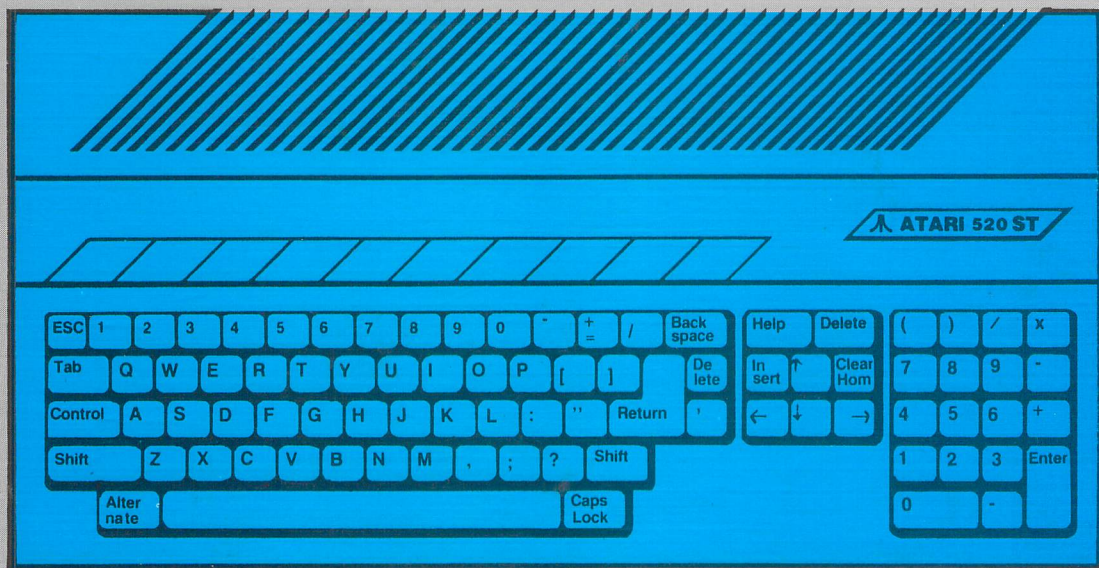
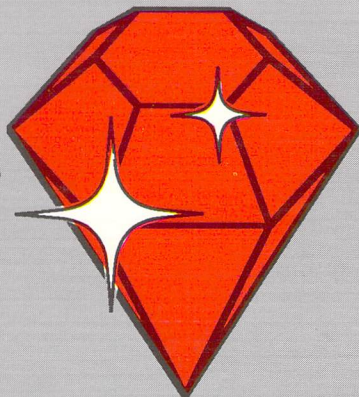


# ATARI® ST™

## GEM™ Programmer's Reference

The complete guide to programming the ST  
using the Graphics Environment Manager



A Data Becker book published by

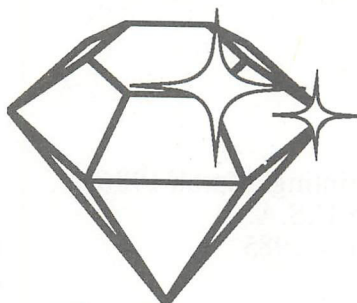
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# ATARI<sup>®</sup> ST<sup>™</sup>

## GEM<sup>™</sup>




### Programmer's Reference

The complete guide to programming the ST  
using the Graphics Environment Manager

By Norbert Szczepanowski  
and Bernd Gunther

A Data Becker Book

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## Preface

GEM is an easy-to-use, visually oriented operating system. It was developed by Digital Research as an addition to the more traditional command-oriented operating systems, such as MS-DOS. In fact, the GEM literature from Digital Research refers to MS-DOS computers, and does not mention the ST's system. Some find the standard GEM literature very difficult to follow when they are trying to program the ST.

It was with these facts in mind that we wrote this book. We cover many topics: the Atari Development Package; working with the editor and linker; using the C language compiler and the 68000 assembler; and finally, using the facilities of GEM. In short, the GEM Programmers Reference is an invaluable book for all ST programmers and developers.

Chapter 1 describes the basic structure of the GEM components—the Virtual Device Interface (VDI) and the Application Environment Services (AES).

Chapter 2 describes the different programming considerations using the high-level C language and 68000 assembly language. We introduce you to the features of the the Development Package and present a sample GEM program.

Chapter 3 focuses on the Virtual Device Interface, and Chapter 4 on the the Application Environment Services. Each function of the VDI and AES is thoroughly described so that you can use the enormous power of the GEM library routines. For every function we list the required parameters and any peculiarities to make your programming task easier.

At the end of Chapters 3 and 4 we present several sample programs. This is the most effective way of showing you how to use the GEM facilities. We hope that you will tailor these programs to you own needs.

In closing, we realize that GEM is a very complex system. Because of this, we've tried to carefully define our subject matter in as much detail as possible. Our goal is to pass onto you all the information that we've learned about the ST's GEM operating system.

Best wishes—

Norbert Szczepanowski  
Bernd Gunther  
December, 1985





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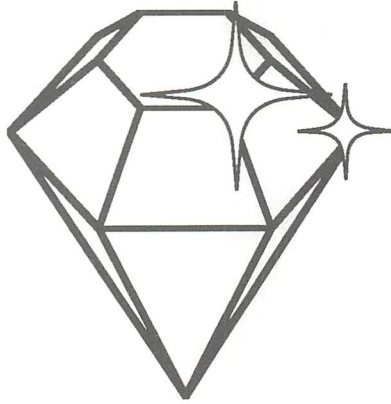


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# CHAPTER 1



## GEM ORGANIZATION IN THE ATARI ST

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## GEM ORGANIZATION IN THE ATARI ST

### 1.1 The Atari ST—An Ideal GEM Computer

GEM, or Graphics Environment Manager, is a graphics oriented operating system. Components are represented on the screens as small pictures known as icons. These icons can be manipulated to perform operating system functions such as displaying a disk directory, copying files or executing a program.

To handle all of these tasks, GEM requires a large amount of memory. To perform efficiently, GEM also requires a fast processor. The ST has both, making it a good candidate for the GEM operating system.

#### 1.1.1 The Processor—Fast as Lightning

The Atari ST is a member of the 16-bit computer fraternity. The 68000 microprocessor, developed by Motorola in the late 70s, can put the earlier 8-bit microprocessor to shame. The 68000 microprocessor has a 16-bit-wide data bus, operates at a speed of 8 mHz, and has an addressable memory range of up to 16 megabytes. The 68000 instructions are very powerful, since 32-bit-register operations can be performed. As an example, the 8-bit 6502 chip transfers 4096 bytes in memory in about 65 milliseconds—but the 68000 only needs 6 milliseconds (that's 11 times faster).

So, the 68000 is extremely well-suited to GEM. GEM is often responsible for handling up to several thousand graphics points on screen, and the ST is capable of doing this task quickly.



### 1.1.2 The Main Memory—Plenty of Room

The Atari ST has an enormous amount of working memory—512K. As we mentioned earlier, GEM is a graphics-oriented operating system, and as such, needs a *lot* of memory. One graphic "page" requires 32K, and that's not even counting the program used to produce the page.

Another advantage of this large memory is the ability to hold several large data buffers, which lets you access several files concurrently and speed up the file access.

Last, but not least, the ST allows you to perform multi-tasking (running several programs at once).

### 1.1.3 Graphics—A Huge Matrix

GEM is invariably associated with graphics. Without high-resolution graphic capabilities, GEM is worthless. The ST, of course, has three modes of operation:

- 320 X 200 screen points, 16 colors
- 640 X 200 screen points, 4 colors
- 640 X 400 screen points, monochrome

The colors can be chosen from a palette consisting of 512 colors. The colors black and white are included in the 4- and 16-color modes.

GEM works in both 640 X 200 and 640 X 400 resolutions. The latter can only be used with a monochrome monitor, though.

## 1.2 GEM Structure

A general introduction to GEM is in order, before we do any programming. GEM is made up of two major subsystems:

- **VDI (Virtual Device Interface)**
- **AES (Application Environment System)**

AES and VDI are nothing more than libraries (along the lines of the Library of Congress) of functions and program routines. These routines are integrated into your programs, and connected to it when compiling or assembling. We'll discuss usage of these functions later, in the section on programming in the C language.

The VDI contains all the essential graphic functions (drawing lines, circles, etc.).

The functions for windows, boxes and such are contained in the AES section. AES has a lower priority than the VDI, and VDI has a lower priority than the DOS. This hierarchy is:

- **DOS (Disk Operating System)**
- **VDI (Virtual Device Interface)**
- **AES (Application Environment System)**

## 1.2.1 GEM—VDI

### 1.2.1.1 VDI Architecture

The purpose of the VDI is to make graphic programming simpler for the user. The trick used here is to make the use of the graphic functions independent of the graphic output device. A VDI component, the device driver, concerns itself with device-specific operations. VDI has the following logical components:

- **GDOS (Graphic Device Operating System)**
- **GIOS (Graphics Input/Output System) w/ device driver**
- **Metafiles**

VDI also allows for different hardware configurations within GDOS. This has valuable advantages, as we'll soon find out.

### 1.2.1.2 GDOS (Graphic Device Operating System)

The GDOS contains all device-independent functions. This means that a programmer can write a C program on one computer (for example an IBM PC) that will run on the ST. Furthermore, the programmer can use the GDOS to access virtually any type of disk drive, regardless of brand.

With the GDOS, the device-independent functions provide for two types of coordinates:

- **NDC (Normalized Device Coordinates)**
- **RC (Raster Coordinates)**

The **normal device coordinates** range from 0,0 (lower left-hand corner) to 32767,32767 (upper right-hand corner). While not all of these points are usable on present devices, GEM is designed for the future with upward compatibility to more advanced graphic capabilities.

The **raster coordinates** begin in the upper left-hand corner (0,0) and end in the lower right-hand corner, which is (640,400) in the maximum (monochrome) graphic mode.

### **1.2.1.3 GIOS (Graphic Input/Output System)**

As the title says, the GIOS is GEM's input/output system, containing all device-specific I/O functions for devices connected with the ST. The programmer does not talk directly to the GIOS. All graphic functions are routed by GDOS to the GIOS which then performs the appropriate function.

**GIOS is the interface between GDOS and input/output devices.**

For each device connected, the GIOS has a device driver. A graphic application can be adapted easily for a new input/output device by supplying a new device driver.

GDOS loads the needed device driver into memory. The application can work with every device that has a driver residing in memory.

### **1.2.1.4 The Metafile**

All graphic output can be written as a standardized file called a Metafile. A Metafile can be read and updated by any application. With Metafiles, it's possible to combine graphics from GEM DRAW with text from the word processor GEM WRITE. In short, you have the ability to move graphics to any other application.



## 1.2.2 GEM—AES

### 1.2.2.1 AES Architecture

AES stands for Application Environment System. This "environment" is graphic-oriented in GEM. Communication between user and computer is performed by "manipulating" graphic elements (e.g., windows and icons). The graphic environment is an especially powerful operating system, made up of several components.

The Routine Library can be used to access all elements of the AES. Multi-tasking makes it possible to run several applications simultaneously. The Shell represents the operating system itself (TOS). Choice of screen elements makes it possible to temporarily store graphic pages.

### 1.2.2.2 The Routine Library

The routine library contains all of the AES function calls, such as those that move graphic objects, read the mouse, monitor windows, etc.

The library is stored in ROM in the Atari ST (early versions of the ST may not have a ROM-based library). The Atari Development Package also contains a set of C routines. A proposed set of Pascal routines may soon be available.

### 1.2.2.3 Multi-tasking

Multi-tasking allows processes to run simultaneously. The Atari ST is limited to the following processes:

- one application
- three desk-accessory programs with a maximum of six desk accessories (utilities, such as a calculator) or six background processes
- AES screen manager

### 1.2.2.4 The SHELL

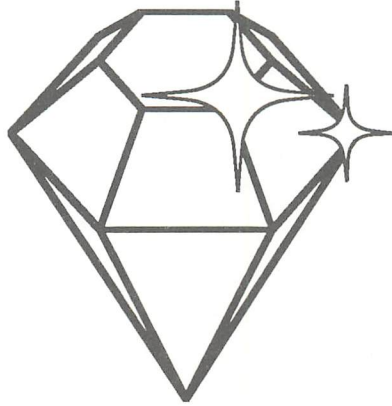
The Shell switches between graphic applications and text applications. It also acts as an interface to the operating system. It can activate the TOS command set and supply commands.

### 1.2.2.5 The Buffer

The Desk Accessory Buffer contains the program codes of the desk accessories, which are permanently available. It includes a buffer that supports the graphic functions. For example, as soon as the user picks an area containing a menu screen, the menu is saved into a buffer. If the menu is needed again, the AES can automatically reconstruct the screen from this buffer.



## CHAPTER 2



### Programming with GEM

- 2.1 Programming Languages
- 2.2 A Short Introduction to C
  - 2.2.1 A Simple C Program
  - 2.2.2 Compiling a Simple Program
  - 2.2.3 Variables and Loop Structures
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- 2.5 An Sample Program in C
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## Programming with GEM

### 2.1 Programming Languages

GEM lets you work with either of two main programming languages: **C** or **Assembler**. Both languages have advantages and disadvantages. Here is a short overview:

	<u><b>C</b></u>	<u><b>Assembler</b></u>
Execution Speed	—	+
Program Length	—	+
Readability	+	—
Error Checking	+	—
Portability	+	—

Choosing a language is really up to you; have a good look at the criteria, and decide which one would best fit your applications. For example, a fast graphics program would be best written in assembly language. The disadvantage here is that this program will only run quickly on another system using the same processor. Such a program might be *comparable* to an IBM's. But a program written in C would be compatible and easily transportable to an IBM PC, for example.

Then again, most C compilers can produce efficient assembler code.

**GEM itself is written in C.**

## 2.2 A Short Introduction to C

C is an all-purpose programming language, with speed that compares favorably to the speed of machine language. C was originally used for operating system program development. The UNIX operating system was written in C. However, C is also a fine language for writing databases and word processing applications.

C is like machine code in the sense that characters, numbers and addresses are used, but it has no parallels with BASIC or COBOL. Because of its relatively concise set of statements, it is difficult to work with complete character strings or arrays in C.

The standard set of C statements has no I/O operations like `READ` or `WRITE`. These operations have to be implemented through the function library (a collection of computer dependent routines with standard calls).

The omission of these language elements really puts C at a great disadvantage. But this is an advantage for many programmers—thanks to its small command set, C is a relatively simple language to learn. Also, and perhaps more importantly, most computers have compatible versions of C, so the language is extremely portable.

C has all the important control structures like subroutines, loops and interrupt criteria. Furthermore, it uses address arithmetic and pointer values. Functions that cannot be changed are given as arguments. Like Pascal, C also has recursive functions that can be recalled at any time. C is a highly effective language for a huge spectrum of applications. The following section will introduce the fundamentals of the C language.

## 2.2.1 A Simple C Program

Learning a language requires you to learn its elements, as well as the proper and most efficient "grammar". This short program will illustrate the fundamentals of C. It prints the word ATARI on the screen:

```
/* Program Name: FIRST.C */  
main ()  
{  
    printf("ATARI\n");  
}
```

C programs are basically composed of one or more functions. The function **main()** is, as its name implies, the main function. It must be included in *every* C program. Parameters may be paired to all functions by enclosing them in parentheses. Function identifiers must be followed by a set of parentheses even if no parameters are required.

A function is composed of one or more statements. These statements are delimited by brackets (**{}**). The brackets are equivalent to Pascal's **BEGIN** and **END** commands. Outputting text is performed by the standard C function **printf**, which is not in the normal C language set. Instead, **printf** is in the standard I/O (Input/Output) library.

The function argument for **printf** is "ATARI\n" in our example. The characters **\n** are C's way of saying <RETURN>.

Every statement is ended with a semicolon.

## 2.2.2 Compiling a Simple Program

Try the following examples out on your ST. To make the transition to C easier for you, detailed comments will accompany every example.

The diskettes in your development package should include the **EDITOR** diskette, the **COMPILER** diskette, and the **LINKER** diskette. The program is written using the **EDITOR**.

The Mince editor program was used for all the examples in this book. The most important editing commands of the Mince editor are:



<b>CONTROL-X</b>	<b>CONTROL-R</b>	Read a file
<b>CONTROL-X</b>	<b>CONTROL-W</b>	Save file, enter file name
<b>CONTROL-X</b>	<b>CONTROL-S</b>	Save current file
<b>CONTROL-X</b>	<b>CONTROL-C</b>	Exit editor

When you save a C source file, be sure to add a **.C** extension (e.g. **FIRSTC.C**).

On a one drive system, save the source program (**FIRSTC.C**) directly to the compiler disk. To start the compiler select the program **BATCH.TTP**. An input box appears, and you should enter:

C filename

For example, typing in C **FIRSTC** compiles the file **FIRSTC.C**. Notice that you do not enter the **.C** extension of the filename. After compiling, the temporary work files are erased, and an object module is written to the disk. This module has the extension **.O** (e.g. **FIRSTC.O**), and is then copied to the linker diskette (with a single drive system).

Check to see if the file **LINKTOS.BAT** is on the linker disk. If not, type in the following general-purpose batch file with the editor, and save it with the name **LINKGEN.BAT**:

```
link68 [u] %1.68k=gemstart,%1,vdibind,osbind,aesbind,libf,gemlib
relmod %1
rm %1.68k
wait
```

Start the linker by selecting the **BATCH.TTP** program from the linker disk. At the input window enter:

**LINKGEN** filename

To link **FIRSTC.O**, type **FIRSTC** for the filename. Don't include the extension **.O**. The linking procedure will start, and produce an executable program with the extension **.PRG**. See Chapter 2.5 for details on these items.

## 2.2.3 Variables and Loop Structures

The next sample C program gives the sum of the numbers from 1 to 100.

```
/* Output of sum of numbers from 1 to 100 */
/* Program Name: SUMC.C */

main ()
{
    int number, sum;

    number = 1;
    sum = 0;

    while (number <= 100)
    {
        sum = sum + number;
        number = number + 1;
    }
    printf ("%d\n", sum);
    gemdos(0x1); /* wait for keypress */
}
```

Note the presence of **main()**, as well as our opening comments (always written between `/* . . . . */`). Comments can be placed almost anywhere in a program. A good place is after the semicolon at the end of the line described. Comments make programs much more readable and informative.

