registered user	2
1.4 The registered keyfile	3
1.5 How to obtain a free registered version	4
1.6 English Regform	4
1.7 Thanks	5
1.8 Legal notes	6
1.9 Hardware and software requirements	6
1.10 Technical informations	7
1.11 Notes about the GETFILE gadget	7
1.12 IDCMP handling	8
1.13 Function to handle gadget events	8
1.14 Function to handle menus events	9
1.15 Screen handling	10
1.16 Font-sensitive code	10
1.17 How to use the program	11
1.18 The main window	11
1.19 Main window gadgets description	12
1.20 The preferences window	13
1.21 Preferences window gadgets description	14
1.22 Final Notes	16

Chapter 1

GTXConv

1.1 GTXConv 1.3 guide

GTX Converter v1.3

written using AmigaE by Andrea Bugada

The final converter GadToolsBox <-> Amiga E

Introduction

How to register

Legal notes

Hard/software requirements

Technical infos

IDCMPs handling

The screen

Font-sensitive code

The GETFILE gadget

How to use this program

Thanks

Final notes

GTXConv v1.3 - (c)opyright 1996-97 Bugada Andrea

E-Mail: bitless@freenet.hut.fi

1.2 Introduction to GTXConv 1.3

OVERVIEW

GTXConv is an utility to generate AmigaE source from GUI file created using GadToolsBox 2.0+. Is remotely (very remotley) based upon SrcGen. Some of GTXConv highlights:

- * has a user-friendly fully multitasking GUI
- * generate code compilable or only desired routines
- * generated code is compatible with AmigaE v2.1b and v3.x
- * is fully configurable
- * not much memory is needed
- * handles all tags, idcmps, flags, gadgets etc. etc.
- * handles custom, public or workbench screens
- * generate font-sensitive code
- * can read PowerPacked GUIs
- * can use system or text font when genrating font-sensitie source
- * checkbox may be made resizable under v39 as long as radio gadgets
- * the NewLook can be used for menus
- * fully keyboard support
- * write IDCMP and flags as hex numbers or as keyword

This program was fully written using AmigaE v2.1b. Currently I'm planning to:

- * create full-multitasking generated code
- * localize GTXConv
- * indent generated code
- * add tags missed in this version...
- * more & more...

