1dda2330-0

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COLLABORATORS

	TITLE : 1dda2330-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

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1.1 GUIToolKit V1.5

```
              GUIToolKit
                 V1.5
            By Tony Docker.

        This program is FREEWARE

          all comments welcome
          docker@enterprise.net
              2:2500/702.3


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1.2 Introduction

Although there are many other programs that do the same as
this program, I felt that they were lacking somewhat (with the
exception of GadToolBox which is very good) and wanted to take
it little further. This v1.0 is just the begining and I intend
developing it much further as I have many ideas to try. It
was of cause a great way to develop my programming skills and
I have enjoyed doing it which in my opinion is a good enough
reason on its own!

Ok, so what is GUIToolKit I hear you ask? well if you havn't
already guessed its a programming tool, simular to GadToolBox

which will assist you in creating the code for graphical user
interfaces in Blitz Basic.

I welcome any constructive criticism's by e-mail.

1.3 Requirements

You will need at least a Workbench V2 Amiga and the third party
library ReqTools V1.70b and of course a copy of Blitz Basic2.

1.4 Instalation

Simply copy the whole GUIToolKit directly to where you want it on
your hard drive. Then copy ReqTools to your Libs: diretory.

1.5 Features

1. Create Screens of all available resolutions.
2. Create a window of any dimensions to fit on your screen, give it
   size and close gadgets etc. and assign its IDCMP~flags.
3. Create all types of gadgets ie. Button, Checkbox, Cycle, Integer
   String, Number, Text, Listview, Palette, MX, Scroller, Slider
   and Shape Gadgets, to fit on your window.
4. Draw two types of borders around your gadgets to group them
   together.
5. Draw Text.
6. Load and save your project for latter editing.
7. Generate the Blitz2 code for the interface you have created.
8. Make Arexx scripts to do other functions.

1.6 ToolBar

Gadgets

Edit
Move
Copy
Size
Del

Borders

Add
Edit

Text

```
Add
Edit
```

1.7   TodoList

```
For the next version -
```

```
1. Add more arexx commands.
2. Add a proper screen and font requester.
3. Allow text to be added on different fonts and colours.
4. Generate code in different languages ie. C, asm.
5. Move/delete more than one gadget at a time.
6. Allow more control over the gadget ID's in the generated source.
7. Extend the config file.
```

1.8   New

```
This will clear the current display and reset to the default values.
```

1.9   Load

```
Will call a file requester for you to choose a previously saved
project with the .gt extension.
```

1.10   Save

```
Saves a project in a format to enable it to be reloaded in the
future for further editing.
```

1.11   Save as

```
Calls a file requester to enable you to choose a path and file
to save the project to.
```

1.12   Menus

```
Project

   New
   Load
   Save
   Save~as
```

```
      About
      GenCode
      Prefs
      Quit

  Screen

      Palette
      Type

  Window

      Name
      Attrib
      IDCMP
      DriPens
      Font

  Gadgets

      Button
      CheckBox
      Cycle
      Integer
      String
      Number
      Text
      ListView
      Palette
      Mx
      Scroller
      Slider

