

geclass

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Chapter 1

geclass

1.1 GUIEnvironment - BOOPSI Class Library

GUIEnvironment

BOOPSI Class Library Guide

```
=====
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=====
```

Introduction

GEClass functions

GetObject
FreeObject

Supported classes

1.2 Introduction to the GUIEnvironment Class Library

The geclass.library simplifies accessing private BOOPSI classes. As it is currently not possible to get a public BOOPSI class name by Commodore to release BOOPSI classes for easy use for everybody, all these classes must be declared as private.

But this solution requires in each application using this class, a variable containing the class and the two calls to init and free the class.

Using the geclass.library there is practically no difference in private and public classes ! If GUIEnvironment knows a class, you can create instances of this class, simply by using the GetObject function (which

has the same parameters as NewObject) and passing it, as the private class pointer, a pointer to the name of the class !
Now this pointer is compared with the supported classes and GUIEnvironment gets and sets the class pointer for you ! So you don't have to care anymore, if the class is available or not. And you don't need any variables containing references to the class !

SEE ALSO

The supported classes

1.3 geclass.library/GetObject

NAME

GetObjectA -- Create a new object of a class.
GetObject -- Varargs stub for GetObject.

SYNOPSIS

```
object = GetObjectA( class, classID, tagList )
D0                A0      A1      A2

APTR GetObjectA( APTR, APTR, struct TagItem * );

object = GetObject( class, classID, Tag1, ... )

APTR GetObject( APTR, APTR, ULONG, ... );
```

FUNCTION

This function does the same as Intuitions NewObject, but it is capable of sharing private BOOPSI classes ! If GEClass knows how to deal with a private BOOPSI class, you can get an instance of this class by passing a pointer to the class string in class !

INPUTS

class = pointer to a private class or to a name of a public private class
classID = pointer to name of a public BOOPSI class
tagList = pointer to array of TagItems

RESULT

If everything went fine, you will get a pointer to the new object.

NOTES

These objects must all removed with FreeObject !

SEE ALSO

FreeObject
The supported classes
Intuition NewObject

1.4 geclass.library/FreeObject

NAME

FreeObject -- Free an object created with GetObject

SYNOPSIS

```
FreeObject ( object )
            A0

VOID FreeObject ( APTR );
```

FUNCTION

This function frees an object, previously created with GetObject.

INPUTS

object = pointer to an BOOPSI object.

SEE ALSO

GetObject

1.5 Supported classes

Currently, the geclass.library only supports the integrated GetFileIClass and the textfield gadget class © Mark Thomas.

The idea of geclass.library was to support all known good public domain BOOPSI classes, but currently I had no time to check out for other good classes...

The Get File Image Class

This class is a subclass of the FrameImageClass. It supports all methods and attributes as the FrameImageClass, even resizing.

If you don't pass a width or height, GFI_Width resp GFI_Height are used.

For more information, refer to the RKRM and to the generated code for GetFile gadgets by GEGen.

The TextField Gadget Class

This class is a very excellent public domain class written by Mark Thomas. It is NOT part of GUIEnvironment, as you can get it also from the public domain, e.g. AMINET dev/gui drawer.

GUIEnvironment supports the (current) version 2.0. The interface module for GEClass contains all declarations to use this class.

Take a look at the TextFieldExample source to see how easy it is to use this class with GEClass !

For more information refer to the TextField documentation provided with the BOOPSI class.

Make sure that you have installed the class in the gadgets drawer of your libs: directory.

1.6 rcs

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GUIEnvironment GEClass Libray Guide

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