 NOTE FOR 1.3 USERS: since 1.1 version GTXConv is v37+ only compatible
 ~~~~~ because none of registered users was interested in  
 1.3 code and some feature of GTXConv are v37+ only. If you want a 1.3  
 compatible version of GTXConv ask me for the 1.0 version  
 -----

## 1.3 How to become a GTXConv registered user

### HOW TO REGISTER

As stated before this program is SHAREWARE. From version 1.3 GTXConv is released uncrippled. Only a boring requester is enabled in the demo version when you enter or exit from GTXConv. You can become a registered user in three way:

- USER
  - registration fee in FREE; only send the regform completed in all its parts via e-mail. You will receive a
  - key
  - that will disable the boring

requester. The USER key is only valid for the version of the program you registered. To obtain other version without noising requesters you'll have to register each version. The registered version is fully functional. If you don't own an e-mail address you can't register as USER (because of high snail mail expenses).

- SUPPORTER

as before but you must pay a regfee (see table). You will assure all future versions at your home via snail-mail or via e-mail. Please complete the regform, put it into a envelope with the sum of money required and send it to my address.

- DEVELOPER

as SUPPORTER but the regfee is higher (see table) and you will assure the GTXConv code too. The GTXConv code is not freely distributable but provided only for developing purposes. However the DEVELOPER registered user can use some of GTXConv routines in its own program.

| Type      | E-Mail | Snail-Mail | Registering you'll get...  |
|-----------|--------|------------|----------------------------|
| USER      | Free   | n/a        | Only this version          |
| SUPPORTER | 10DM   | 15DM       | All future versions        |
| DEVELOPER | 50DM   | 55DM       | All future versions & code |

To register please send  
the regform  
compiled in all its parts with cash  
(if required; no coins, please) in a close envelope to the address below  
(please control that is the same reported in the main program, clicking  
Info). You are encouraged to send Deutsch Marks, but you can also send an  
equivalent sum in your currency. Obviously if you want to register as  
USER money is not required. This is my address:

Bugada Andrea  
Via IV Novembre 86  
13060 Lessona (BI)  
ITALY

In some cases you can obtain a FREE SUPPORTER REGISTRATION. See this  
chapter  
for more infos.

## 1.4 The registered keyfile

### THE KEYFILE

If you register you will receive a keyfile that will disable the boring requester when entering/exiting form GTXConv. This keyfile contains your personal data (like name, surname, address, regcode, type of registration, etc.) encrypted. The USER keyfile is valid only for the current version. This keyfile must be placed in the L: directory.

NOTE: don't modify the keyfile, since this may cause system instability and/or system/hardware damages. The same thing could happen if you substitute ths keyfile with another file.

### 1.5 How to obtain a free registered version

#### FREE REGISTRATION

You can obtain a FREE SUPPORTER REGISTRATION if you contribute to the development of GTXConv. For instance if you:

- translate in your own language this document
- send to me examples of E code to add to GTXConv
- provide three (3) new DEVELOPER registered users along with your registration request.

Please contact me before starting in a work: maybe somebody else has already done it before you. In any case you must always send via snail-mail the regform completed in all its parts (without money, of course). When I receive the regform I will send you the GTXConv SUPPORTER keyfile. But, hey, don't miss to send me your work... ;)

### 1.6 English Regform

#### THE REGFORM

In order to register please send me this regform filled in all its parts, along with money (if required) in a closed envelope. If you are under-18 then the signature must be of one of your parents. Yuo can choose the currency of the payment, but be sure that it will correspond to the required sum rounded in excess.

----- CUT HERE -----

Name..... Surname.....

Address.....

City.....State/Province.....

Zipcode..... Country.....

E-mail (if available).....

PhoneNumber (optional)..... Date of Birth..../.../...

My Amiga configuration .....

Notes.....



PAYMENT METHOD  
 ~~~~~

I want to receive the		I want to receive the
registered version via E-Mail		registered version via snail-mail
[] USER - Free		
[] SUPPORTER - 10DM		[] SUPPORTER - 15DM
[] DEVELOPER - 50DM		[] DEVELOPER - 50DM

I enclose the registration fee as cash along with this regform in a closed envelope (or via e-mail if USER) addressed to:

Bugada Andrea
 Via IV Novembre 86

 13060 Lesona (BI)
 ITALY

I understand that I can't copy the keyfile to anyone and if I do that I'll be persecuted by international laws. The author cannot be held responsible for software/hardware damages caused by use or misuse of any version of GTXConv.

Date..... Signature.....

----- CUT HERE -----

Print or copy this regform completed in all its parts. When this regform (and the money:) will reach me I will send your registered version of GTXConv via Internet or via snail mail, as selected. If you want the SO 1.3 compatibile version, please specify it in the regform.

1.7 Thanks

THANKS

I must thanks people that have registered: you are the hearth of GTXConv. A special thank goes to Jonathan Nightingale for his excellent GETFILE usage example source, and to Eddy Carrol for his superb SnoopDos source, a very learning piece of software that helped me to handle correctly shortcuts and some other GTXConv stuff. Thanx to Bert Vortman for his dutch translation of the manual and, last but not least, all registered users...

People mentioned above can obtain a free DEVELOPER key, if they like. Please contact me for details.

1.8 Legal notes

LEGAL NOTES

THIS PROGRAM IS PROVIDED ON AN "AS IS" BASIS, NO WARRANTIES ARE MADE, EITHER EXPRESSED OR IMPLIED. IN NO EVENT WILL I, ANDREA BUGADA, BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES ARISING FROM ANY USE OR MISUSE OF THIS PROGRAM. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THIS PROGRAM IS ASSUMED BY YOU.