Note that within the first set of brackets, the local variables are defined. The declaration **int** specifies a 16-bit integer number between -32768 and +32767. Both **number** and **sum** are declared as 16-bit integers.

Along with **int** are the other C data types:

<b>float</b>	floating-point variables with mantissa and exponents
<b>char</b>	a single character
<b>short</b>	an 8-bit whole number
<b>long</b>	a 32-bit whole number
<b>double</b>	a floating-point number with doubled accuracy

After variable definition follows the assignment statements. This assigns a starting value to each variable:

```
number = 1;  
sum    = 0;
```

Variables aren't automatically set to zero, and may contain a random number.

The `while` statement is used to calculate the sums. An expression following a `while` statement is enclosed in parentheses. The `while` statement loops until the expression becomes false or zero.

The statements within a `while` loop will normally be the program itself (this is good to know). During every iteration of the loop, the value of `number` is added to `sum` and the value of `number` is raised by one. Incrementing `number` can also be accomplished in C like this:

```
number++;
```

Double plus-signs (`++`) raise the value of the variable by one. Both loop statements can be used:

```
sum = sum + number;  
number++;
```

Simpler still:

```
sum = sum + number++;
```

The above statement will increment `number` after the addition. The statement:

```
sum = sum + ++number
```

increments `number` before adding it to `sum`.

Decrementing numbers (decreasing the variable by one) is just as simple as incrementing:

```
number-- or --number
```

This is identical to `number = number - 1`.

Finally the program prints the final sum to the screen. The function to do this is **printf**. The character sequence **%d** is a format specification and means that the variable to be printed is a whole decimal number (integer). C gives us other format specifications as well:

<b>%f</b>	print floating point number
<b>%x</b>	print unsigned hexadecimal number
<b>%o</b>	print unsigned octal number
<b>%c</b>	print a single character
<b>%s</b>	print a character string

Floating-point variables allow us to represent numbers with decimal points and digits to the right of that point. The format element **%4.2f** describes a number with four digits, with two decimal places (e.g. 34.45, 23.76).

The function **gemdos (0x1)** is a GEMDOS call. This function waits for input from the keyboard.

Besides **while**, the C language has another loop structure. It contains the starting number, loop operation and condition all on the same line. Here's a sample program for this type of loop:

```
/*Output of the sum of numbers between 1 and 100 */  
/* Program name: SUM2.C */
```

```
main ()  
{  
    int number, sum;  
    for (number=1; number <= 100; number++)  
        sum = sum + number;  
    printf ("%d\n", sum);  
    gemdos (0x1);  
}
```

The **for** loop contains three arguments, each separated by a semicolon. The first argument is executed once, and is the initial setting of the control variable:

**number=0**

The second argument is the condition that controls the end of the loop:



```
number <= 100
```

The last argument is the repeating assignment that is performed during each iteration of the loop body:

```
number++
```

The addition `sum = sum + number` can also be put in the third argument in a `for` loop:

```
/* Output of the sum of numbers from 1 to 100 */
/* Program name: SUM3.C */

main()
{
    int number, sum;

    for (number=1; number <= 100;
        sum = sum + number++);

    printf ("%d\n", sum);
    gemdos(0x1);
}
```

The loop structure used depends on the situation.

## 2.2.4 Symbolic Constants

Constants can be defined symbolically and given values. To assign a value to the symbol, the `#define` statement is used. All symbolic definitions are placed at the beginning of the program. Let's revise our original program slightly:

```
/* Output of the sum of numbers from 1 to 100 */
/* Program name: SUM4.C */
main()
#define MAX 100

{
    int number, sum;
    for (number=1; number <= MAX;
        sum = sum + number++);
}
```

```
    printf ("%d\n", sum);  
    gemdos(0x1);  
}
```

You aren't limited to defining numerical constants—you can even define character strings:

```
/* Output of sums of numbers from 1 to 100 */  
/* Program name: SUM5.C */  
main()  
#define MAX 100  
#define RET "\n"  
  
{  
    int number, sum;  
  
    for (number=1; number <= MAX;  
        sum = sum + number++);  
  
    printf ("%d'RET'", sum);  
    gemdos(0x1);  
}
```

Now the carriage return (`\n`) is represented by the symbolic name `RET`.

Notice that a semicolon does not follow the `#define` statement.

## 2.2.5 Functions

A function in C is equivalent to a subroutine in BASIC, a function in Fortran, and procedures in COBOL, PL/I or Pascal. Function calls are the best method of arranging complex programs. In general, the more functions in a program, the more clearly it is arranged. The statement `main()` is basically just a function call.

The following program prints the third power for the numbers 1 to 100:

```
/* Third power of numbers 1 to 100 */
/* Program name: THIRDC.C */

main()    /*main program which calls pot function*/
{
    int i;
    long pot();

    for (i=1; i <= 100; i++)
        printf("%d %ld\n", i, pot(i));

    gemdos(0x1);
}

long pot(n)    /* n to third power function */
int n;
{
    long x;
    x= n * n * n;
    return (x);
}
```

This program can be stated a bit more eloquently, we used this sample only to give you a general demonstration of a function.

All functions are built on the same principle:

```
Name (parameter list)
Parameter declarations
{
    /*function body starts here*/
    Declarations
    Statements
}
```

The parameter list can be skipped when a function has no parameters. The parameter declaration (variable definition) is given before the body of the function.

The argument used by the function must be declared within the function definition to indicate the function's data type. The function itself occurs within brackets. Next, the local variables of the function are declared.

Note: In contrast with other languages, the function called cannot alter the variables of the calling function called.

The function can return a result to the called function. This result can be placed in the variables by using the **return()** command, and must have been declared in the function as a local variable. Our example uses the variable **x**. If no result is given, **return()** would be used.

## 2.2.6 Conditions

One of the fundamental structures of a programming language is the condition. For example:

```
/* Print primary numbers from 2 to 10000 */
/* Runtime: approx. 3 minutes 45 seconds*/
/* Program name:  PRIMEC.C  */

main()
{
    int i,n;
    for (n = 2; n <= 10000; ++n)
    {
        for (i = 2; i < n; ++i)
            if (n % i == 0)
                break;      /* no prime number */
            if (i == n)
                printf("%d\n",n); /* output */
    }
    gemdos(0x1);
}
```

The first loop declares the starting and ending point of the loop (2 to 1000). The second loop tests for the existence of a prime number at the moment—**if (n % i == 0)**. A conditional must be enclosed in parentheses. The two equal signs set up equality between one and the other condition. The operation **n % i** finds the integer remainder of both variables after division. When the remainder is 0, then it is not handled as a prime number. The loop is left with the **break** statement.

The next conditional (**i==n**) tests only whether all the numbers are smaller than the number in the first condition. If so, the number is displayed with the **printf** function.



Here are all the comparative operations:

<	less than
<=	less than/equal to
>	greater than
>=	greater than/equal to
==	equal
!=	unequal

Congratulations—you've just learned the essentials of C. There are many books on the C language. We recommend that you get one to find out more details of C, while we move on to other topics.



## 2.3 A Short Introduction to the Assembler

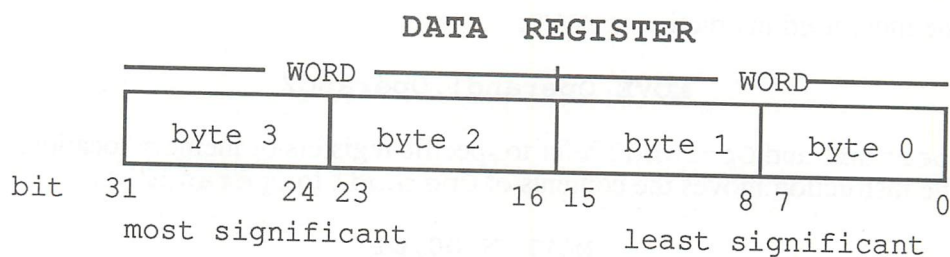
This chapter will briefly explore assembly language on the ST, and includes several sample programs.

The advantages of assembly language over a higher-level language are that assembly language programs execute at a higher speed and use less memory. Its disadvantages are that it is tedious work, difficult to read and debug, and very seldom transportable (easily moved from computer to computer). With the ST's 512K of memory, the fast disk drive, and the overlay techniques available, your life might be a little simpler if you avoided assembly language (also called machine language) programming.

For all its drawbacks, machine code is the most efficient language to use. And, in the long run, 68000 assembly language really isn't that much harder to use than C.

### 2.3.1 The 68000 Processor

The 68000 has 8 data registers that contain the operands for the different operations. Each register is 32 bits (4 bytes) wide. The diagram below illustrates the layout of a data register, where the most significant bit is leftmost. The data registers are numbered from D0 to D7.



The 68000 has 8 address registers numbered from **A0** to **A7**. It is possible to access memory locations directly with the address register, but you're not limited to this. We shall discuss the different types of addresses later. Each address register is 32 bits long, but only 24 bits of each are used for addressing. In addition, every address register can be used as a stack pointer. Address register **A7** is the stack pointer used by the processor in subroutine calls.

The 68000 has two working modes: **user** mode (normally on) and **supervisor** mode. Supervisor mode has its own stack pointer.

Like any other microprocessor, the 68000 has a status register, which informs you of what the system is up to. The most significant byte of the 16-bit-wide registers contains system information, while the least significant byte stores program conditions (e.g. overflows).

## 2.3.2 Important Assembler Instructions

We will only touch on the most important of the assembler's large instruction set. Almost all the instructions used in 8-bit programming are used here. If you've done machine language programming before, most of this will be review material.

On the 68000, almost all instructions can have 32-bit-long operands, although you can still use 16- or even 8-bit operands. Sometimes operand lengths are variable in an instruction. There are three identifiers used to tell the assembler the instruction length:

```
.B = 8 bits (byte)
.W = 16 bits (word)
.L = 32 bits (longword)
```

If no identifier is used, the assembler assumes the operand is 16 bits long.

The most-used instruction is **MOVE**:

**MOVE Operand1, Operand2**

Operand1 and Operand2 refer to specific registers or memory locations. The instruction moves the contents of Operand1 to Operand2.

**MOVE.W D0, D1**

The above example moves the least significant 16 bits from data register D0 to data register D1. The first operand is the source, the second the destination. This sequence is used for all instructions.

Another useful instruction is the addition instruction:

**ADD.W D0,D1**

The contents of D0 and D1 are added together, and the result is placed in D1. What happens, though, if we add \$FFFF and \$0001 (both 16-bit numbers)? The result would be \$10000, and is 1 bit longer than ADD.W can handle. The processor sets an additional bit when this happens; which bit set depends on the situation and conditions. This bit is found (among others) in the user byte of the status register.

### User-Byte of Status Register

Bit:  
76543210  
---XNZVC

#### C-Flag (Carry)

If a carry occurs as a result of an arithmetic operation, this bit is set. SHIFT and ROTATE instructions use this bit as temporary storage space.

#### V-Flag (Overflow)

The V-flag is set when an overflow occurs.

#### Z-Flag (Zero)

The Z-flag is set when an arithmetic operation has a zero input. This happens when memory locations and/or registers beneath one another are compared and found equal.

#### N-Flag (Negative)

A negative result sets this bit. It, too, is used in comparisons.



## **X-Flag (Extend)**

This has the same function in principle as the C-flag, but this bit affects fewer instructions.

The main purpose of the flags is to alter the sequence of program execution according to the current status of the processor. The branch instruction is used to alter the sequence of program execution.

Branch instructions can be divided into three categories:

### **1) Branches depending on flag status**

- BCC/ carry cleared
- BCS/ carry set
- BNE/ zero cleared
- BEQ/ zero set
- BVC/ overflow cleared
- BVS/ overflow set
- BPL/ negative cleared
- BMI/ negative set

### **2) Branches after unsigned comparison**

- BHI/ greater than
- BHS/ greater than or equal to
- BLO/ less than
- BLS/ less than or equal to
- BEQ/ equal
- BNE/ unequal

### **3) Branches after signed comparison**

- BGT/ greater than
- BGE/ greater than or equal to
- BLT/ less than
- BLE/ less than or equal to
- BEQ/ equal
- BNE/ unequal

Categories 2 and 3 are branches that follow comparisons. For the moment, we'll concentrate on the first group.

In practice, using branch instructions would look like this:

```
ADD D0,D1
BCS label_1 **If result too large, goto label_1
```

```
  .
  .
  .
Label_1    **e.g., error output
```

When two values are compared, the system distinguishes between numbers with leading characters and those without (e.g. 3000 and -3000). This comparison is accomplished by the CMP instruction:

```
CMP D0,D1
BHI label_2 **branch if D1 is more than D0
```

```
  .
  .
  .
Label_1
  .
  .
```

The second (destination) operand is compared with the first (source) operand; the sequence of operands is very important. There is also another branch instruction—BRA (Branch Always). The BRA instruction will branch regardless of flag conditions or the results of comparisons.

If you're accustomed to programming in high-level languages, you already know about loop programming. Thanks to the DB command, you can use loops in assembly language. DB will cause a jump to a loop under certain conditions.

```
MOVE #7,D0 * eight iterations
Loop. **This section will be repeatedly executed
```

```
  .
  .
DBF D0, Loop
```



Break conditions can be given using the branch instructions. In addition, you have available the instructions DBF (no break) and DBT (always break):

DBT/	always break
DBF/	no break
DBHI/	greater than
DBLS/	less than or equal to
DBCC/	carry cleared
DBCS/	carry set
DBNE/	unequal
DBEQ/	equal
DBVC/	overflow cleared
DBVS/	overflow set
DBPL/	positive result
DBMI/	negative result
DBGE/	greater than or equal to
DBLT/	less than
DBGT/	greater than
DBLE/	less than or equal to

We mentioned the unconditional branch instruction BRA a few paragraphs ago. This instruction can only branch within about 32000 bytes in either direction. Larger branches must be accomplished using JMP (jump):

```
JMP Label_3 ** goto Label_3
```

Frequently used program sections can be separated into subprograms or subroutines. Each time the subroutine is needed, a JSR (jump to subroutine) is called. On reaching the RTS instruction in the subroutine (return from subroutine), the main program picks up where it left off.

```
JSR subprogram ** call subroutine
    *the main program will
    *executing here once the
    *subroutine is finished
JSR subprogram ** call it again
.
.
.
subprogram
    *instructions of
    *the subroutine here
.
.
RTS ** go back to main program section
```

Another useful instruction in GEM is the TRAP instruction. The operand of the TRAP instruction should have a number between 0 and 15; this number selects a certain routine, rather than an address.

```
TRAP #1 **call for GEM handler
```

### 2.3.3 Addressing Modes on the 68000

The 68000 has a variety of addressing modes. An addressing mode is the means by which the address of one of the operands is calculated in that instruction's operand. Below are the different addressing modes:

#### 1) Immediate addressing

In this addressing mode, the data is specified as part of the instruction:

```
MOVE #30,D6
```

The above instruction immediately loads the decimal number 30 into data register 6.

#### 2) Absolute long/short addressing

In this addressing mode, the memory location containing the data is specified as part of the instruction:

```
MOVE $FF7795,D6
```

The contents of memory location \$FF7795 are transferred to data register 6.

If the memory location lies in the range \$000000-\$07FFFF or \$FF8000-\$FFFFFF, then a special form of the instruction called **short addressing** is used. The advantage is that the length of the instruction is reduced by two bytes.

The assembler can distinguish between the two addressing modes, and will act accordingly.

### 3) Indirect addressing

In this addressing mode, the address of the data is specified in a register:

```
MOVE (A0), D5
```

The contents of memory location contained in address register A0 are copied into data register D5.

### 4) Indirect addressing with displacement

In this addressing mode, a constant value (displacement) is added to the contents of the register. The sum of these is the effective address of the data:

```
MOVE D1, 10 (A5)
```

The contents of data register D1 are copied to the memory location whose address is the sum of 10 and the contents of address register A5.

### 5) Indirect indexed addressing with displacement

One disadvantage of indirect addressing with displacement is that the displacement is always a constant value. In this addressing mode, we can get around this limitation by adding the contents of an additional data or address register to produce the effective address:

```
MOVE D0, 20 (A2, D0)
```

If A2=500 and D0=100, D0 results in the following:

$$\begin{array}{r} 500 \\ +100 \\ + 20 \\ \hline 620 \end{array}$$

In simple indexed addressing (without offset), the displacement is zero.

### 6) Pre-decrement addressing

This addressing mode is similar to indirect addressing, only the value of the given address registers includes a decrement value (1, 2 or 4 bytes):



```
MOVE D2,-(A7)
```

The contents of data register D2 are copied to the memory location specified by address register A7 before address register A7 is decremented by one.

### 7) Post-increment addressing

This addressing mode performs the exact opposite operation of pre-decrement addressing. The value of a register's contents are incremented by 1 after the operation is performed.

The two addressing modes (pre-decrement and post-increment) are useful for maintaining stacks. A stack is created with pre-decrement mode, and can be accessed with post-increment mode.

```
MODE D0,-(A7) **put 2 values on the stack
MOVE D1,-(A7)
.
.
.
MOVE (A7)+,D1 ** get values from stack
MOVE (A7)+,D0
```

### 8) Relative program counter addressing with offset

In this addressing mode, displacement is added to the contents of the program counter (PC) to produce an effective address:

```
CLR 10(PC)
```

The constant value 10 is added to the contents of the program counter to yield an effective address. This memory location is cleared (zeroed).

### 9) Relative program counter addressing with indexing and offset

This addressing mode is rarely used. It is similar to 5) **Indirect indexed addressing with displacement**, except that the PC is substituted for the address register.