  Arexx

      Macro1

        \/

      Macro9
      Setup
      ExecuteScript
```

1.13 About

Displays authors name, version number and arexx port name.

1.14 GenCode

This will generate the Blitz Basic2 code needed to generate the
GUI display in your own programs.

1.15   Prefs

   This menu item enables you to change various items concerning
 the generated~code and also how GUIToolKit looks and works(general).

1.16   generated code

   Here you can enter the following settings that effect the final
   code that is generated. This information is saved with the
   project.

   1. Screen id
   2. Window id
   3. Gadget list id
   4. Project title.

1.17   general

   Sorry this item isn't finished yet.

1.18   Quit

   Quits the progam of course!

1.19   Palette

Sorry this option is not available yet.

1.20   Type

   Here you can choose a low or high resolution screen, interlaced
   or not interlaced. The number of bit-planes, the title for the
   screen and a choise of

      Workbench - open the window on the workbench screen.
      Custom   - set up your own screen for your own use.
      Current   - open on the currently used screen.
      Public   - not yet available.

1.21   Name

   Here you can alter the Windows title.

1.22 Attrib

This controls what system gadgets and properties the window will
have. They are -

1. Sizing gadget.
2. Drag bar.
3. Depth gadget.
4. Close gadget.
5. Size right.
6. Size bottom.
7. Backdrop.
8. Gimmezerozero.
9. Borderless.
10. Active.

Just check mark the one's you want.

1.23 IDCMP

This configures what events your window wants to know about.
See the Blitz manual or ROM Kernal Libraries book for more
details.

1.24 Arexx

GUIToolKit has an arexx port called "GUITLREXX" you can write scripts
and execute them directly from this program via the menu item
"Arexx/ExecuteScript". You can also set up 10 menu items to execute
scripts directly with "Arexx/SetUp".

Here is a list of the arexx commands so far, I hope to extend this
in the future -

Gadgets

NoOfGadgets   returns the value in RESULT
GadgetX
GadgetY
GadgetType

MoveGadget <Index>,<XOffset>,<YOffset>
SizeGadget <Index>,<AddToWidth>,<AddToHeight>

Borders

NoOfBorders   returns the value in RESULT

AddBorder <X>,<Y>,<Width>,<Height>
MoveBorder <Index>,<X>,<Y>

Text

```
LinesOfText    returns the value in RESULT

AddText <Text>,<X>,<Y>

Misc

Quit
Version
UpdateDisplay
```

1.25 DriPens

1.26 Font

1.27 Copy

```
Click on this gadget or press 'C' and then click on any gadget in your
window (number and text gadgets cannot normally be selected however you
may select them in GUIToolKit be clicking the upper left hand corner of
the gadget) a floating outline of that gadget will appear
under the mouse pointer, move to the required position and click LMB.
the edit requester for that gadget will appear with identical values
allready filled in (only the x & y values will be different)
```

1.28 Gadgets

```
To add a gadget to your window simply select the type of gadget you
want from this menu list.  Then press the LMB at the start position
of the gadget and holding the LMB down, drag a box out to the final
size you want.
Then a window will pop up enabling you to alter various settings
of the gadget you have created.
```

1.29 UpdateDisplay

```
    When your script has finished running you will need to add this
command at the end of your script in order to see the result.
```

1.30 Edit

```
Click on this gadget or press 'E' and then click on any gadget in your
window (number and text gadgets cannot normally be selected however you
may select them in GUIToolKit be clicking the upper left hand corner of
the gadget) this will bring up the same requester window as when you
created the gadget originaly.
```

1.31 Move

Click on this gadget or press 'M' and then click on any gadget in your
window (number and text gadgets cannot normally be selected however you
may select them in GUIToolKit be clicking the upper left hand corner of
the gadget) a 'floating box' will appear under the mouse
pointer, simply move to the required position then click LMB.

1.32 Size

Click on this gadget or press 'S' and then click on any gadget in your
window (number and text gadgets cannot normally be selected however you
may select them in GUIToolKit be clicking the upper left hand corner of
the gadget) and hold, a 'rubber band' will appear under the mouse
pointer simply stretch to the dessired size then release LMB.

1.33 Del

Click on this gadget or press 'D' and then click on any gadget in your
window (number and text gadgets cannot normally be selected however you
may select them in GUIToolKit be clicking the upper left hand corner of
the gadget) a comfirmation requester will appear then the
gadget will be removed.

1.34 Add

To add borders around groups of gadgets click on this gadget on the
tool-bar. Then click LMB once and hold for the starting position and
drag out to the dessired size.

1.35 Edit

Click this gadget and a second toolbar will appear at the bottom of the
screen. This will enable you to manipulate the highlighted border in
your window. Select the border to work on using the next button.

1.36 Add

 You can add text directly onto your window by selecting this button
 from the 'Tool-bar'.

1.37   Edit

This button will bring up a second window which will enable your to
alter, add, move and delete lines of text. Select the line to work
on from the list.

1.38   Index

Index of database 1dda2330-0

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Buttons

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