The registered version of GTXConv and related keyfile MUST NOT be spread. Copy is permitted only for personal backups. International laws will persecute all 'pirates' of this program. Remember that every registered version is serialized with your reg number, name, address encoded in the key. Don't try to modify them because surely you'll corrupt the program itself.

Magazines, PD libraries (especially Aminet and FredFish) can include the DEMO VERSION onto their coverdisks / CDs only if the GTXConv original archive remains unchanged. If you have doubts, please feel free to contact me. GTXConv can't be included in COMMERCIAL PACKETS without my written permission. Only Wouter van Oortmerssen has permission to include the DEMO VERSION of GTXConv into his future AmigaE updates.

Some informations on trade marks used in this docs:

- GTXConv - copyright 1996-97 Bugada Andrea (Bugman/Bitless)
- GadToolsBox - copyright 1991-93 Jaba Development.
- AmigaE - copyright 1992-96 Wouter van Oortmerssen
- Reqtools.library and Powerpacker.library - copyright Nico Francois

1.9 Hardware and software requirements

SOFTWARE AND HARDWARE REQUIREMENTS

To run GTXConv, you need an Amiga v37+ (WB2.04+) and these libraries must be present in LIBS::

```

diskfont.library v37+      (required, WB library)
reqtools.library v37+      (required, supplied)
gadtools.library v37+      (required, on most Amiga in ROM)
powerpacker.library v35+   (optional, supplied)
keymap.library v37+        (required, on most Amiga in ROM)
utility.library v37+       (required, WB library)

```

If also powerpacker.library is present, GTXConv is able to load GUIs packed with PowerPacker of Nico Francois. GTXConv uses for its own code about 50k of memory: generally when converting large GUIs, 100k are needed (not much, isn't it?:). The module 'boopsi.m' must be placed in your EMODULES: drawer if you want to manage

```

    GETFILE gadgets

```

Since GTXConv saves its configuration in S: (or in SYS: if S: is not

present) this device must be write enabled.

GTXConv has been tested under:

- A1200, OS39, WB3.0, 2MB CHIP, 540M HD Seagate 3,5", 3 buttons mouse :)
- A500+, OS37, WB2.04, 1MB CHIP, NO HD,
- A500, OS40, WB3.1, 512K CHIP, 2Mb FAST, NO HD

If you get into troubles please mail-me sending the detailed bug and your full configuration.

NOTE FOR ENFORCER FANS: it seems to be two Enforcer hits while loading the GUI data. I think that they were caused by two AddTail() functions (removing them the hits disappear) but nothing is wrong... bah...
If you can explain me the reason please do it!

1.10 Technical informations

TECHINCAL INFOS

All tags, idcmps, flags, gadgets (yes, GETFILE type too!) are supported. Therefore not all v39+ tags are supported by GTXConv since they are not supported neither by GadToolsBox. If some tag is not present, they will be added in a future version.

Please make attention to ListView gadgets: they are generated but labels and string gadget are not supported (GTLV_LABELS and GTLV_SHOWSELECTED are present on generated code but with NIL argument). This is not a my fault but of GadToolsBox: you can't select the string gadget for the listview and the autodoc is very bugged!! I will patch this work in a future (very future) version. Therefore if you want assign a string gadget to a Listview, simply replace the NIL argument of GTLV_SHOWSELECTED with the label of the string gadget you wish to assign. Simple, isn't it? If you don't know how to handle a ListView gadget, please read the "gtlv.e" example in the AmigaE distribution: it's very interesting!