## 2.4 The ST Development Package

The ST Development Package consists of 7 diskettes and 2000 pages of documentation. This serves as a starting place for developing GEM applications. The diskettes contain the following:

### The TOS Disk

<b>TOS.IMG</b>	GEM Desktop, AES, VDI, GEMDOS and BIOS
<b>DESK1.ACC</b>	VT52 Terminal Emulator
<b>DESK2.ACC</b>	Control panel

### The Language Disk

<b>LOGO.PRG</b>	LOGO-Interpreter
<b>LOGO.RSC</b>	LOGO-resource file
<b>ANIMAL.LOG</b>	Example program
<b>KNOWN.LOG</b>	Data for ANIMAL.LOG

### The MINCE Editor Disk\*

<b>PRGINTRO.DOC</b>	Introduction to MINCE editor
<b>LESSON4.DOC</b>	
<b>LESSON6.DOC</b>	
<b>LESSON8.DOC</b>	
<b>MINCE.PRG</b>	the editor
<b>MINCE.SWP</b>	MINCE overlay
<b>CONFIG.PRG</b>	

\*New versions of the package may have a different editor



**The Compiler Disk**

✓CP68.PRG	3-pass C-compiler
✓CO68.PRG	
✓C168.PRG	
✓AS68.prg	68000 Assembler
✓AS68INIT	
✓AS68SYMB.DAT	
✓BATCH.TTP	Batch processing program
✓RM.PRG	Program to delete files
✓WAIT.PRG	Return to desktop program
✓C.BAT	Compile batch file
✓DEFINE.H	Type definitions
✓GEMBIND.H	Gem binding kit
✓GEMDEFS.H	Common GEM definitions
✓VDIBIND.H	External VDI functions
✓TOSDEFS.H	TOS file attributes / error definitions
✓OBDEFS.H	GEM object definitions
✓OSBIND.H	For binding GEM and BIOS
✓PORTAB.H	Files for porting IBM applications
✓MACHINE.H	
✓TADDR.H	

**The Linker disk**

✓LINK68.PRG	Linker program
✓RELMOD.PRG	Relocation program
✓BATCH.TTP	Program for batch files
✓RM.PRG	Program to delete files
✓WAIT.PRG	Return to desktop program
✓LINKAP.BAT	Linker batch file for applications
✓LINKACC.BAT	Linker batch file for accessories

✓ <b>ACCSTART.O</b>	GEM accessory start file
✓ <b>APSTART.O</b>	Gem application start file
✓ <b>GEMS.O</b>	C library start file
✓ <b>GEMSTART.O</b>	C, VDI, AES library start files
✗ <b>AESBIND</b>	AES library
✓ <b>VDIBIND</b>	VDI library
✓ <b>GEMLIB</b>	C library
✓ <b>LIBF</b>	Floating point library

### The Utility Disk

<b>COMMAND.PRG</b>	Command line interpreter
<b>DUMP.PRG</b>	Hex-file print
<b>FIND.PRG</b>	find string
<b>HIGH.PRG</b>	Medium res. program
<b>LOW.PRG</b>	Low-res program
<b>KERMIT.PRG</b>	file transfer program
<b>NM68.PRG</b>	symbol table print program
<b>AR68.PRG</b>	Library creation utility
<b>SID.PRG</b>	Debugger
<b>SIZE.PRG</b>	Program segment size utility
<b>APSTART.S</b>	Source to application start routine
<b>ACCSTART.S</b>	Source to accessory start
<b>ACSKEL.C</b>	Example accessory
<b>APSKEL.C</b>	Example application

### The Resource Construction Disk

<b>RCS.PRG</b>	Resource Construction Set
<b>RCS.RSC</b>	RCS resource file
<b>DOODLE.PRG</b>	Example application
<b>DOODLE.RSC</b>	Doodle resource
<b>DOODLE.C</b>	Doodle C definitions
<b>DOODLE.H</b>	Doodle header file
<b>DOODLE.DEF</b>	Resource definitions

The following pages contain an overview of the development package needed for GEM program development.

## 2.4.1 The Editor

The editor is the program that allows you to write and edit source programs to be compiled. You can also create batch files with this editor.

The editor included in the development package is MINCE (later versions of the development package may contain a different editor).

**MINCE.PRG** is the editor program itself. It is started like all other applications, but it isn't a GEM application; it runs under the TOS applications (Menu Options). On every boot-up, it's wise to install it as a TOS application. Thus, you install the **MINCE.PRG** from the menu **OPTIONS** with **TOS-takes parameters (TTP)** or you can rename the program to **MINCE.TTP** from the **FILE** menu with **SHOW Info...**

**CONFIG.PRG** is a program for adapting the editor to the computer. All details of the keyboard, screen and other compatability factors are kept here, but is redundant, since MINCE is adapted specifically for the ST. **MINCE.SWP** is the Atari ST configuration data.

**LESSONS** are text files that can be read into the editor. They give instructions on use of the MINCE editor.

Here are some editor basics. Start the editor; you can now input a program.

To save the program as a file, press the key combination **Control-X/Control-W** after you give it a name. If the program file is to be compiled with the C compiler, add the suffix **.C** (e.g. **TEST.C**).

To read a previously created file, press the key combination **Control-X/Control-R**). After making any changes to this file, you can resave the file without entering a new filename by pressing **Control-X/Control-S**.

To exit the MINCE editor, press **Control-X/Control-C**.

The list below gives your the most important MINCE commands. The **Control** key is represented by the character ©.

©-A Start-of-line	©-X ©-C Exit editor
©-D Delete line	©-E Goto end-of-line
©-J New line	©-K Delete line
©-T Exchange character	©-X ©-R Read file
©-X ©-S Save file	©-X ©-W Rename & save file



## 2.4.2 The Compiler

The development package contains a C-compiler from Digital Research. In addition to the compiler program, there are several other programs on the compiler disk:

**CP68.PR**G, **C068.PR**G and **C168.PR**G are part of the three-pass compiler. Sourcefiles are compiled in three steps. Programs are compiled by calling the **C.BAT** file, which is called from the **BATCH.TTP** program. (**TTP** means TOS Takes Parameters, and allows you to input the filename).

The compiler steps cannot be executed individually. The batch program **C.BAT** automatically runs them. If this batch file isn't on your compiler disk, type the following lines using the editor, and save it on your compiler disk with the name **C.BAT**:

```
cp68 %1.c %1.1
co68 %1.i %1.1 %1.2 %1.3 -f
c168 %1.1 %1.2 %1.s
rm %1.1
rm %1.2
as68 -l -u %1.s
rm %1.s
wait.prg
```

The program **rm** is necessary to delete the work files. The temporary work files are deleted so they do not clutter the disk. If the assembler source file is needed, remove the line **rm %1.s** from the **C.BAT** file.

The **wait.prg** program waits after the compiling procedure, until <RETURN> is pressed. This allows you to read any error messages on the screen.

The **BATCH.TTP** program starts a procedure which brings up the batch files to be run. On the OPEN APPLICATION command line enter:

**C** name

**C** is the name of the batch file to be called, and **name** is the program to be compiled. Do not enter the **.C** suffix, because it's included in the **C.BAT** file. The **%1** in the **C.BAT** file is the place-holder for the filename parameter.



The actual programs of the C compiler are described below:

### 1) The CP68 Preprocessor

The preprocessor connects the source file to any header file specified by **#include**, and sets up needed symbols specified by **#define**. The preprocessor is called as follows:

```
CP68 file.C file.i
```

**file.C** is the source file and **file.i** the new resulting source file.

### 2) The C068 Parser

The parser produces an "intermediate compiled code" from the file created by the preprocessor. The parser is called with:

```
C068 file.i file.1 file.2 file.3 -f
```

### 3) The C168 Code Generator

The code generator creates an assembler source file from the intermediate file.

```
C168 file.1 file.2 file.s
```

**File.s** is the assembler source file. **File.1** and **file.2** are work files.

The compiler does not create "ready-to-run" object files. Instead it creates assembler source files. This has advantages: it's easier to find errors, and makes programs more efficient using assembler files. The assembler source file contains the corresponding C source lines, as described on the next page.

## The Assembler Source File

The assembler source file is processed with the assembler found on the compiler disk. It is called like this:

```
AS68 -1 -u file.s
```

The parameter **-1** states that all addresses will be handled in 32-bit form. The parameter **-u** declares that all unknown symbols are to be treated as external variables.

The assembler produces the object file, `file.o`, which has to be linked together with the various operating system files using the linker disk at a later time.

Next we'll describe the assembler, and then discuss the linker.

### 2.4.3 The 68000 Assembler

If you want to run the assembler separately from the C compiler, you'll have to install the application **AS68** to TOS-takes parameters from the desktop menus Options/Install Applications. As the AS68 starts with a double-click on the mouse, you enter the following options in the OPEN APPLICATION window's command line:

```
[-F d:] [-P] [-S d:] [-U] [-L] [-N] [-I]  
[-O Object-filename] Sourcecode-filename  
[>Listing-Filename]
```

Characters in brackets are optional and are not required for assembly. Their meanings are described here:

- F d:** During the assembly of **AS68** files, the work files will automatically be deleted. The **-F** option lets you state on which disk drive these files will be generated. `d:` is the character code of the disk drive, followed by a colon. If you skip this option, the disk drive which is active at the time is used.
- I** The **-I** option initializes the assembler. This has already been done for the ST, and need not be repeated. This creates the file `AS68SYMB.DAT`.

- P** This option outputs a listing of the assembler program. Normally, the list will appear on screen. When the Listing-Filename is given the extension .L, the system will write the listing to the diskette. If no listing is desired, the error messages will be output to the screen from the **AS68**.
- S d:** This option declares which disk drive contains the file **AS68SYMB.DAT**. The value **d:** is the drive identifier. Like **-F d:**, the default will be the currently active drive if **d:** is left unused.
- U** All undefined labels will be handled as global values, i.e., they can be used in linking other programs.
- L** This option will set-up all constants as longwords. Although programs don't run in the first 64K of the Atari ST, this option is mandatory.
- N** This option causes the **JSR** command to no longer be automatically converted into the **BSR** command. The 4-byte **BSR** commands aren't converted into 2-byte **BSR** commands.
- T** This option allows the assembler to accept 68010 opcodes.

**Sourcecode-Filename**

This is the filename of the program to be assembled. It's standard practice to end this filename with **.S**.

**Listing-Filename**

When the **-P** option is on, the listing of the given file is active. If the **-P** option is off, only the error messages will be stored on disk. It's standard to end this filename with **.L**.



## Assembler Directives

Directives are instructions to the assembler. They are "imbedded" as part of the assembler source file. Here is a list of the most important **AS68** assembler directives:

**.data**

The assembly will be done in DATA segments.

**.bss**

Assembly is performed in block storage segments.

**.text**

Assembly done in TEXT segments.

**.end**

Assembly ended. After this command, a <RETURN> will output the error messages.

**.dc NR[,NR,...]**

Sets a number or a set of numbers in memory. You have three sub-options:

**.dc.b** Handles the numbers as byte-values. An uneven number of byte-values will cause an appended extra zero (if no more **.dc.b** directives follow).

**.dc.w** Handles them as 2-byte constants (words). When text is given containing an uneven number of characters, a zero is inserted.

**.dc.l** 4-byte constants (longwords). If the numbers of bytes doesn't fit into a multiple of 4, the last longword will be filled in with zeroes.

**.ds number of values**

Memory is reserved without the number being initialized:

**.ds.b** bytes reserved  
**.ds.w** words reserved  
**.ds.l** longwords reserved



label **.equ** value

A label will have a value associated with it. A label can be defined only *once*. If the value itself is a label, it must be previously defined in the program.

**.even**

Sets the internal program counter to the next address. This directive is used when working with assembler segments with `.text`, `.data` or `.bss`.

The 68000 Assembler can assemble several segments, under these conditions:

- The text segments are contained in program text;
- The data segments are stored as block segments of data.

Program comments are preceded by asterisks ("\*"). Text can be enclosed in single or double quotation marks (' or "). Register names can be presented in upper- or lowercase letters—e.g. `d0` is the same as `D0`.

## 2.4.4 The Linker

The linker converts several object programs into a single executable program. It determines which modules are needed from its library in order to produce an executable program. These fall into three different applications:

- Desk Accessory:** A GEM application that's called from the **Desk** menu.
- GEM-Application:** started with the double-click of the mouse.
- TOS-Utility:** TOS routines, rather than GEM routines. **SID** is a TOS utility.

Each of these choices has its own linking procedure. On the next page are the required batch files for each of the procedures in case these aren't already on the Development Package diskette:

Accessory Batch**LINKACC.BAT**

```
link68 [u] %1.68k=accstart,%1,vdibind,  
    aesbind,osbind,libf  
relmod %1  
rm %1.68k  
wait
```

Application Batch**LINKAPP.BAT**

```
link68 [u] %1.68k=apstart,%1,vdibind,  
    aesbind,osbind,libf  
relmod %1  
rm %1.68k  
wait
```

TOS Batch**LINKTOS.BAT**

```
link68 [u] %1.68k=gemstart,%1, osbind, gemlib,libf  
relmod %1  
rm %1.68k  
wait
```

If you have a single disk drive system, the object programs from the compiler (file.o) must be copied to the linker disk before you can use these procedures. The **BATCH.TTP** will then call one of the three batch files:

```
LINKACC file  
LINKAPP file  
LINKTOS file
```

The RELMOD program converts the relocatable command file produced by LINK68 into a file that is executable by GEMDOS. When the linker batch file is finished a running program with the extension **.PRG** is created.

## 2.5 A Sample Program in C

We have already discussed using TOS applications in C. This chapter will illustrate GEM applications with VDI (Virtual Device Interface) calls. This program draws a square on the outer edges of the high-resolution screen. Type this program in using the editor, and save it with the name **SAMPLEC.C**.

```
/* Draw one rectangle */
/* in 600X400 resolution */
/* Program Name : SAMPLEC.C */

#include "gemdefs.h"

int contrl[12],
    intin[128],
    ptsin[128],
    intout[128],
    ptsout[128];

int handle;

int work_in[12],
    work_out[57],
    pxarray[10];

main ()
{
    int i;

    appl_init();
    for(i=0;i<10;work_in[i++]=1);
    work_in[10] = 0;
    v_opnvwk(work_in, &handle, work_out);

    pxarray[0] = 1;
    pxarray[1] = 1;
    pxarray[2] = 638;
    pxarray[3] = 1;
    pxarray[4] = 638;
    pxarray[5] = 398; /* 198 for color monitor */
    pxarray[6] = 1;   /* in medium res. mode */
    pxarray[7] = 398; /* 198 for color monitor */
    pxarray[8] = 1;
```



```
pxarray[9] = 1;

v_pline(handle, 5, pxarray);
gemdos(0x1);
v_clsvwk(handle);
appl_exit();
}
```

Now copy this program from the editor diskette to the compiler diskette. Start the program **BATCH.TTP** with a double click of the mouse and enter the following on the command line:

### **C SAMPLEC**

The batch file **C.BAT** starts and documents its progress on screen. At the end of the procedure, copy the file **SAMPLEC.O** from the compiler to the linker diskette. Any errors that occur are displayed on screen. Correct any errors in the program with the editor and recompile if necessary.

Now we are ready to link the assembled object program **SAMPLEC.O** with the necessary libraries. Start the linker batch file processing program **BATCH.TTP** and call the batch file **LINKGEN.BAT** (from Section 2.2.2) by entering the following on the command line:

### **LINKGEN SAMPLEC**

The linker runs, and creates the program **SAMPLEC.PRG**. This can be started with the double-click of the mouse. It's possible to call TOS applications directly from the GEM screen, which will cause a white screen to appear. This is accomplished by installing the program, from the menu **OPTIONS/Install Applications**, as a TOS program. It can also be accomplished by renaming the file name extension **.PRG** to **.TOS** from the **FILE/Show Info** menu.

Follow the above procedures with the C examples that are presented later in this book. Keep in mind that on single drive systems you'll only have room for one program to work on per diskette. When you're finished, copy source files and program files from the compiler and linker diskettes onto another diskette. Then delete the old ones from the compiler and linker diskettes.



## 2.6 A Sample Program in Assembler

Now we're ready to proceed with an assembler program example by following specific procedures, as we did with a C program in the previous section.

Since we're not using a "how-to" cookbook format ("step 3: add LINKTOS and mix thoroughly"...), we assume that you've taken at least a little time to work with the utility programs in C. If you haven't done any programming in C, don't read this chapter yet—go back to Chapter 2.2, **A Short Introduction to C**.

Four basic working steps are needed when you write an assembler program:

- 1) Type in the source program text with of the editor, and save the text on diskette. You'll need this program text (source file) for later steps in development (assembly, linking, relocation).
- 2) Call the **AS68** assembler. This produces a machine code object file, which can't be run just yet. If your program is composed of several modules, each module must be assembled separately.
- 3) Call the linker. This program chains together separate program sections into one program, and will change labels and symbols to consistent values.
- 4) The linked program can then be executed. The linker adds information that indicates which commands and addresses are relative values. To convert a relative program into an absolute program (shorter and faster than a relative program), the relocating modifier **RELMOD** is used.

The sequence in which the last three steps are called is particularly important. But another way to accomplish these steps is to automate the operation. This can be done by using a batch file.

A batch file is simply a list of commands to be executed in a particular sequence. Instead of typing these commands at the keyboard, the commands are read from a file contained on diskette.

The batch file initiator is called **BATCH.TTP**. It takes as its parameter the name of the batch file to be used for a particular sequence of events—for example, compiling a C source file to an executable program.

A batch file has a name with a **.BAT** extension. A batch file to assemble a 68000 source file is called **AS.BAT**. This batch file contains all the commands to convert an assembler source file into an executable program.

Before we take a closer look at this batch file, we must first make a work diskette containing all of the programs used by the batch file.

Format a diskette. Next copy the following from the editor diskette to the newly formatted diskette:

- a) MINCE.SWP
- b) MINCE.PRG

The second program (program b), the editor itself, has a small drawback. Every time you start the program, you have to install it as a TOS application instead of a GEM application. The reason for this is that a GEM application chooses a mouse pointer, but drops the cursor. Obviously, an editor without a cursor makes for difficult editing. So instead of calling the editor directly, we install the application so that TOS-takes parameters (from the Options menu). This gives us the cursor and loads the editor automatically. Change the Document type in the information box if all your files will use the extension **.S**. You can also rename the **MINCE.PRG** to **MINCE.TTP** (Tos Takes Parameters) from the FILE menu.

Next copy the following to the newly formatted diskette from the compiler diskette:

- c) BATCH.TTP
- d) AS68.PRG
- e) AS68INIT
- f) AS68SYMB.DAT

Finally, copy these programs from the linker diskette to your work diskette:

- g) LINK68.PRG
- h) RELMOD.PRG
- i) RM.PRG
- j) WAIT.PRG

Now we can create a batch file necessary for assembly language programming. Put your newly-created work disk into the drive. You won't need any other disks from the development package *if* you program in assembly language only.

Run the editor (MINCE.PRG) and type in the following text:

```
as68 -l -u %1.s
link68 [co[%1.inp]]
relmod %1.68k %1.prg
rm %1.68k
wait
```

The expression %1 is the placeholder for a filename. The filename will be input later from the OPEN APPLICATION box. Before you do that, though, you'll have to save the batch file. Type in the commands **control-x** and **control-w**, and input the file name AS.BAT to save the batch file. The batch file is now ready.

In the second line of the batch file is the label "co". This means that as soon as the batch program is started, its commands come from one of its own files. The filename is the same as the assembler program name, but with the suffix .INP. Clear the text of the AS.BAT batch file from the editor, and type this in:

```
[u] test.68k=test.o
```

This line is the command for the linker. Save this (**control-x/control-w**) under the name TEST.INP.

Your assembler work disk is now completed. Remember to make a backup copy before proceeding, just to play it safe. As long as you keep using the file name TEST.S for your source program, you won't need to make any changes to this disk. Any new file names will require changing the command line for the linker.

The routine in Chapter 2.5 that draws a box on the high-resolution screen will serve as a good assembler sample program. If you can understand that program, you should have a general understanding of GEM. You'll want to read the next section carefully, to get a thorough understanding.

Using the editor, type in the machine language source code listing that begins on the next page.



```

move.l    a7,a5
move.l    #nstapel,a7
move.l    4(a5),a5
move.l    $c(a5),d0
add.l     $14(a5),d0
add.l     $1c(a5),d0
add.l     #$100,d0
move.l    d0,-(sp)
move.l    a5,-(sp)
move      d0,-(sp)
move      #$4a,-(sp)
trap      #1
add.l     #12,sp
jsr       main
move      #1,-(sp)
trap      #1
add.l     #2,sp
move.l    #0,(a7)
trap      #1

aes:
move.l    #aespb,d1
move      #$c8,d0
trap      #2
rts

vdi:
move.l    #vdipb,d1
moveq.l   #$73,d0
trap      #2
rts

main:
move.l    #0,ap1resv
move.l    #0,ap2resv
move.l    #0,ap3resv
move.l    #0,ap4resv
move      #10,opcode
move      #0,sintin
move      #1,sintout
move      #0,saddrin
move      #0,saddrout
jsr       aes

```

\*\*\*\*\*  
 \*Sample 68000 assembly \*  
 \*language program that \*  
 \* draws a box on the \*  
 \*high resolution screen\*  
 \*\*\*\*\*

\*appl\_init



```
move    #77,opcode      *graph_handle
move    #0,sintin
move    #5,sintout
move    #0,saddrin
move    #0,saddrout
jsr     aes

move    intout,grhandle

move    #100,opcode     *open_vwork
move    #0,contrl+2
move    #11,contrl+6
move    grhandle,contrl+12

move    #1,intin
move    #1,intin+2
move    #1,intin+4
move    #1,intin+6
move    #1,intin+8
move    #1,intin+10
move    #1,intin+12
move    #1,intin+14
move    #1,intin+16
move    #1,intin+18
move    #2,intin+20
jsr     vdi

move    #3,contrl       *clear workstation/erase
screen
move    #0,contrl+2
move    #0,contrl+6
move    grhandle,contrl+12
jsr     vdi

move    #17,contrl      *Polyline-color = black
move    #0,contrl+2
move    #1,contrl+6
move    grhandle,contrl+12

move    #1,intin
jsr     vdi

move    #6,contrl
move    #5,contrl+2
move    #0,contrl+6
```

```
move      grhandle, contrl+12

move      #1,  ptsin
move      #1,  ptsin+2
move      #638,ptsin+4
move      #1,  ptsin+6
move      #638,ptsin+8
move      #398,ptsin+10    *198 for color monitor
move      #1,  ptsin+12
move      #398,ptsin+14    * 198 for color monitor
move      #1,  ptsin+16
move      #1,  ptsin+18
jsr       vdi

rts

.data
.even

aespb:
.dc.l  contrl,global,intin,intout,addrin,addrout

contrl:
opcode:   .ds.w 1
sintin:   .ds.w 1
sintout:   .ds.w 1
saddrin:   .ds.w 1
saddrout: .ds.l 1
.ds.w 5

global:
apversion: .ds.w 1
apcount:   .ds.w 1
apid:      .ds.w 1
apprivate: .ds.l 1
apptree:   .ds.l 1
ap1resv:   .ds.l 1
ap2resv:   .ds.l 1
ap3resv:   .ds.l 1
ap4resv:   .ds.l 1

intin:
.ds.w 128

ptsin:
```

```
.ds.w 128

intout:
.ds.w 128

ptsout:
.ds.w 128

addrin:
.ds.w 128

addrout:
.ds.w 128

vdipb: .dc.l contrl,intin,ptsin,intout,ptsout
grhandle: .ds.w 1

.bss
.even
.ds.l 300
nstapel:
.ds.l 1
.ds.w 10

.end
```

Save this program under the name **TEST.S**. Now call the batch program initiator **BATCH.TTP** with a double-click of the mouse. **BATCH.TTP** displays a dialog box—it's asking you to enter the name of a batch file. Type:

#### **AS TEST**

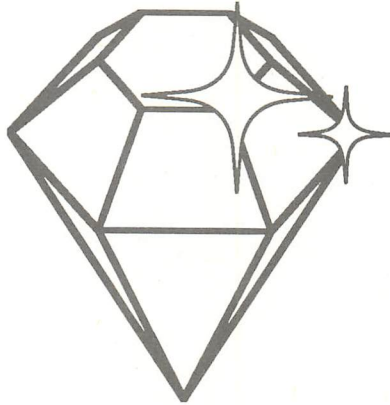
Pressing <RETURN> results in automatic assembly, linking and relocation of the source file. The word **AS** is the batch file name, **TEST** is the name of the assembler source code. When the conversion of the program to machine language is over, you'll find a new file on diskette called **TEST.PRG**. This is an executable program, which you can now start with a double click of the mouse. If any errors occur in your typing in of the source program, the system will find them during assembly or linking, and list the line number of the error. You'll then have to correct the problem, and restart the batch processing program (**BATCH.TTP**).

In rare cases, we found that the batch program crashes due to errors. If this happens, all you can do is start from scratch (RESET button).





## CHAPTER 3



### Inside GEM—the VDI

- 3.1 The Virtual Device Interface
  - 3.1.1 Introduction to VDI Programming
    - 3.1.1.1 VDI Functions
    - 3.1.1.2 VDI Opcodes
    - 3.1.1.3 VDI Parameters
  - 3.2 The VDI Library
    - 3.2.1 The Control Functions
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    - 3.2.3 Basic Graphic Functions
    - 3.2.4 The Attribute Functions
    - 3.2.5 The Raster Operations
    - 3.2.6 The Input Functions
    - 3.2.7 The Inquiry Functions
  - 3.3 Sample Programs using the VDI



## Inside GEM—the VDI

### 3.1 The Virtual Device Interface

This section of the book presents the Virtual Device Interface (VDI). As previously mentioned, the VDI is a collection of graphic routines.

By using the facilities of the VDI, the program developer is freed from having to know and use device-specific codes to create graphics. When the programmer uses the graphic functions through library routine calls, the VDI device driver adapts the functions for the particular output device. This device-independent arrangement makes it fairly easy to move applications to other computer systems capable of running GEM.

#### 3.1.1 Introduction to VDI Programming

##### 3.1.1.1 VDI Functions

The VDI functions are divided into several groups. Here is a general overview of these functional groups:

##### Control Functions

These functions initialize the graphic workstation and set defaults for use with the applications.

##### Output Functions

Output functions produce the graphic primitives such as lines, circles, etc.

##### Attribute Functions

These functions set up for the output functions for color, type and style.

##### Raster Functions

These functions control the operation of rectangular bit blocks in memory and device-specific point blocks.

### Input Functions

These functions allow input for a user program.

### Inquiry Functions

These functions transmit the actual set-ups for device-specific attributes such as color, type, etc.

### Escape Functions

These functions handle screen controls (e.g. cursor position).

## 3.1.1.2 VDI Opcodes

The different functions of the VDI are identified by a distinct numerical value called an **opcode**. All functions of the VDI are invoked by calling a single routine (entry point) in the library. The opcode enables the routine to determine the desired function.

The individual VDI functions require one or several parameters. A call to the entry point requires that the parameters be passed in the form of five arrays. Calls to the VDI maybe made from applications written in assembly language or C. The opcode for the VDI function is passed in the variable **Contr1 (0)**.



### 3.1.1.3 VDI Parameters

The following pages describe the parameters of VDI calls.

#### Input Parameters

<b>contrl(0)</b>	Function opcode
<b>contrl(1)</b>	Number of points in array <b>ptsin</b>
<b>contrl(3)</b>	Length of array <b>intin</b>
<b>contrl(5)</b>	Identification of subfunction
<b>contrl(6)</b>	Device identifier <b>handle</b>
<b>contrl(7-n)</b>	Opcode-dependent information
<b>intin</b>	Integer input parameter array
<b>ptsin</b>	Input coordinate array

#### Output Parameters

<b>contrl(2)</b>	Number of points in array <b>ptsout</b>
<b>contrl(4)</b>	Length of array <b>intout</b>
<b>contrl(6)</b>	Device <b>handle</b>
<b>contrl(7-n)</b>	Opcode-dependent information
<b>intout</b>	Integer output parameter array
<b>ptsout</b>	Output coordinate array

The parameters **contrl(1)** and **contrl(2)** must be set correctly. Each coordinate point in the arrays **ptsout** and **ptsin** consist of two entries, the coordinate pair x and y. If no coordinates are used, **contrl(1)** and **contrl(2)** must be set to 0.

The parameters **contrl(3)** and **contrl(4)** must always be set. If they are defaulted, **intin** and **intout** cannot contain integer variables.

If calling the VDI from an assembly language program, you must place the addresses of the five array parameters in a parameter block (PB) in longword size (4-byte).

AddressContents

<b>PB</b>	Control array (contrl)
<b>PB + 4</b>	Input array (intin)
<b>PB + 8</b>	Input coordinate array (ptsin)
<b>PB + 12</b>	Output array (intout)
<b>PB + 16</b>	Output coordinate array (ptsout)

Before calling VDI, the address of PB will be stored in the 32-bit register D1. In addition, the library ID is placed into register D0 (73h=VDI, C8h=AES). Next, the interrupt function **TRAP 2** is called, the address of which is contained in GDOS.

C language programmers need not be concerned about the PB. Your parameters are defined in your C program, before the **main()** function. This makes the variables accessible to GDOS. Therefore, you can name external variables:

```
int contrl[12],
    intin[128],
    ptsin[128],
    intout[128],
    ptsout[128];
```

## 3.2 The VDI Library

### 3.2.1 The Control Functions

The control functions initialize the graphic workstation and take instructions for user programs.

#### OPEN WORKSTATION

Opcode = 1

This function loads the device driver for a specific input/output device. The ST has no driver for some devices like a plotter or a graphics tablet. Nevertheless, we'll briefly talk about these devices.

The I/O device is initialized by the parameters for the input array. The output array transmits similar information to the device. In addition, these functions can be controlled within a program in **contrl(6)**.

If the device can't be opened, the device identifier is zero. If **contrl(6)** is not equal to 0, the function continues.

#### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
```

```
intin(0)   =   work_in(0)
      .
      .
intin(10)  =   work_in(10)
```

Output Parameters

```

contrl(2)
contrl(4)
contrl(6) = handle

intout(0) = work_out(0)
.
.
intout(44) = workout(44)
.
ptsout(0) = work_out(45)
.
ptsout(11) = work_out(56)

```

Parameter Descriptions

contrl(0)	Opcode (1)
contrl(1)	Number of <b>ptsin</b> points (0)
contrl(3)	Length of <b>intin</b> array (11)
intin(0)	Device identification, given on loading Device driver
intin(1)	Line type
intin(2)	Color for Line operation
intin(3)	Type of marking
intin(4)	Color of marking
intin(5)	Character set
intin(6)	Text color
intin(7)	Fill type
intin(8)	Fill pattern index
intin(9)	Fill color
intin(10)	Coordinate flag 0 = Normal coordinates 1 = reserved 2 = Raster coordinates
contrl(2)	Number of <b>ptsout</b> arrays (arrays/2)=6
contrl(4)	Length of <b>intout</b> arrays (45)
contrl(6)	Device identifier
intout(0)	Raster width of devices in points or steps (e.g. monochrome screen = 639)



intout (1) Raster height of device in points or steps (e.g. monochrome screen = 399)  
intout (2) Not applicable to ST (0)  
intout (3) Point or plotter step-width in mm/1000  
intout (4) Point or plotter step-height in mm/1000  
intout (5) Number of different text sizes

0 = changeable

intout (6) Number of line types  
intout (7) Number of line widths

0 = changeable

intout (8) Number of marking types  
intout (9) Number of marking sizes

0 = changeable

intout (10) Number of character sets on device  
intout (11) Number of patterns  
intout (12) Number of Hatch types  
intout (13) Number of colors (2 for monochrome monitor)  
intout (14) Number of graphic basic functions

intout (15)  
to

intout (24) Sequential list of basic graphic functions supported. -1 indicates the end of the list

1 = Block  
2 = Curve  
3 = Circle segment  
4 = Circle  
5 = Ellipse  
6 = Elliptical Arc  
7 = Ellipse segment  
8 = Rounded rectangle  
9 = Filled-in rounded rectangle  
10 = Justified graphic text

intout (25)  
to  
intout (34) Sequential list of basic function  
attributes  
0 = Line operation  
1 = Marking operation  
2 = Text  
3 = Filled out range  
4 = No attribute

intout (35) Flag color represntation  
0 = not available  
1 = available

intout (36) Flag for text rotation  
0 = not available  
1 = available

intout (37) Flag fill-out range  
0 = not available  
1 = available

intout (38) Flag function cell\_array  
0 = not available  
1 = available

intout (39) Number of available colors  
0 = more than 32767 colors  
1 = monochrome  
>2 = Number of color

intout (40) Graphic cursor-control  
1 = only on keyboard  
2 = on keyboard and another device  
(Mouse)

intout (41) number-changeable inputs  
1 = on keyboard  
2 = other device

intout (42) Key choice  
1 = Function keys  
2 = other key field

intout (43)     alphanumeric input  
                 1 = keyboard

intout (44)     Type of work device  
                 0 = output device  
                 1 = input device  
                 2 = In/Output device  
                 3 = reserved  
                 4 = Metafile-output

ptsout (0)     minimum character width  
ptsout (1)     minimum character height  
ptsout (2)     maximum character width

ptsout (3)     maximum character height  
ptsout (4)     minimum character width  
ptsout (5)     0  
ptsout (6)     maximum character width  
ptsout (7)     0  
ptsout (8)     minimum marking width  
ptsout (9)     minimum marking height  
ptsout (10)    maximum marking width  
ptsout (11)    maximum marking height

### C-Definitions

```
int  work_in[12];
int  work_out[57];
int  handle;
```

### C-Function Call

```
v_opnwk(work_in, &handle, work_out);
```

### Remarks

The Open Workstation function is not available for the ST, and tends to crash. The reason for this is the same as for the missing device drivers (as explained above).

The standard method of opening the ST workspace is accomplished with the function **open virtual screen workstation**.

## CLOSE WORKSTATION

Opcode = 2

This function closes the workstation opened by open workstation. Before closing a device opened in this way, all virtual devices (open virtual screen workstation) must be closed. This function, like open workstation, is not set up on the ST.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)
```

### Parameter Descriptions

contrl(0)	Opcode (2)
contrl(1)	Number of <b>ptsin</b> points (0)
contrl(3)	Length of <b>intin</b> arrays (0)
contrl(6)	Device identifier
contrl(2)	Number of <b>ptsout</b> points (0)
contrl(4)	Length of <b>intout</b> arrays (0)

### C-Definition

```
int handle;
```

### C-Function Call

```
v_clswk(handle);
```



## OPEN VIRTUAL SCREEN WORKSTATION

Opcode = 100

This function is necessary in all applications using the screen. The ST screen cannot be opened with open workstation.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = work_in(0)
      .
      .
intin(10) = work_in(10)
```

### Output Parameters

```
contrl(2)
contrl(4)
contrl(6) = handle

intout(0) = work_out(0)
      .
      .
intout(44) = work_out(44)

ptsout(0) = work_out(45)
      .
      .
ptsout(11) = work_out(56)
```

### Parameter Descriptions

```
contrl(0)    Opcode (100)
contrl(6)    Device identifier on function
```

The rest of the parameters are identical with those in the open workstation (**v\_opnwk**) call.

The following is a list of established device parameters used in connection with a monochrome monitor:

intout (0)	work_out [0]	639
intout (1)	work_out [1]	399
intout (2)	work_out [2]	escape
intout (3)	work_out [3]	372
intout (4)	work_out [4]	372
intout (5)	work_out [5]	3
intout (6)	work_out [6]	7
intout (7)	work_out [7]	0
intout (8)	work_out [8]	6
intout (9)	work_out [9]	8
intout (10)	work_out [10]	1
intout (11)	work_out [11]	24
intout (12)	work_out [12]	12
intout (13)	work_out [13]	2
intout (14)	work_out [14]	10
intout (15)	work_out [15]	
to		
intout (24)	work_out [24]	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
intout (25)	work_out [25]	
to		
intout (34)	work_out [34]	3, 0, 3, 3, 3, 0, 3, 0, 3, 2
intout (35)	work_out [35]	0
intout (36)	work_out [36]	1
intout (37)	work_out [37]	1
intout (38)	work_out [38]	0
intout (39)	work_out [39]	2
intout (40)	work_out [40]	2
intout (41)	work_out [41]	1
intout (42)	work_out [42]	1
intout (43)	work_out [43]	1
intout (44)	work_out [44]	2
ptsout (0)	work_out [45]	5
ptsout (1)	work_out [46]	4
ptsout (2)	work_out [47]	7
ptsout (3)	work_out [48]	13
ptsout (4)	work_out [49]	1
ptsout (5)	work_out [50]	0
ptsout (6)	work_out [51]	40
ptsout (7)	work_out [52]	0

ptsout (8)	work_out [53]	15
ptsout (9)	work_out [54]	11
ptsout (10)	work_out [55]	120
ptsout (11)	work_out [56]	88

### C-Definition

```
int work_in[12];  
int work_out[57];  
int handle;
```

### C-Function Call

```
v_opnvwk(work_in, &handle, work_out);
```

### Remarks

The peculiarity of this function is that **contr1(6)**, i.e., the device identifier, is included in both the input and the output parameters. The reason is the entry to the screen as a multi-work station. The established device identifier open workstation is given in this function. Another possibility is the transfer with the AES-function **graf\_handle**.

The ST doesn't allow parameters to be passed with this function. It does not respond. The attribute must be passed through the attribute functions.

On the ST, it is necessary to set the AES call **appl\_init()** before **v\_opnvwk**. By the same token, closing a work device must be followed by an **appl\_exit()**.

## CLOSE VIRTUAL SCREEN WORKSTATION

Opcode = 101

This function closes the virtual workspace. Output to this device is then prevented.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)
```

### Parameter description

contrl(0)	Opcode (101)
contrl(1)	Number of <b>ptsin</b> points (0)
contrl(3)	Length of <b>intin</b> arrays (0)
contrl(6)	Device identifier
contrl(2)	Number of <b>ptsout</b> points (0)
contrl(4)	Length of <b>intout</b> arrays (0)

### C-Definition

```
int handle;
```

### C-Function Call

```
v_clsvwk(handle);
```

### Remarks

This function closes the virtual workstation. It should be followed by the standard AES call to end (**appl\_exit**).