1.11 Notes about the GETFILE gadget

THE GETFILE GADGET

Since 1.3 version, GTXConv is able to manage the GETFILE gadget! This gadget is not a normal one, but a boopsi gadget, a gadget not created automatically by GadTools. In order to create this gadget you must provide a dispatcher and the gadget image. All this things are performed by the 'boopsi.m' module included in the main GTXConv archive. This module can not be read by AmigaE v2.1b, so the GETFILE gadget is an Amiga V3 only feature. But not despair, I'm developing a code AmigaE v2 compatible too. To use the GETFILE gadget you must copy the 'boopsi.m' in your EMODULES: dir. That's all! But remember that this gadget is not font-sensitive, so please don't use the
fontensitive code

option if in your GUI there is a GETFILE. Finally the GETFILE ↔
code
needs 'utility.library' v37+ to be present in your LIBS: drawer. Since
this one is a system library, should not be a problem...

1.12 IDCMP handling

IDCMP HANDLINGs

When the "IDCMP procedures" flag is on, GTXConv generates some procedures in order to handle window events. When an event is detected a routine like this below search through the IDCMP allowed for that window, for the matching one and then start an appropriate routine. The general routine should be like this:

```
SELECT class
CASE IDCMP_GADGETUP
  id:=code.gadgetid
  handle_<windowname>_gadgets(id)
CASE IDCMP_MENUPICK
  /* some code here.... */
  handle_<windowname>_menus(menu,item,subitem)
CASE IDCMP_REFRESWINDOW
  refresh_<windowname>_window()
CASE IDCMP_VANILLAKEY
  /* not supported yet */
CASE ....
ENDSELECT
```

Not all the IDCMP are supported. The most important are IDCMP_GADGETUP, IDCMP_GADGETDOWN (like the previous one), IDCMP_MENUPICK. For those IDCMP GTXConv create respectively some routine for handle gadgets or menu.

```
handle_<windowname>_gadget()
```

```
handle_<windowname>_menu()
```

```
  IDCMPs actually not supported are marked with /* not supported ↔
  yet */.
```

A specific routine routine for these IDCMPs will be added in a future version (is a work very long and boring...).

NOTE: if you don't know what IDCMPs are you should really read a specific Amiga book like The Guru Book, The Rom Kernel Manual or refer to the includes and autodocs released by Amiga Tech.

1.13 Function to handle gadget events

```
-----
handle_<windowname>_gadgets(id)
-----
```

This procedure is used for IDCMP_GADGETUP and IDCMP_GADGETDOWN. It receives

```

ELSEIF menu=2
  IF (item=1) THEN saveprefs()
ENDIF
ENDPROC

```

As for gadgets you are encouraged to place in this procedure only functions call because this will make your life easier when modifying the GUI. This function doesn't return any value.

1.15 Screen handling

THE SCREEN

Since version 1.1, GTXConv generates the routine to open/close the screen in which your windows will be placed. All GadToolsBox screen types are supported (custom, public, wb). The generated screen has the selected dripens, palette etc.

The PUB_SIGNAL and PUB_TASK tags will have a NIL argument: it is programmer work to replace these values with correct ones...

1.16 Font-sensitive code

FONT-SENSITIVE CODE

Since version 1.1, a function to make generated code font-sensitive has been introduced. The procedures have been converted from GadToolsBox ones (obviously those in C...) and the author doesn't assure a perfect functionality with all fonts, particularly with the bigger ones. I tested the routines with all my own fonts and, excluding some cases, all went right. Actually a computefont() procedure will be created along as cx() and cy() that calculate the new x and y values. Please don't use yourself this routines: they are private to GTXConv! The gui will scan the screen (or system) font and will resize itself in relation with the x and y dimensions of the font. If the font is too large and the resulting window doesn't fit the screen the old 'topaz 8' is used.

Please pay attention to those gadget non resizable, like getfile, mx, checkbox, if you are under Amiga pre-V39 or you haven't selected the flag to make them

```

scalable
. GTXConv itself has been made font-sensitive
and uses the system default font instead of screen default font.

```

The font-sensitive code may be of two types: selecting the

```

font-sensitive
function but not the
system font
one, created windows will use the
screen default font. Instead, selecting the
system font
function too,
windows will use the default system font for grafical operation (but

```

not for its own dragbar). The difference is not big, but remember that screen fonts can be proportional and system ones not, so these are safer. Obviously the

```

    system font
    function can be enabled only if
the gui is
    font sensitive
.