## CLEAR WORKSTATION

Opcode = 3

The call to **clear workstation** erases the screen and sets the screen to the background color. If the device is a printer or plotter, a new page occurs. For a Metafile the opcode is output.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output Parameters

```
contrl(2)
contrl(4)
```

### Parameter description

contrl(0)	Opcode (3)
contrl(1)	Number of <b>ptsin</b> points (0)
contrl(3)	Length of <b>intin</b> arrays (0)
contrl(6)	Device identifier
contrl(2)	Number of <b>ptsout</b> points (0)
contrl(4)	Length of <b>intout</b> arrays (0)

### C Definition

```
int handle;
```

### C Function Call

```
v_clrwk(handle);
```

### Remarks

After opening the workstation, the function **clear workstation** is executed automatically.

## UPDATE WORKSTATION

Opcode = 4

Graphic commands aren't immediately performed by printers or plotters. Instead, they are put into a buffer. The function `update workstation` executes the commands in the buffer. This call is unnecessary for screen work, because all graphic commands are executed on request.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output Parameters

```
contrl(2)
contrl(4)
```

### Parameter Descriptions

```
contrl(0) Opcode (4)
contrl(1) Number of points in ptsin array (0)
contrl(3) Length of intin arrays (0)
contrl(6) Device Identifier
contrl(2) Number of points in ptsout arrays (0)
contrl(4) Length of intout arrays (0)
```

### C Definition

```
int handle;
```

### C-Function Call

```
v_updwk(handle);
```

### Remarks

The function `update workstation` cannot manage a page feed. In this case, the function `clear workstation` should be used.

## LOAD FONTS

Opcode = 119

Every device driver contains information that states how many character sets the device has available. This function provides this information and loads the character sets available. When the character sets have already been called, or no other character sets exist, zero is returned.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)  =  handle

intin(0)   =  select
```

### Output Parameters

```
contrl(2)
contrl(4)

intout(0)  =  additional
```

### Parameter Descriptions

contrl(0)	Opcode (119)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of <b>intin</b> arrays (1)
contrl(6)	Device Identifier
intin(0)	Reserved for future use (1)
contrl(2)	Number of points in <b>ptsout</b> arrays (0)
contrl(4)	Length of <b>intout</b> arrays (1)
intout(0)	Number of addition character sets

### C Definition

```
int handle;
int additional;
int select;
```

C Function Call

```
additional=vst_load_fonts(handle, select);
```

Remarks

This function give a null value for the ST's screen. This means that no other character sets are available.



## UNLOAD FONTS

Opcode = 120

This function frees up the memory occupied by alternate character sets. When the character sets are available to all virtual devices with the same device identifier, then all virtual devices must be closed, or the function unloads fonts for each virtual device. The standard character set remains behind.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

```
intin(0) = select
```

### Output Parameters

```
contrl(2)
contrl(4)
```

### Parameter Descriptions

```
contrl(0)    Opcode (120)
contrl(1)    Number of points in ptsin array (0)
contrl(3)    Length of intin array (1)
contrl(6)    Device Ident.

intin(0)     reserved

contrl(2)    Number of points in ptsout array (0)
contrl(4)    Length of intout array (0)
```

### C Definition

```
int handle;
int select;
```

C Function Call

```
vst_unload_fonts (handle, select);
```

## SET CLIPPING RECTANGLE

Opcode = 129

Under GEM, all graphic operations may be **clipped**—confined to a defined portion of the screen called a window. This area is specified as a pair of diagonal coordinates that represent the opposing corners of the window. Clipping can also be switched off with this function.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)  =  handle

intin(0)   =  clip_flag

ptsin(0)   =  pxyarray(0)
ptsin(1)   =  pxyarray(1)
ptsin(2)   =  pxyarray(2)
ptsin(3)   =  pxyarray(3)
```

### Parameter Descriptions

```
contrl(0)    Opcode (129)
contrl(1)    Number of points in ptsin array (2)
contrl(3)    Length of intin array (1)
contrl(6)    Device Ident.

intin(0)     Flag
              0 = Clipping off
              1 = Clipping on

ptsin(0)     x-coordinate of corner point
ptsin(1)     y-coordinate of corner point
ptsin(2)     x-coordinate of opposite diagonal
              corner point
ptsin(3)     y-coordinate of opposite diagonal
              corner point
```

### C Definition

```
int handle;
int clip_flag;
int pxyarray[4];
```

C Function Call

```
vs_clip (handle, clip_flag, pxyarray);
```

Remarks

Clipping is normally switched off after opening the workspace.



### 3.2.2 The Output Functions

All graphic functions such as circles, ellipses, etc., are output functions.

#### POLYLINE

Opcode = 6

Polylines are screen coordinates joined to one another. A polygon, for example, is a series of connected points, wherein the starting point is the same as the endpoint. The VDI's ability to draw multi-sided objects is a convenient one. Note, however, that this routine cannot draw individual points.

The lines can be any form. The attribute functions that determine the following items must be supplied:

- Color
- Line type
- Line width
- End appearance
- Character mode

#### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

ptsin(0) = pxyarray(0)
ptsin(1) = pxyarray(1)
.
.
ptsin(2n-2) = pxyarray(2n-2)
ptsin(2n-1) = pxyarray(2n-1)
```

#### Output Parameters

```
contrl(2)
contrl(4)
```

Parameter Descriptions

contrl(0)	Opcode (6)
contrl(1)	Number of points in <b>ptsin</b> array (n)
contrl(3)	Length of <b>intin</b> array (0)
contrl(6)	Device Identifier
ptsin(0)	x-coordinate of 1st point
ptsin(1)	y-coordinate of 1st point
ptsin(2)	x-coordinate of 2nd point
ptsin(3)	y-coordinate of 2nd point
.	
ptsin(2n-2)	x-coordinate of last point
ptsin(2n-1)	y-coordinate of last point
.	
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of <b>intout</b> array (0)

C Definition

```
int handle;  
int count;  
int pxyarray[2 * count];
```

C Function Call

```
v_pline(handle, count, pxyarray);
```

Remarks

See Chapter 2.5 for an example of this function.

## POLYMARKER

Opcode = 7

This function places several `ptsin` array-defined markers on the screen at the same time. These markers can be of different types—in their simplest form, as screen points. The marker type, as well as other details, are specified by the attribute functions:

- Marker color
- Marker size
- Marker type
- Character mode

These parameters must be specified before calling the function.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

ptsin(0) = pxyarray(0)
ptsin(1) = pxyarray(1)
      .
      .
ptsin(2n-2) = pxyarray(2n-2)
ptsin(2n-1) = pxyarray(2n-1)
```

### Output Parameters

```
contrl(2)
contrl(4)
```

Parameter Descriptions

contrl(0)	Opcode (7)
contrl(1)	Number of points in <b>ptsin</b> array (n)
contrl(3)	Length of <b>intin</b> array (0)
contrl(6)	Device Identifier
ptsin(0)	x-coordinate of 1st marker
ptsin(1)	y-coordinate of 1st marker
ptsin(2)	x-coordinate of 2nd marker
ptsin(3)	y-coordinate of 2nd marker
.	
ptsin(2n-2)	x-coordinate of last marker
ptsin(2n-1)	y-coordinate of last marker
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of <b>intout</b> array (0)

C Definition

```
int handle;  
int count;  
int pxyarray[2 * count];
```

C Function Call

```
v_pmarker (handle, count, pxyarray);
```



## TEXT

Opcode = 8

You cannot use the **printf** for putting text on the graphic screen in C. There is a special function for that.

This function specifies the x and y coordinates at which the text is to be displayed on the screen (left-centered). The baseline for the text is specified by the x-coordinate. Additionally, attribute functions, described later, can be used to change text formats (centered, right-justified, etc.).

The `intin` array contains the string to be printed. The character code is contained in the least significant byte of each element of `intin`. If a character doesn't belong to the character set, a special character signalling this fact is sent. The C-programmer has it a little easier here—there's no need to fill in the `intin` array character-for-character. Just call the function for the string to be output. This string must end with the ASCII value 0, which is always the case in C. The VDI library function then sets this string into the LSBs of the `intin` array.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)  =  handle

intin      =  string

ptsin(0)   =  x
ptsin(1)   =  y
```

### Output Parameters

```
contrl(2)
contrl(4)
```

Parameter Descriptions

contrl(0)	Opcode (8)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of <b>intin</b> array (n)
contrl(6)	Device Identifier
intin	String in 16-bit characters
ptsin(0)	x-coordinate of text display
ptsin(1)	y-coordinate of text display
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of <b>intout</b> array (0)

C Definition

```
int handle;  
int x;  
int y;  
char string[length];
```

C Function Call

```
v_gtext (handle, x, y, string);
```

Remarks

The string is automatically transferred to the **intin** array.

## FILLED AREA

Opcode = 9

This function fills in a specified polygon, which is defined by the **ptsin** array. The maximum number of polygon corner points must be determined by the Inquire functions. The following parameters can be set with the attribute functions:

- Fill color
- Fill type (empty, full, checkered, pattern, cross-hatched or self-defined)
- Character mode
- Fill pattern

These details must be specified before calling the function.

The filled area is normally framed with the fill color. However, this can be suppressed with an attribute function.

If the output device is unable to fill in the polygon, the polygon is displayed in the standard fill color.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

ptsin(0) = pxyarray(0)
ptsin(1) = pxyarray(1)
      .
      .
ptsin(2n-2) = pxyarray(2n-2)
```

### Output Parameters

```
contrl(2)
contrl(4)
```

Parameter Descriptions

contrl(0)	Opcode (9)
contrl(1)	Number of polygon points (Maximum manageable by Inquire function)
contrl(3)	Length of <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	x-coordinate of 1st point
ptsin(1)	y-coordinate of 1st point
ptsin(2)	x-coordinate of 2nd point
ptsin(3)	y-coordinate of 2nd point
.	
.	
ptsin(2n-2)	x-coordinate of last point
ptsin(2n-1)	y-coordinate of last point
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of <b>intout</b> array (0)

C Definition

```
int handle;  
int count;  
int pxyarray[2 * count];
```

C Function Call

```
v_fillarea(handle, count, pxyarray);
```



## CELL ARRAY

Opcode = 10

This function is complex.

First we'll draw a defined rectangle. This rectangle is logically divided into a table with any number of rows and columns. Every table element is arranged a freely definable color of the screen points within that limited table element. For example, we divide the graphic screen into four equal sections—giving us four color zones as well. The graphic point displayed shows the color of the zone in which it lies.

Not every working device (e.g., the monochrome monitor) allows this function. When this happens, you will have to limit yourself to working in the current line color and line width.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
contrl(7) = row_length
contrl(8) = el_used
contrl(9) = num_rows
contrl(10) = wrt_mode

intin(0) = colarray(0)
      .
      .
intin(n) = colarray(n)

ptsin(0) = pxyarray(0)
ptsin(1) = pxyarray(1)
ptsin(2) = pxyarray(3)
ptsin(3) = pxyarray(3)
```

### Output Parameters

```
contrl(2)
contrl(4)
```

Parameter Descriptions

contrl(0)	Opcode (10)
contrl(1)	Number of points in <b>ptsin</b> array (2)
contrl(3)	Length of <b>intin</b> array (n) (color array)
contrl(6)	Device identifier
contrl(7)	Line length in color array <b>intin</b>
contrl(8)	Number of zones in color array lines
contrl(9)	Number of lines in color array
contrl(10)	Character mode (see attribute functions)
intin	Color array, contains the color of every table zone (stored linewise)
ptsin(0)	x-coordinate of the lower-left corner of rectangle
ptsin(1)	y-coordinate of the lower left corner of the rectangle
ptsin(2)	x-coordinate of the upper right corner of the rectangle
ptsin(3)	y-coordinate of the upper right corner of the rectangle
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C Definition

```
int handle;  
int pxyarray[4];  
int row_length;  
int el_used;  
int num_rows;  
int wrt_mode;  
int colarray[num_rows * el_used];
```

C Function Call

```
v_cellarray(handle, pxyarray, row_length,  
            el_used, num_rows, wrt_mode, colarray);
```

## CONTOUR FILL

Opcode = 103

This function fills an area until either the edge of the screen or a defined color is reached. It is the standard fill algorithm found in many graphics programs. The start point is stored in the `ptsin` array. This is a point contained within the surface to be filled.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

```
intin(0) = index
```

```
ptsin(0) = x
ptsin(1) = y
```

### Output Parameters

```
contrl(2)
contrl(4)
```

### Parameter Descriptions

<code>contrl(0)</code>	Opcode (103)
<code>contrl(1)</code>	Number of points in <b>ptsin</b> array (1)
<code>contrl(3)</code>	Length of the <b>intin</b> array (1)
<code>contrl(6)</code>	Device identifier
<code>intin(0)</code>	Color of the surface to be filled filled <code>ptsin(0)</code> x-coordinate of the start point
<code>ptsin(1)</code>	y-coordinate of the start point
<code>contrl(2)</code>	Number of points in <b>ptsout</b> array (0)
<code>contrl(4)</code>	Length of the <b>intout</b> array (0)

C Definition

```
int handle;  
int index;  
int x;  
int y;
```

C Function call

```
v_contourfill (handle, x, y, index);
```

Remarks

This function is not supported by all devices.



## FILL RECTANGLE

Opcode = 114

This function fills a defined rectangle. Here too, the attribute must be set as for a filled polygon.

### Input Parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

ptsin(0) = pxyarray(0)
      .
      .
ptsin(3) = pxyarray(3)
```

### Output Parameters

```
contrl(2)
contrl(4)
```

### Parameter descriptions

contrl(0)	Opcode (114)
contrl(1)	Number of points in <b>ptsin</b> array (2)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	x-coordinate of the corner point
ptsin(1)	y-coordinate of the corner point
ptsin(2)	x-coordinate of the end point diagonally opposite
ptsin(3)	y-coordinate of the end point diagonally opposite
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definition

```
int handle;  
int pxyarray;
```

C function call

```
vr_recfl(handle, pxyarray);
```

### 3.2.3 Basic Graphic Functions

These functions include a number of basic geometric forms like circles and ellipses. All of the basic functions have a single opcode (11). Each of the routines executed under this opcode contains a number for identification which is passed to the function in `ctrl(5)`. The C programmer can avoid this structure since a function name is present in the library for each basic function.

All angles are given in tenths of a degree. The following overview should clarify this declaration:

```
          900
          .
          .
1800 ..... 0
          .
          .
          2700
```

The upper right quadrant of the circle, for example, stretches from 0 to 900, or from 0 to 90 degrees.

The following section contains a list of all of the basic graphics functions. All coordinates can be passed as normal or raster coordinates. It should be noted however that the ST screen accepts only raster coordinates (see **open virtual screen workstation**).

## BAR

Opcode = 11, function ID = 1

The function draws a filled bar. It is intended for creating bar charts. Before the call, the following settings must be made with the help of the attribute functions for fill operations:

- Fill color
- Fill type (empty, full, dotted, pattern  
shaded or user-defined)
- Draw mode
- Fill pattern
- Border

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6) = handle

ptsin(0) = pxyarray(0)
ptsin(1) = pxyarray(1)
ptsin(2) = pxyarray(2)
ptsin(3) = pxyarray(3)
```

### Output parameters

```
contrl(2)
contrl(4)
```



Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (2)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(5)	Function ID (1)
contrl(6)	Device identifier
ptsin(0)	x-coordinate of the corner
ptsin(1)	y-coordinate of the corner
ptsin(2)	x-coord. of diagonally opposite corner
ptsin(3)	y-coord. of diagonally opposite corner
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int pxyarray[4];
```

C function call

```
v_bar (handle, pxyarray);
```

## ARC

Opcode = 11, function ID = 2

The function draws an arc which has starting and ending angles defined in the `intin` array.

The following attributes for lines must first be set:

- Line color
- Line type
- Character mode
- Line width
- End form

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6) = handle

intin(0) = begang
intin(1) = endang

ptsin(0) = x
ptsin(1) = y
ptsin(2)
ptsin(3)
ptsin(4)
ptsin(5)
ptsin(6) = radius
ptsin(7)
```

### Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (4)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(5)	Function ID (2)
contrl(6)	Device identifier
intin(0)	Start angle (0-3600)
intin(1)	End angle (0-3600)
ptsin(0)	x-coordinate of the center point
ptsin(1)	y-coordinate of the center point
ptsin(2)	0
ptsin(3)	0
ptsin(4)	0
ptsin(5)	0
ptsin(6)	Radius
ptsin(7)	0
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int x;  
int y;  
int radius;  
int began;  
int endang;
```

C function call

```
v_arc (handle, x,y, radius, began, endang);
```

Remarks

This function is not supported by every device. Assembly language programmers must set unused ptsin variables to 0!

**PIE**

Opcode = 11, function ID = 3

This function draws a filled arc which has starting and ending points connected to the center point. This results in a surface that looks like a piece of pie. Pie charts can easily be created with the help of this function.

The following fill attributes must be set before the call:

- Fill color
- Fill type (empty, full, dotted, pattern, shaded or user-defined)
- Character mode
- Fill pattern
- Border

Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6) = handle

intin(0) = begang
intin(1) = endang

ptsin(0) = x
ptsin(1) = y
ptsin(2)
ptsin(3)
ptsin(4)
ptsin(5)
ptsin(6) = radius
ptsin(7)
```

Output parameters

```
contrl(2)
contrl(4)
```



Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (4)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(5)	Functions ID (3)
contrl(6)	Device indentifier
intin(0)	Start angle (0-3600)
intin(1)	End angle (0-3600)
ptsin(0)	x-coordinate of the center point
ptsin(1)	y-coordinate of the center point
ptsin(2)	0
ptsin(3)	0
ptsin(4)	0
ptsin(5)	0
ptsin(6)	Radius
ptsin(7)	0
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int x;  
int y;  
int radius;  
int began;  
int endang;
```

C function call

```
v_pieslice (handle, x, y, radius , began,  
            endang);
```

Remarks

This function is not supported by every device. Assembly language programmers must be sure to set **ptsin** variables to 0!

## CIRCLE

Opcode = 11, function ID = 4

This function creates a filled circle. The following fill attributes must first be set:

- Fill color
- Fill type (empty, full, dotted, pattern,  
shaded or user-defined)
- Character mode
- Fill pattern
- Border

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6) = handle

ptsin(0) = x
ptsin(1) = y
ptsin(2)
ptsin(3)
ptsin(4) = radius
ptsin(5)
```

### Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (3)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(5)	Function ID (4)
contrl(6)	Device identifier
ptsin(0)	x-coordinate of the center point
ptsin(1)	y-coordinate of the center point
ptsin(2)	0
ptsin(3)	0
ptsin(4)	radius
ptsin(5)	0
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int x;  
int y;  
int radius;
```

C function call

```
v_circle (handle, x, y, radius);
```

Remarks

Assembly language programmers must be sure to set the unused **ptsin** variables to 0!

## ELLIPTICAL ARC

Opcode = 11, function ID =6

A segment of an ellipse can be drawn with this function, specified by the center point, x and y radii, and start and end angles. The following line attributes must be previously set:

Line color  
Line type  
Character mode  
Line width  
End form

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6)  =  handle

intin(0)   =  began
intin(1)   =  endang

ptsin(0)   =  x
ptsin(1)   =  y
ptsin(2)   =  xradius
ptsin(3)   =  yradius
```

### Output parameters

```
contrl(2)
contrl(4)
```



Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (2)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(5)	Function ID (6)
contrl(6)	Device identifier
intin(0)	Start angle (0-3600)
intin(1)	End angle (0-3600)
ptsin(0)	x-coordinate of the center point
ptsin(1)	y-coordinate of the center point
ptsin(2)	Radius in x-direction
ptsin(3)	Radius in y-direction
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int x;  
int y;  
int xradius;  
int yradius;  
int begang;  
int endang;
```

C function call

```
v_ellarc (handle, x,y, xradius, yradius,  
          begang, endang);
```

## ELLIPTICAL PIE

Opcode = 11, function ID = 7

The function described here creates a filled ellipse segment whose start and end are connected to the center point. This surface is also called an elliptical pie segment. As with the previous function, the start and end angles, x and y radii, as well as the center point are specified. The appropriate settings must first be made with the attribute functions for fill operations:

Fill color  
Fill type (empty, full, dotted, pattern,  
                  shaded or user-defined)  
Character mode  
Fill pattern  
Border

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6) = handle

intin(0) = begang
intin(1) = endang

ptsin(0) = x
ptsin(1) = y
ptsin(2) = xradius
ptsin(3) = yradius
```

### Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (2)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(5)	Function ID (7)
contrl(6)	Device identifier
intin(0)	Start angle (0-3600)
intin(1)	End angle (0-3600)
ptsin(0)	x-coordinate of the center point
ptsin(1)	y-coordinate of the center pointer
ptsin(2)	Radius in x-direction
ptsin(3)	Radius in y-direction
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int x;  
int y;  
int xradius;  
int yradius;  
int begang;  
int endang;
```

C function call

```
v_ellpie (handle, x,y, xradius, yradius,  
          begang, endang);
```

## ELLIPSE

Opcode = 11, function ID = 5

In addition to circles, whose X and Y radii are identical, this function can also draw filled ellipses with different radii. Parameters like X and Y radii as well as the center point must be passed to the function. In addition, it is necessary to set the fill attributes:

- Fill color
- Fill type (empty, full, dotted, pattern,  
shaded or user-defined)
- Character mode
- Fill pattern
- Border

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6) = handle
```

```
ptsin(0) = x
ptsin(1) = y
ptsin(2) = xradius
ptsin(3) = yradius
```

### Output parameters

```
contrl(2)
contrl(4)
```



Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (2)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(5)	Function ID (5)
contrl(6)	Device identifier
ptsin(0)	x-coordinate of the center point
ptsin(1)	y-coordinate of the center point
ptsin(2)	Radius in x-direction
ptsin(3)	Radius in y-direction
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int x;  
int y;  
int xradius;  
int yradius;
```

C function call

```
v_ellipse (handle, x,y, xradius, yradius);
```

**ROUNDED RECTANGLE**

Opcode = 11, function ID = 8

Besides the normal rectangles, rectangles with rounded corners can also be drawn. This function makes this possible. The two corner points opposite each other are passed to the function. It is also necessary to set the line attributes:

Line color  
Line type  
Character mode  
Line width

Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(5)
contrl(6) = handle

ptsin(0) = pxyarray(0)
ptsin(1) = pxyarray(1)
ptsin(2) = pxyarray(2)
ptsin(3) = pxyarray(3)
```

Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in ptsin array (2)
contrl(3)	Length of the intin array (0)
contrl(5)	Function ID (8)
contrl(6)	Device identifier
ptsin(0)	x-coordinate of the corner point
ptsin(1)	y-coordinate of the corner point
ptsin(2)	x-coord. of diagonally opposite corner
ptsin(3)	y-coord. of diagonally opposite corner
contrl(2)	Number of points in ptsout array (0)
contrl(4)	Length of the intout array (0)

C definitions

```
int handle;  
int pxyarray[4];
```

C function call

```
v_rbox (handle, pxyarray);
```

## FILLED ROUNDED RECTANGLE

Opcode = 11, function ID = 9

This function is very similar to the previous one. Only the function ID and the attribute, as well as the function call (`v_rfbbox`), are different. The function ID is:

```
ctrl(5) Function ID (9)
```

The fill attributes to be set:

- Fill color
- Fill type (empty, full, dotted, pattern,  
shaded or user-defined)
- Character mode
- Fill pattern
- Border



## JUSTIFIED GRAPHICS TEXT    Opcode =11, func. ID =10

This function allows the output of easily-formatted text on the screen. The text is left and right justified in which the left setting as well as the text length is freely selectable. The text is extended to the desired length by inserting spaces between the characters or words. The padding of characters and/or words can be turned off.

The text is passed character by character in the `intin` array at index 2 in the lower-order bytes. This doesn't concern the C programmer, however. In C, simply pass a string terminated by the ASCII value zero to the function. The library function automatically places this in the `intin` array. The C string must be terminated with the ASCII byte 0. The text attribute functions are used for additional formatting of the text:

- Text style
- Text color
- Text height
- Text alignment
- Angle of the text line
- Text effects

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)  =  handle

intin(0)   =  word_space
intin(1)   =  char_space
intin(2)   =  string(0)
intin(2+n) =  string(2+n)

ptsin(0)   =  x
ptsin(1)   =  y
ptsin(2)   =  length
ptsin(3)
```

### Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)	Opcode (11)
contrl(1)	Number of points in <b>ptsin</b> array (2)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(5)	Function ID (10)
contrl(6)	Device identifier
intin(0)	Flag for word stretching
	0 = Word stretch off
	1 = Word stretch on
intin(1)	Flag for for character stretching
	0 = Character stretch off
	1 = Character stretch on
intin(2)	1st character of the string
intin(n+2)	Last character of the string
ptsin(0)	x-coordinate of the text alignment
ptsin(1)	y-coordinate of the text alignment
ptsin(2)	Desired text length in x-direction
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int x;  
int y;  
int length;  
int word_space;  
int char_space;  
int string[n];
```

C function call

```
v_justified (handle, x, y, string, length,  
             word_space, char_space);
```

### 3.2.4 The Attribute Functions

The graphics operations of the output functions can be varied in many ways. The attribute functions allow the line, fill, and text properties to be set.

#### SET WRITING MODE

Opcode = 32

The drawings created by the graphics operations are normally output without consideration of the drawings previously contained in the work area. This means that points are always set where there had been no points before. GEM offers several options to take already existing graphics into account when outputting graphics. Not only the points but also the color of the points plays a role here. For the description of the drawing modes, the operators for the boolean functions should first be described:

obj	Graphics_object (line, fill pattern, circle etc.)
col	Color mask of the object
old	Color of the already set point
new	Resulting point color

#### Replace mode

The replace mode sets the points without concern for the existing graphics. This is the normal drawing mode.

new = col **AND** obj

#### Transparent mode

In the transparent mode, the points are only set where no points are yet present. In addition, the points of the graphic at which points are to be set without color are cleared. This can be better clarified with an example. A filled surface is to be drawn. If the screen area is empty, there is no difference between the replace and transparent modes. If the screen area already contains graphics, however, the fill pattern would not be recognized in the replace mode. A fill pattern on a screen having the color of the fill pattern cannot be recognized in the replace mode.

new = (col **AND** obj) **OR** (old **AND** **NOT** obj)

### XOR-Mode

In the XOR mode, points are set only where none are contained in the already existing graphic. All points already set at the new positions are erased. The points of intersection of an old and new line are thereby erased.

```
new = obj XOR old
```

### Reverse Transparent mode

In this mode, all overlapping points for which no color is assigned in the object remain (such as the gaps in a dashed line). The overlapping points which are assigned a color in the object are erased. A fill pattern drawn on a black surface in reverse transparent mode is therefore the negative of the corresponding fill pattern in the transparent mode.

```
new= (old AND obj) OR (col AND NOT obj)
```

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = mode
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_mode
```



Parameter description

contrl(0)      Opcode (32)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (1)  
contrl(6)      Device identifier

intin(0)      Drawing mode

                1 = Replace  
                2 = Transparent  
                3 = XOR  
                4 = Reverse transparent

contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array (1)

intout(0)      Selected drawing mode

C definitions

```
int handle;  
int mode;  
int set_mode;
```

C function call

```
set_mode = vswr_mode (handle, mode);
```



## SET COLOR REPRESENTATION

Opcode = 14

The colors of the ST can be arbitrarily mixed from the basic colors red, green, and blue (RGB). Each color index is assigned a color intensity between 0 and 1000 for the three colors.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = index
intin(1) = rgb_in(0)
intin(2) = rgb_in(1)
intin(3) = rgb_in(2)
```

### Output parameters

```
contrl(2)
contrl(4)
```

### Parameter description

contrl(0)	Opcode (14)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (4)
contrl(6)	Device identifier
intin(0)	Color index
intin(1)	Red intensity (0-1000)
intin(2)	Green intensity (0-1000)
intin(3)	Blue intensity (0-1000)
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int index;  
int rgb_in[3];
```

C function call

```
vs_color (handle, index, rgb_in);
```

Remarks

The number of color indices is dependent on the device. The OPEN WORKSTATION v\_opnwk and v\_opnvwk communicate color options in intout[13] or work\_out[13].

## SET POLYLINE COLOR INDEX

Opcode = 17

The color of the line to be drawn is selected from the table of colors mixed with the previous function. Only color indices 0 and 1 exist for monochrome monitors, which naturally do not have to be mixed beforehand.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = color_index
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_color
```

### Parameter description

contrl(0)	Opcode (17)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Line color
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected line color

C definitions

```
int handle;  
int color_index;  
int set_color;
```

C function call

```
set_color = vsl_color (handle, color_index);
```



## SET POLYLINE LINE TYPE

Opcode = 15

With the Polyline function not only dotted lines but dashed lines can be output. The desired line type can be selected from the several types available with this function:

style	MSB (16 Bit) LSB
1	1111111111111111
2	11111111111110000
3	1110000011100000
4	1111111000111000
5	1111111100000000
6	1111000110011000
7	extern defined

Line type 7 must be defined with the function Set User-Defined Line Style Pattern.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

```
intin(0) = style
```

### Output parameters

```
contrl(2)
contrl(4)
```

```
intout(0) = set_type
```

Parameter description

contrl(0)	Opcode (15)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Line type (style)
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected line type

C definitions

```
int handle;  
int style;  
int set_type;
```

C function call

```
set_type = vsl_type (handle, style);
```

Remarks

This function is not available on every device. The OPEN WORKSTATION functions `v_opnwk` and `v_opnvwk` communicate this in `intout[6]` or `work_out[6]`. The ST screen allows all 7 line types.

## SET USER-DEFINED LINE STYLE PATTERN

Opcode = 113

The line type 7 of the previous function is defined with a 16-bit word in this function. The highest-order bit is the first point of the line.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = pattern
```

### Output parameters

```
contrl(2)
contrl(4)
```

### Parameter description

contrl(0)	Opcode (113)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Line type (16 bit word)
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

### C definitions

```
int handle;
int pattern;
```

### C function call

```
vs1_udsty (handle, pattern);
```

## SET POLYLINE LINE WIDTH

Opcode = 16

In addition to the line type, the width of the lines can also be specified. The width of the lines is given in odd numbers starting with 3.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)  =  handle

ptsin(0)   =  width
ptsin(1)
```

### Output parameters

```
contrl(2)
contrl(4)

ptsout(0)  =  set_width
ptsout(1)
```

### Parameter description

contrl(0)	Opcode (16)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	Line width
ptsin(1)	0
contrl(2)	Number of points in <b>ptsout</b> array (1)
contrl(4)	Length of the <b>intout</b> array (0)
ptsout(0)	Selected line width
ptsout(1)	0

C definitions

```
int handle;  
int width;  
int set_width;
```

C function call

```
set_width = vsl_width (handle, width);
```

Remarks

This function is not available on every device. The OPEN WORKSTATION functions `v_opnwk` and `v_opnvwk` communicate this in `intout[7]` or `workout[7]`. The width is arbitrarily selected on the ST screen.



## SET POLYLINE END STYLES

Opcode = 108

The line or line sequences created with the **POLYLINE** function can be formed at the start and end. There are three options:

- squared (normal)
- arrow
- rounded

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = beg_style
intin(1) = end_style
```

### Output parameters

```
contrl(2)
contrl(4)
```

### Parameter description

contrl(0)	Opcode (108)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(6)	Device identifier
intin(0)	Shape of the line start 0 = squared 1 = arrow 2 = rounded
intin(1)	Shape of the line end 0 = squared 1 = arrow 2 = rounded
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int beg_style;  
int end_style;
```

C function call

```
vs1_ends (handle, beg_style, end_style);
```

## SET POLYMARKER TYPE

Opcode = 18

Markers for the **POLYMARKER** function can be represented not only as a point, but also as such symbols as a star or cross. The following options are offered by this function:

- 1 = Point
- 2 = Plus sign
- 3 = Star
- 4 = Square
- 5 = Diagonal cross
- 6 = Diamond
- 7 to n = device dependent

The point as the smallest type of marker cannot be enlarged. If an invalid type of marker is selected, the VDI sets the star (3) as the default.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = symbol
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_type
```

Parameter description

contrl(0)	Opcode (18)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Type of marker
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected marker type

C definitions

```
int handle;  
int symbol;  
int set_type;
```

C function call

```
set_type = vsm_type (handle, symbol);
```

Remarks

The number of marker types is varied. The OPEN WORKSTATION functions `v_opnwk` and `v_opnvwk` communicate this `intout[8]` or `work_out[8]`. There are 6 marker symbols available on the ST screen.

## SET POLYMARKER HEIGHT

Opcode = 19

The height of the markers is determined by this function. If the value is too large, the next-smallest size is set.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

```
ptsin(0)
ptsin(1) = height
```

### Output parameters

```
contrl(2)
contrl(4)

ptsout(0)
ptsout(1) = set_height
```

### Parameter description

contrl(0)	Opcode (19)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	0
ptsin(1)	Marker height
contrl(2)	Number of points in <b>ptsout</b> array (1)
contrl(4)	Length of the <b>intout</b> array (0)
ptsout(0)	Set marker width
ptsout(1)	Set marker height



C definitions

```
int handle;  
int height;  
int set_handle;
```

C function call

```
set_height = vsm_height (handle, height);
```

## SET POLYMARKER COLOR INDEX

Opcode = 20

The color of the markers is selected with this function. If an invalid color index is passed, the function sets the index to 1 (black).