```

1.17 How to use the program

HOW TO USE THE PROGRAM

First run GTXConv :) the main window will appear. Then you must have a GUI file created by GadToolsBox 2.0+ to convert. Click on "Load GUI" and with the filerequester select the desired GUI. Wait for loading and conversion: if all went right the "Save E Source" gadget will allow you to save the converted source. Using the requester pick the name for the converted E source. That's all folks!
Naturally you can select some options for the conversion; you can find a description for every gadget functions in this two chapters:

Main window

Preferences window

All gadgets have key-shortcut (the character over the '_'). ↔

Shortcuts

are accepted only if window is active (obviously...) and also with SHIFT key pressed. So pressing 'l' or SHIFT+'l' will open the load file-requester. The main and preferences GUIs of GTXConv are totally font-sensitive.

1.18 The main window

THE MAIN WINDOW

When you start GTXConv this window appears: here you can do the most important GTXConv actions using some gadgets. Here a full description:

LOAD GUI

load a GadToolsBox GUI

SAVE E SOURCE

save generated code

INFO

infos about the program & the author

PREFERENCES

open the preferences window

```
QUIT
terminate GTXConv
```

Below those gadgets you can see some infos on the registered user (or UNREGISTERED if you are not registered: do it, it may be free!!) and the status line, in two text gadgets. From version 1.2 preferences may be setted on a different window

.

1.19 Main window gadgets description

- LOAD GUI

opens a filerequester to choose the GUI file to be converted. If in your LIBS: drawer powerpacker.library is present, you can load also GUIs packed with PowerPacker. Encrypted GUIs are not supported: please, first decrypt them with PowerPacker. The default directory where GTXConv will search GUIs can be set in the preference window

.

WARNING: when you load a GUIs, the previous in memory will be lost!

- SAVE E SOURCE

when a GUI file is read, you can save it as E source clicking on this gadget. A file requester will appear. The suggested filename is the same of the loaded GUI but with a final ".e" instead of ".gui". Obviously you can change the name as you want! An overwriting check is made. You can set the default directory for E source in the

preferences window

.

WARNING: when the source is saved, the GUI is removed from memory, excluding when you stop the operation clicking 'Cancel' in the requester or an error occurs.

- INFO

some infos about the program, the author and about the user.
Very useful... :)

- PREFERENCES

will open the preferences window
. The main window will be fully

usable also when preferences window is open since GTXConv is fully multitasking (I'm planning to add this feature to the generated code too...).

- QUIT
clicking on this gadget will end GTXConv. You must confirm this action when a requester appear. The same action can be made using the closewindow gadget.

1.20 The preferences window

THE PREFERENCES WINDOW

In this window you can choose between some options for GTXConv and for the converted source. Here the full description of every gadgets:

```
GUI PATH
sets the GUIs directory

SRCPATH
sets the Amiga E sources directory

SAVE PREFS
saves prefernces

USE
uses preferences

CANCEL
discards modified preferences

MAIN PROCEDURE
writes main() procedures

IDCMP PROCEDURES
writes IDCMPs procedures

LIBRARY PROCEDURES
writes open/close libraries procedures

MESSAGE PROCEDURES
```

writes message procedures

CODE FONT-SENSITIVE
make the source font-sensitive

USE SYSTEM FONT
uses the system font instead of screen font

SHOW IDCMP & FLAGS
shows IDCMP & flags using keywords

SCALED CHECKBOX
makes checkbox resizable

SCALED RADIO
makes radio gadgets resizable

NEWLOOK MENUS
uses newlook for menus

1.21 Preferences window gadgets description

- GUI PATH

this gadget will open a file requester to choose the default dir where GTXConv will search for the GadToolsBox GUIs whenever you select the

load function

. The path selected will be displayed on the string gadget on the left; you can also use this string gadget in order to modify path without using file requesters.