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = color_index
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_color
```

### Parameter description

contrl(0)	Opcode (20)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Color index
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected color index

### C definitions

```
int handle;
int color_index;
int set_color;
```

C function call

```
set_color = vsm_color (handle, color_index);
```

**SET CHARACTER HEIGHT, ABSOLUTE MODE**

Opcode = 12

This function makes it possible to vary the graphic text in height. The character height, the distance from the character baseline to the end of the character box, is defined. The function returns four sizes:

current character width  
current character height  
current character box width  
current character box height

If the character set is proportionally spaced, the measurements of the largest character are returned.

Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)  =  handle

ptsin(0)
ptsin(1)   =  height
```

Output parameters

```
contrl(2)
contrl(4)

ptsout(0)  =  char_width
ptsout(1)  =  char_height
ptsout(2)  =  cell_width
ptsout(3)  =  cell_height
```

Parameter description

contrl(0)	Opcode (12)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	0
ptsin(1)	Character height
contrl(2)	Number of points in <b>ptsout</b> array (2)
contrl(4)	Length of the <b>intout</b> array (0)
ptsout(0)	Current character width
ptsout(1)	Current character height
ptsout(2)	Current character box width
ptsout(3)	Current character box height

C definitions

```
int handle;  
int height;  
int char_width;  
int char_height;  
int cell_width;  
int cell_height;
```

C function call

```
vst_height (handle, height, &char_width,  
            &char_height, &cell_width, &cell height)
```



## SET CHARACTER CELL HEIGHT, POINTS MODE

Opcode = 107

Each character is found within a box whose height is set with this function. The height of the box is given in printer-steps (points) of 1/72 inch. The height of the box corresponds to the distance between the baselines of the print lines.

The function returns the current height and width of the character and the character box in NDC/RC coordinates. For proportional type, the measurements of the largest character are returned.

### Input parameters

```
ctrl(0)
ctrl(1)
ctrl(3)
ctrl(6)  =  handle

intin(0)  =  point
```

### Output parameters

```
ctrl(2)
ctrl(4)

intout(0)  =  set_point

ptsout(0)  =  char_width
ptsout(1)  =  char_height
ptsout(2)  =  cell_width
ptsout(3)  =  cell_height
```

Parameter description

contrl(0)	Opcode (107)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Height of the character box (line spacing)
contrl(2)	Number of points in <b>ptsout</b> array (2)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected height of the box
ptsout(0)	Current character width
ptsout(1)	Current character height
ptsout(2)	Current character box width
ptsout(3)	Current character box height

C definitions

```
int handle;  
int point;  
int set_point;  
int char_width;  
int char_height;  
int cell_width;  
int cell_height;
```

C function call

```
set_point = vst_point (handle, point,  
                      &char_width, &char_height, &cell_width,  
                      &cell_height)
```

## SET CHARACTER BASELINE VECTOR    Opcode = 13

The baseline of the characters can be rotated with this function. The text can thus be printed diagonally on the screen or other devices. The angle is specified in 1/10th degrees according to the following specifications:

900  
.  
.  
1800 ..... 0  
.  
.  
2700

### Input parameters

ctrl(0)  
ctrl(1)  
ctrl(3)  
ctrl(6) = handle

intin(0) = angle

### Output parameters

ctrl(2)  
ctrl(4)

intout(0) = set\_baseline

Parameter description

contrl(0)	Opcode(13)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identification
intin(0)	Angle of the character baseline (0-3600)
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected angle

C definitions

```
int handle;  
int angle;  
int set_baseline;
```

C function call

```
set_baseline = vst_rotation (handle, angle);
```

Remarks

This function is not available on every device. The OPEN WORKSTATION functions `v_opnwk` and `v_opnvwk` indicate this in `intout[36]` or `work_out[36]`. The ST screen does work with this.

## SET TEXT FACE

Opcode = 21

A character set is selected with this function. The character set 1 is standard. All others must be loaded with **LOAD\_FONTS**.

Since no device driver with multiple character sets exists for the ST at this time, no more exact specifications about the numbers of the characters can be given.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = font
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_font
```

### Parameter description

contrl(0)	Opcode (21)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Character set number
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected character set



C definitions

```
int handle;  
int font;  
int set_font;
```

C function call

```
set_font = vst_font (handle, font);
```

Remarks:

This function is not available on every device. The OPEN WORKSTATION functions `v_opnwk` and `v_opnvwk` indicate this in `intout[10]` or `work_out[10]`.

## SET GRAPHIC TEXT COLOR INDEX

Opcode =22

This function sets the color of the text.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = color_index
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_color
```

### Parameter description

contrl(0)	Opcode (22)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Color index of the text
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected color index

C definitions

```
int handle;  
int color_index;  
int set_color;
```

C function call

```
set_color = vst_color (handle, color_index);
```

## SET GRAPHIC TEXT SPECIAL EFFECTS

Opcode = 106

This function permits easy programming of graphic text. The following manipulations are possible:

**bold type**  
*light type*  
*italic type*  
underlined type  
outlined type  
**shadowed type**  
any combination

The type effects are selected with the 6 least-significant bits of `intin(0)`. For effect:

Bit	Value	Type
0	1	bold
1	2	light
2	4	italic
3	8	underline
4	16	outline
5	32	shadowed

If, for example, the type is to appear bold and italic, bits 0 and 2 are set—that is, the value 5 is passed to the function.

### Input parameters

`contrl(0)`  
`contrl(1)`  
`contrl(3)`  
`contrl(6) = handle`

`intin(0) = effect`

Output parameters:

```
contrl(2)
contrl(4)
```

```
intout(0) = set_effect
```

Parameter description:

contrl(0)	Opcode (106)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Bit map of the effects
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected effects

C definitions

```
int handle;
int effect;
int set_effect;
```

C function call

```
set_effect = vst_effects (handle, effect);
```

Remarks:

If this function is not available, set\_effect is 0.



## SET GRAPHIC TEXT ALIGNMENT

Opcode = 39

The text, which will be printed with **v\_justified**, can be aligned horizontally and vertically with this function. Horizontally, the text can be left- or right-justified or centered. There are 6 different possibilities for the vertical:

bottom line	lower boundary character box
descent line	lower boundary descent
base line	lower boundary character
half line	upper boundary lowercase
ascent line	upper boundary character
top line	upper boundary character box

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = hor_in
intint(1) = vert_in
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = hor_out
intout(1) = vert_out
```

Parameter description

contrl(0)      Opcode (39)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (2)  
contrl(6)      Device identifier

intin(0)      Horizontal alignment

                0 = left  
                1 = centered  
                2 = right

intin(1)      Vertical alignment

                0 = baseline  
                1 = half line  
                2 = ascent line  
                3 = bottom line  
                4 = descent line  
                5 = top line

contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array (2)

intout(0)      Selected horizontal alignment  
intout(1)      Selected vertical alignment

C definitions

```
int handle;  
int hor_in;  
int hor_out;  
int vert_in;  
int vert_out;
```

C function call

```
vst_alignment (handle, hor_in, vert_in,  
              &hor_out, &vert_out);
```

## SET FILL INTERIOR STYLE

Opcode = 23

This function sets one of 4 different fill types for the fill functions:

- 0 Surface is not filled
- 1 Surface is completely filled with fill color
- 2 Surface is filled with dots
- 3 Surface is cross-hatched
- 4 Surface is filled with a user-defined fill pattern

The function accepts the fill type and returns the selected fill type.

### Input parameters:

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = style
```

### Output parameters:

```
contrl(2)
contrl(4)

intout(0) = set_interior
```

### Parameter description:

contrl(0)	Opcode (23)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Fill type (0-4)
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (2)
intout(0)	Selected fill type

C definitions

```
int handle;  
int style;  
int set_interior;
```

C function call

```
set_interior = vsf_interior (handle, style);
```

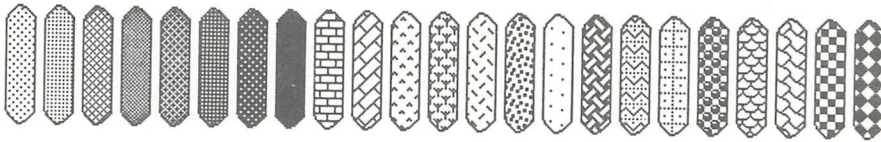
## SET FILL STYLE INDEX

Opcode = 24

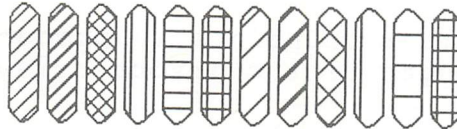
This function expands the possibilities for filling surfaces. It allows the selection of 24 different bit patterns and 12 different cross-hatched patterns. Before calling this function, the fill type dotted or crosshatch must be set with the previous function.

The following overview shows all of the fill patterns:

### DOTTED (fill type=2)



### CROSSHATCH (fill type=3)



If a fill type other than 2 or 3 was chosen before, this function has no effect on the fill pattern.

If the number of the fill pattern is invalid, the standard fill type is set.



Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = style_index
```

Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_style
```

Parameter description

contrl(0)	Opcode (24)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Fill pattern (1-24)
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected fill pattern

C definitions

```
int handle;
int style_index;
int set_style;
```

C function call

```
set_style = vsf_style (handle, style_index);
```

## SET FILL COLOR INDEX

Opcode = 25

This function sets the color for fill operations. These colors can be mixed with the function SET COLOR REPRESENTATION. With monochrome screens, only the colors black (1) and white (0) are available.

### Input parameters:

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = color_index
```

### Output parameters:

```
contrl(2)
contrl(4)

intout(0) = set_color
```

### Parameter description:

contrl(0)	Opcode (25)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Fill color
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Selected fill color

C definitions

```
int handle;  
int color_index;  
int set_color;
```

C function call

```
set_color = vsf_color (handle, color_index);
```

## SET FILL PERIMETER VISIBILITY

Opcode = 104

This function turns the frame of the fill surface on and off. By default, all fill surfaces are enclosed by a line in the fill color. This line can be disabled with this function.

### Input parameters:

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = per_vis
```

### Output parameters:

```
contrl(2)
contrl(4)

intout(0) = set_perimeter
```

### Parameter description:

contrl(0)	Opcode (104)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Frame flag
	0 = frame off
	1 = frame on
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (2)
intout(0)	Selected option

C definitions

```
int handle;  
int per_vis;  
int set_perimeter;
```

C function call

```
set_perimeter = vsf_perimeter (handle,  
                                per_vis);
```



## SET USER-DEFINED FILL PATTERN Opcode = 112

A user-defined fill type can be specified by this function.

The fill pattern requires sixteen 2-byte words. Bit 15 of the first word is the upper left and bit 1 of the 16th word is the lower right point of the fill pattern. These 16 words are stored in the `intin` array.

Multi-color fill patterns require multiple sixteen 2-byte word groups. These groups are contained sequentially in the `intin` array. One group must be defined for each color.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = pfill_pat(0)
      .
      .
intin(n) = pfill_pat(n)
```

### Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)      Opcode (112)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (16\*n)  
contrl(6)      Device identifier

intin(0)  
    to  
intin(15)      First 16-word group

intin(16)  
    to  
intin(31)      Second 16-word group

intin((n-1)\*16)  
    to  
intin(n\*16-1)      Last 16-word group

contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array (0)

C definitions

```
int handle;  
int planes; /* Number of fill colors */  
int pfill_pat [planes*16]
```

C function call

```
vsf_updat (handle, pfill_pat, planes);
```

### 3.2.5 The Raster Operations

Raster operations are an easy-to-use graphics aid. With these operations, arbitrary rectangular segments of the graphic on a device can be transferred to memory. The reverse is also possible. In addition, parts of the screen can be repositioned to other parts of the screen. Graphic areas can be moved on the screen in this manner.

The raster areas must be defined in the form of a Memory Form Definition Block (MFDB). This block consists of 10 words (word = 2 bytes) and contains the following information:

- 32-bit address of the upper-left point of the raster
- The height and width of the raster in points
- The width of the raster in words. This specification corresponds to the width of the raster in points divided by 16.
- The number of planes of the raster. One plane is used for each color.
- A flag that indicates if the raster format is standard or device-specific.
- Some specifications for future use.
- The raster must begin on a word boundary and comprise a multiple of 16 points.

The structure of the MFDB ( Memory Form Definition Block):

Word 1	Memory address, bits 31-16
Word 2	Memory address, bits 15-0
Word 3	Raster width in points
Word 4	Raster height in points
Word 5	Raster width in points/16
Word 6	Flag raster format 0 = device specific 1 = standard format
Word 7	Number of raster planes
Word 8	Reserved for future use
Word 9	Reserved for future use
Word 10	Reserved for future use

In addition to a straight copy type of transfer, there is the option to logically combine the source raster with the destination raster. In the following boolean formulas, *q* represents the source raster, *z* the destination raster, and *r* the resulting, stored destination raster.

Mode	Combination
0	$r = 0$
1	$r = q \text{ AND } z$
2	$r = q \text{ AND } (\text{NOT } z)$
3	$r = q \text{ (1:1 transfer)}$
4	$r = (\text{NOT } q) \text{ AND } z$
5	$r = z$
6	$r = q \text{ XOR } z$
7	$r = q \text{ OR } z$
8	$r = \text{NOT } (q \text{ OR } z)$
9	$r = \text{NOT } (q \text{ XOR } z)$
10	$r = \text{NOT } z$
11	$r = q \text{ OR } (\text{NOT } z)$
12	$r = \text{NOT } q$
13	$r = (\text{NOT } q) \text{ OR } z$
14	$r = \text{NOT } (q \text{ AND } z)$
15	$r = 1$

## COPY RASTER, OPAQUE

Opcode = 109

This function copies the source raster. Instead of copying it to another memory space, it logically combines it with another memory area, the destination raster. All previously-described logical operations can be performed.

If both rasters have different sizes, the size of the source raster is used. The option of enlarging the rasters is determined with the expanded inquiry function.

The function works only with device-specific raster forms. Corresponding conversions are possible with the function **TRANSFORM FORM**, described later.

The MDFB's need be allocated only for assembly-language programs. The C library functions construct these themselves.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)      = handle
contrl(7-8)    = psrcMFDB
contrl(9-10)   = pdesMFDB

intin(0)       = wr_mode

ptsin(0)       = pxyarray(0)
.
.
ptsin(7)       = pxyarray(7)
```

### Output parameters

```
contrl(2)
contrl(4)
```



Parameter description

contrl(0)	Opcode (109)
contrl(1)	Number of points in <b>ptsin</b> array (4)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
contrl(7-8)	Double-word address MFDB of the source raster
contrl(9-10)	Double-word address MFDB of the destination raster
intin(0)	Mode for logical combination
ptsin(0)	X-coordinate of the corner point of the source raster
ptsin(1)	Y-coordinate of the corner point of the source raster
ptsin(2)	X-coordinate of the diagonally opposite corner point of the source raster
ptsin(3)	Y-coordinate of the diagonally opposite corner point of the source raster
ptsin(4)	X-coordinate of the corner point of the destination raster
ptsin(5)	Y-coordinate of the corner point of the destination raster
ptsin(6)	X-coordinate of the diagonally opposite corner point of the destination raster
ptsin(7)	Y-coordinate of the diagonally opposite corner point of the destination raster
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int wr_mode;  
int pxyarray[8];  
int *psrcMFDB;  
int *pdesMFDB;
```

C function call

```
vro_cpyform (handle, wr_mode, pxyarray,  
             psrcMFDB, pdesMFDB);
```

## COPY RASTER, TRANSPARENT

Opcode = 121

This function copies a single-color raster to a color raster. The color of the set and unset points is defined in the `intin` array.

In contrast to the previous function, the only logical combinations possible here are those known from the function **SET WRITE MODE** (replace, transparent, XOR, reverse transparent).

If the size of both rasters is different, the function performs the transfer in the size of the source raster, starting with the upper left corner of the destination raster.

### Input parameters

```
ctrl(0)
ctrl(1)
ctrl(3)
ctrl(6)      = handle
ctrl(7-8)    = psrcMFDB
ctrl(9-10)   = pdesMFDB

intin(0)      = wr_mode
intin(1)      = color_index(0)
intin(2)      = color_index(1)

ptsin(0)      = pxyarray(0)
.             .
.             .
ptsin(7)      = pxyarray(7)
```

### Output parameters

```
ctrl(2)
ctrl(4)
```

Parameter description

contrl(0)	Opcode (121)
contrl(1)	Number of points in <b>ptsin</b> array (4)
contrl(3)	Length of the <b>intin</b> array (3)
contrl(6)	Device identifier
contrl(7-8)	Double-word address MFDB of the source raster
contrl(9-10)	Double-word address MFDB of the destination raster
intin(0)	Drawing mode (see function SET WRITE MODE)
intin(1)	Color index of the set point
intin(2)	Color index of the unset point
ptsin(0)	X-coordinate of the corner point of the source raster
ptsin(1)	Y-coordinate of the corner point of the source raster
ptsin(2)	X-coordinate of the diagonally opposite corner point of the source raster
ptsin(3)	Y-coordinate of the diagonally opposite corner point of the source raster
ptsin(4)	X-coordinate of the corner point of the destination raster
ptsin(5)	Y-coordinate of the corner point of the destination raster
ptsin(6)	X-coordinate of the diagonally opposite corner point of the destination raster
ptsin(7)	Y-coordinate of the diagonally opposite corner point of the destination raster
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int wr_mode;  
int color_index[2];  
int pxyarray[8];  
int *psrcMFDB;  
int *pdesMFDB;
```

C function call

```
vro_cpyfm (handle, wr_mode, pxyarray, psrcMFDB,  
           pdesMFDB, color_index);
```



## TRANSFORM FORM

Opcode = 110

This function converts raster formats from standard to the device-specific format and back. The current format, defined in the MFDB, is always converted into the other. This function may have to be called in conjunction with the function **vro\_cpyform**, since this is usable only with device-specific formats.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)    = handle
contrl(7-8)  = psrcMFDB
contrl(9-10) = pdesMFDB
```

### Output parameters

```
contrl(2)
contrl(4)
```

### Parameter description

```
contrl(0)    Opcode (110)
contrl(1)    Number of points in ptsin array (0)
contrl(3)    Length of the intin array (0)
contrl(6)    Device identifier
contrl(7-8)  Double-word address MFDB of the source
              raster
contrl(9-10) Double-word address MFDB of the
              destination raster

contrl(2)    Number of points in ptsout array (0)
contrl(4)    Length of the intout array (0)
```

C definitions