- SRC PATH

same as above but this gadget will set the path for E sources instead of GUIs. This path will be used when saving generated code. As above you can use string gadget to modify the path without filerequesters.

- SAVE PREFS

if you are satisfied with your choices, and want to save them permanently then click on this gadget. A file in S: will be created with all prefs setted and this will be read whenever you enter in GTXConv: in this way you don't have to set everytime the preferences.

- USE

this gadget will set your preferences changes but these will not be saved into the preferences file. So if you quit the program, the changes will be lost.

- CANCEL

if you don't want to use changes made to preferences simply click this gadget, previous preferences will be restored and changes discarded.

- MAIN PROCEDURE
if selected will cause writing of an example main() procedure in the E source. This proc will open the first converted window. When the user presses the closegadget of this window the second window will be open and so on. When the last is reached all windows will be closed.

 - IDCMP PROCEDURES
if selected every windows will be checked for their idcmps and a procedure will manage these idcmps. See
IDCMP chapter
for more infos.

 - LIBRARY PROCEDURES
if selected will add to E source openlibs() and closelibs() procs in order to open all required libraries and then close them.

 - MESSAGE PROCEDURES
if selected will write on E source a procedure called wait4message() that will manage events and messages for windows. Also a message handler for every window is created.

 - CODE FONTSENSITIVE
the resulting code will be
font-sensitive
if this gadget is selected.
Then you may select the standard gadget to be used for GUI selecting or not the
Use system font
function.

 - USE SYSTEM FONT
if your code is
font-sensitive
you can select to use for your GUI
the screen font or system font setted by Workbench preferences. System fonts are safer because they are no proportional, therefore some programmers may like to use default screen font. If this flag is setted your resulting GUI will use default system font. In order to use this option
Code fontsensitive
must be selected!

 - SHOW IDCMP & FLAGS
some GTXConv users complained of the 'unreadable' hex numbers for the window IDCMP and flags. From this version you can select to make IDCMP and flags written clearly using keywords. For instance for idcmp will be used IDCMP_GADGETUP+IDCMP_RAWKEY+... instead of \$E04 number. For the compiler the two resulting codes are identical!! Added only for programmers comfort... :)
-

- SCALED CHECKBOX
since GadToolsBox doesn't handle all v39+ feature, GTXConv gives you the opportunity to make all your checkbox gadgets resizable: checkboxes will use the font height and width instead of fixed dimensions 14x20 pixels. Remember that this feature is only available from v39: under older Amigas this will be ignored and the resulting gadgets will be 14x20 pixels.

- SCALED RADIO
as
scaled checkbox
, but affects radio gadgets (mx, mutual exclude,
name them as you want!).

- USE NEWLOOK MENUS
you are bored by the poor look of your menus? Well, you can set this flag and menus will use the NewLook under v39+. Background will be white, text black and a better imagery for Amiga key will be used. Under pre-v39 Amigas this flag is ignored.

1.22 Final Notes

FINAL NOTES

GTXConv has been created using AmigaE v2.1b on an Amiga 1200 equipped with 2Mb CHIP / 8Mb FAST RAM, a 540Mb 3,5" Seagate HardDisk, a TQM 68030/50 accelerator board and with the help of the E Development Interface (© Bugada Andrea), the E Pre Processor (© Barry Wills). The author of GTXConv (ME :) is a poor student attending second year of Computer and Automation Engineering at Politecnico of Turin. Feel free to contact me for any reason (avoiding August, I'm on holiday :) via snail or electronic mail to one of these addresses:

Bugada Andrea	E-Mail: bitless@freenet.hut.fi
Via IV Novembre 86	
13060 Lessona (BIELLA)	Internet Home Page:
ITALY	http://www.geocities.com/CapeCanaveral/1350

I hope you'll enjoy GTXConv and will become a registered user as soon

as possible. Ciao!

"Live long and prosper..."

Andrea Bugada