```
int handle;  
int *psrcMFDB;  
int *pdesMFDB;
```

C function call

```
vr_trnfm (handle, psrcMFDB, pdesMFDB);
```

## GET PIXEL

Opcode = 105

This function determines if a defined point of a graphic area (such as the screen) is set or not. In addition, the color of the point is determined.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

```
ptsin(0)  = x
ptsin(1)  = y
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = pel
intout(1) = index
```

### Parameter description

contrl(0)	Opcode (105)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	X-coordinate of the point
ptsin(1)	Y-coordinate of the point
contrl(2)	Number of points in <b>ptsout</b> array
contrl(4)	Length of the <b>intout</b> array (2)
intout(0)	Value of the point (0 or 1)
intout(1)	Color of the point

C definitions

```
int handle;  
int x;  
int y;  
int *pel;  
int *index;
```

C function call

```
v_get_pixel (handle, x, y, pel, index);
```

Remarks

With an unset point in the standard format, the background color 0 is always returned. The background color of the unset point can only be determined in device-specific format.

### 3.2.6 The Input Functions

The dialog of the user with the program is controlled by the input functions. The keyboard, the function keys, and the mouse can be used as input devices to control the program. Individual functions are available for all of these input devices.

Some of the input functions work in two operating modes:

In the **request mode** the function waits for an input event such as a keypress.

In the **sample mode** the function simply determines the condition or position of the input device.



## SET INPUT MODE

Opcode=33

This function sets the mode of the logical input unit. The GEM VDI supports four specific input units:

**Position inputs** are made in the ST standard configuration with the mouse or the cursor keys for controlling the graphic cursor.

**Value-changing inputs** are performed with the up and down cursor keys. These keys effect only the value which the function returns.

The logical **select unit** of the ST are the function keys. A selection number is returned which corresponds to the function key pressed.

**String input** is done via the keyboard.

The function **SET INPUT MODE** sets the mode in which the functions of the logical input units are to work (**request** or **sample**).

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0)  = device_type
intin(1)  = mode
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = set_mode
```

Parameter description

contrl(0)      Opcode (33)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (2)  
contrl(6)      Device identifier

intin(0)      Logical input device

                1 = position input device  
                2 = value input device  
                3 = selection input device  
                4 = string input device

intin(1)      Input mode

                1 = request mode  
                2 = sample mode

contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array (1)

intout(0)      Selected input mode

C definitions

```
int handle;  
int set_mode;  
int dev_type;  
int mode;
```

C function call

```
set_mode = vsin_mode (handle, dev_type, mode);
```

## INPUT LOCATOR, REQUEST MODE

Opcode = 28

This function determines the position of the graphic cursor. Since it works in the request mode, it does not return the position until a key is pressed.

During the function call, the cursor is visible at the specified location regardless of the state.

This function is used in programs whenever the user is to mark a location on the screen.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

```
ptsin(0)  = x;
ptsin(1)  = y;
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = term

ptsout(0) = xout
ptsout(1) = yout
```

Parameter description

contrl(0)	Opcode (28)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	Initialized position of the graphic cursor (X-coordinate)
ptsin(1)	Initialized position of the graphic cursor (Y-coordinate)
contrl(2)	Number of points in <b>ptsout</b> array (1)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Function end key

The low byte of this parameter contains the ASCII code of the key which terminates the positioning (such as RETURN=13).

Special end keys include the two mouse buttons or buttons on a graphics tablet. The code of these keys starts at 20h (32). The left key of the mouse has the code 20h (32), the right 21h (33).

ptsout(0)	X position
ptsout(1)	Y position

C definitions

```
int handle;  
int x;  
int y;  
int xout;  
int yout;  
int term;
```

C function call

```
vrq_locator (handle, x, y, &xout, &yout, &term)
```

Remarks

Since the function can be ended with any key, the programmer must take over the control via a conditional termination key. That is, he calls the function until "his" key is pressed.



## INPUT LOCATOR, SAMPLE MODE

Opcode = 28

The graphic cursor of the ST is controlled by an interrupt. This means that the program need not coordinate the movement of the cursor itself. The user can move the cursor, even if the program is busy with something else. The function is passed an initializing coordinate. The function then returns whether the coordinates, the position of the graphic cursor, changed and if a key was pressed. The corresponding changed position and the pressed key are naturally returned as well.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

```
ptsin(0) = x
ptsin(1) = y
```

### Output parameters

```
contrl(2) = status
contrl(4) = status
```

```
ptsout(0) = xout
ptsout(1) = yout
intout(0) = term
```

Parameter description

contrl(0)	Opcode (28)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
ptsin(0)	Initialized position of the graphic cursor (X-coordinate)
ptsin(1)	Initialized position of the graphic cursor (Y-coordinate)
contrl(2)	Number of points in the <b>ptsout</b> array  1 = coordinates have changed 0 = coordinates have not changed
contrl(4)	Length of the <b>intout</b> array  1 = key pressed, value in intin(0) 0 = no key was pressed
intout(0)	Function-end key  The low byte of this parameter contains the ASCII code of the key which was pressed (for example, RETURN=13).  Special end keys include the two mouse buttons or buttons on a graphics tablet. The code of these keys start at 20h (32). The left button on the mouse has the code 20h (32), the right 21h (33).
ptsout(0)	New X position
ptsout(1)	New Y position

C definitions

```
int handle;
int status;

/* status = contrl(2) | (contrl(4) << 1) */

int x;
int y;
int xout;
int yout;
int term;
```

C function call

```
status = vsm_locator (handle, x, y, &xout,
                     &yout, &term);
```

Remarks

The variable status returns the following values:

status	Position changed?	Key pressed?
0	no	no
1	yes	no
2	no	yes
3	yes	yes

Before using the function `vrq_locator`, the function `set_mode = vsin_mode (handle, 1, 1)` must be called, and before `vsm_locator` the function `set_mode = vsin_mode (handle, 1, 2)`.

## INPUT VALIDATOR, REQUEST MODE

Opcode = 29

This function manages the logical input unit for changing values. The cursor-up and cursor-down keys, for example, are standard keys for value-changing input. A value between 1 and 100 is always returned, according to each pressed key or key combination. The following declaration holds for the cursor keys:

CURSOR UP	value+10
CURSOR DOWN	value-10
SHIFT/CURSOR UP	value+1
SHIFT/CURSOR DOWN	value-1

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = valuator_in
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = valuator_out
intout(1) = terminator
```

Parameter description

contrl(0)	Opcode (29)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Initialized value
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (2)
intout(0)	Value returned
intout(1)	Key pressed

C definitions

```
int handle;  
int valuator_in;  
int valuator_out;  
int terminator;
```

C function call

```
vrq_valuator (handle, valuator_in,  
              &valuator_out, &terminator);
```



## INPUT VALUATOR, SAMPLE MODE

Opcode = 29

This function corresponds in large measure to the previous one. The difference is that it does not wait for a keypress. The function determines which actions the input unit performed. The principle corresponds to that of the function **INPUT LOCATOR**.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = val_in
```

### Output parameters

```
contrl(2)
contrl(4) = status

intout(0) = val_out
intout(1) = term
```

Parameter description

contrl(0)      Opcode (29)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (1)  
contrl(6)      Device identifier

intin(0)       Initialize value

contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array

                0 = no action  
                1 = value was changed  
                2 = key was pressed

intout(0)      New value  
intout(1)      Pressed key, ASCII code

C definitions

```
int handle;  
status;  
int val_in;  
int val_out;  
int term;
```

C function call

```
vsm_valuator (handle, val_in, &val_out, &term,  
&status);
```

Remarks

Before using the function `vrq_valuator` the function `set_mode = vsin_mode (handle, 2, 1)` must be called and before `vsm_valuator` the function `set_mode = vsin_mode (handle, 2, 2)`.

## INPUT CHOICE, REQUEST MODE

Opcode = 30

This function waits for the action of a selection (function) key. If no valid function key was pressed, the function returns the ASCII code of the "wrong" key. Otherwise it returns the number of the function key.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = ch_in
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = ch_out
```

### Parameter description

contrl(0)	Opcode (30)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Initialized selection number (1-10)
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Pressed selection key (1-10)

C definitions

```
int handle;  
int ch_in;  
int *ch_out;
```

C function call

```
vrq_choice (handle, ch_in, ch_out);
```

## INPUT CHOICE, SAMPLE MODE

Opcode = 30

The function determines the last-pressed selection (function key). If no valid function key was pressed, the ASCII code of the invalid key is returned.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4) = status

intout(0) = choice
```

### Parameter description

contrl(0)	Opcode (30)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)
	0 = no key was pressed
	1 = a key was pressed
intout(0)	Pressed selection key (1-10) or ASCII code of the invalid key.



C definitions

```
int handle;  
int status;  
int choice;
```

C function call

```
status = vsm_choice (handle, &choice);
```

Remarks

Before using the function `vrq_choice`, the function `set_mode = vsin_mode (handle, 3, 1)` must be called and before `vsm_choice`, the function `set_mode = vsin_mode (handle, 3, 2)`.

## INPUT STRING, REQUEST MODE

Opcode = 31

This function reads a string from the keyboard. A RETURN or reaching the maximum string length is the end criterium.

If the echo mode is enabled, the characters entered from the keyboard are also displayed on the screen in a specified area. All attribute functions for text are also valid in this echo mode.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0)   = max_length
intin(1)   = echo_mode

ptsin(0)   = echo_xy(0)
ptsin(1)   = echo_xy(1)
```

### Output parameters

```
contrl(2)
contrl(4)

intout = string
```

Parameter description

contrl(0)	Opcode (31)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(6)	Device identifier
intin(0)	Maximum string length
intin(1)	Echo mode
	0 = echo mode off
	1 = echo mode on
ptsin(0)	X-coordinate of the echo area
ptsin(1)	Y-coordinate of the echo area
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (n)
intout(1)	First character of string in low byte
intout(n)	Last character of string in low byte

C definitions

```
int handle;  
int max_length;  
int echo_mode;  
int echo_xy[2];  
char string[max_length];
```

C function call

```
vrq_string (handle, max_length, echo_mode,  
            echo_xy, &string);
```

Remarks

For C programmers, the `intin` array is not relevant. The library function transfers the string from the `intin` array to the defined string (`string[]`) and terminates it with a zero byte.

If the maximum string length is negative, the 2-byte code of the VDI standard keyboard will be placed in the `intout` array.

## INPUT STRING, SAMPLE MODE

Opcode = 31

This function corresponds closely to the request mode. Additionally, it returns the information if an invalid key was pressed. This cannot be determined in the request mode. If the string will be ended with <RETURN>, the function should be performed in the request mode.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0)  = max_length
intin(1)  = echo_mode

ptsin(0)  = echo_xy(0)
ptsin(1)  = echo_xy(1)
```

### Output parameters

```
contrl(2)
contrl(4) = status

intout = string
```



Parameter description

contrl(0)	Opcode (31)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(6)	Device identifier
intin(0)	Maximum string length
intin(1)	Echo mode
	0 = echo mode off
	1 = echo mode on
ptsin(0)	X-coordinate of the echo area
ptsin(1)	Y-coordinate of the echo area
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (n)
	0 = function was terminated with an
	invalid key
	>1 = size of the string
	(length of intin)
intout(1)	First character of string in low byte
intout(n)	Last character of string in low byte

C definitions

```
int handle;  
int status;  
int max_length;  
int echo_mode;  
int echo_xy;  
char string[max_length];
```

C function call

```
status = vsm_string (handle, max_length, echo_mode,  
                    echo_xy, &string);
```

Remarks

The `intin` array is not relevant for C programmers. The library function transfers the string from the `intin` array to the defined string (`string[]`) and terminates it with a zero byte.

If the maximum string length is negative, the 2-byte code of the VDI standard keyboard (see appendix) is placed in the `intout` array.

Before using the function `vrq_string`, the function `set_mode = vsin_mode (handle, 4, 1)` must be used and before `vsm_string`, the function `set_mode = vsin_mode (handle, 4, 2)`.

## SET MOUSE FORM

Opcode = 111

This function defines a new form for the graphic cursor. The size of the cursor is 16 by 16 pixels and is defined in two arrays of 16 words. Bit 15 of the first word is the upper left point of the cursor definition. The first array, the cursor mask, designates the cursor form without color information. In the second array, the points are set to 1 which are to appear in the foreground color.

In addition, an action point must be specified within the cursor form. This point determines the exact location of the cursor. The tip of the standard arrow-cursor, for example, is the action point for it. The action point is addressed relative to the upper left corner of the cursor.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0)  = pcur_form(0)
      .   =      .
      .   =      .
intin(36) = pcur_form(36)
```

### Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)	Opcode (111)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
intin(0)	X-coordinate of the action point
intin(1)	Y-coordinate of the action point
intin(2)	Reserved for future use (must be set to 1)
intin(3)	Color index mask (normally 0)
intin(4)	Color index cursor form (normally 1)
intin(5-20)	16-word group of the mask
intin(21-36)	16-word group of the cursor form
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

C definitions

```
int handle;  
int pcur_form[37];
```

C function call

```
vsc_form (handle, pcur_form);
```

## EXCHANGE TIMER INTERRUPT VECTOR

Opcode = 118

With this function the system interrupt can be directed to your own routine. The function is passed the address of the new interrupt routine in 32-bit format in `contrl(7-8)`. The function then returns the old interrupt address and the interval of the interrupt calls in milliseconds.

The interrupt routine must take care of saving registers and returning to the system itself. The system interrupt is activated again by setting the old interrupt address.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)    = handle
contrl(7-8)  = tim_addr
```

### Output parameters

```
contrl(2)
contrl(4)
contrl(9-10) = otim_addr

intout(0)    = tim_conv
```

### Parameter description

<code>contrl(0)</code>	Opcode (118)
<code>contrl(1)</code>	Number of points in <b>ptsin</b> array (0)
<code>contrl(3)</code>	Length of the <b>intin</b> array (0)
<code>contrl(6)</code>	Device identifier
<code>contrl(7-8)</code>	Address of the new interrupt routine
<code>contrl(2)</code>	Number of points in <b>ptsout</b> array (0)
<code>contrl(4)</code>	Length of the <b>intout</b> array (n)
<code>intout(0)</code>	Interrupt interval in milliseconds



C definitions

```
int handle;  
int *tim_addr;  
int *otim_addr;  
int tim_conv;
```

C function call

```
vex_time (handle, tim_addr, otim_addr,  
          &tim_conv);
```

## SHOW CURSOR

Opcode = 122

This function causes the graphic cursor to become visible on the screen and enables it to be moved with the mouse. The cursor can be turned off again with the `HIDE CURSOR` function.

The VDI makes note internally how often the function `HIDE CURSOR` is called. To display the cursor again, the same number of calls to `SHOW CURSOR` are necessary. If, for example, the `HIDE CURSOR` function was called three times, `SHOW CURSOR` must also be called three times in order to make the cursor visible. This relationship between `HIDE` and `SHOW CURSOR` can also be disabled, however.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = reset
```

### Output parameters

```
contrl(2)
contrl(4)
```

Parameter description

contrl(0)      Opcode (122)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (1)  
contrl(6)      Device identifier

intin(0)        Reset flag

                 0 = number of HIDE CURSOR calls is  
                 ignored  
                 1 = normal function

contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array (0)

C definitions

```
int handle;  
int reset;
```

C function call

```
v_show_c (handle, reset);
```

## HIDE CURSOR

Opcode = 123

The cursor activated by the function SHOW CURSOR can be turned off again with this function. This function is used whenever the user is to have no influence over the program flow. As was described for the previous function, the function SHOW CURSOR must be called exactly as often as was the function HIDE CURSOR in order to make the cursor visible again.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)
```

### Parameter description

contrl(0)	Opcode (123)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)

### C definitions

```
int handle;
```

### C function call

```
v_hide_c (handle);
```

## SAMPLE MOUSE BUTTON STATE

Opcode = 124

This function is used to determine the state of the mouse button. In addition, it also returns the current position of the graphic cursor.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = pstatus

ptsout(0) = x
ptsout(1) = y
```

### Parameter description

contrl(0)	Opcode (124)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)
intout(0)	Status of the mouse button
	0 = button not pressed
	1 = button pressed
ptsout(0)	X-position of the graphic cursor
ptsout(1)	Y-position of the graphic cursor



C definitions

```
int handle;  
int pstatus;  
int x, y;
```

C function call

```
vq_mouse (handle, &pstatus, &x, &y);
```

## EXCHANGE BUTTON CHANGE VECTOR

Opcode = 125

This function passes control to a defined address when the mouse button is pressed. Generally, a routine is found at the defined address which reacts to the mouse button. The function also returns the address of the previous mouse routine.

Setting and resetting the registers must be taken care of by the program itself.

### Input parameters

```
ctrl(0)
ctrl(1)
ctrl(3)
ctrl(6)    = handle
ctrl(7-8)  = pusrcode
```

### Output parameters

```
ctrl(2)
ctrl(4)
ctrl(9-10) = psavcode
```

### Parameter description

ctrl(0)	Opcode (125)
ctrl(1)	Number of points in <b>ptsin</b> array (0)
ctrl(3)	Length of the <b>intin</b> array (0)
ctrl(6)	Device identifier
ctrl(7-8)	Address of the new mouse-button routine
ctrl(2)	Number of points in <b>ptsout</b> array (0)
ctrl(4)	Length of the <b>intout</b> array (0)
ctrl(9-10)	Address of the old mouse-button routine

C definitions

```
int handle;  
int *pusrcode;  
int *psavcode;
```

C function call

```
vex_butv (handle, pusrcode, psavcode);
```

Remarks

The pressed mouse button can be read from a processor register in the mouse routine.

## EXCHANGE MOUSE MOVEMENT VECTOR

Opcode = 126

The function allows the actions of the mouse to be more comprehensively managed. The routine is given an address to which the VDI is to jump when the mouse is moved. Before branching to this mouse routine the new X/Y position of the cursor is calculated, but not performed.

The function returns the address of the mouse routine before the function call.

The new X/Y position of the still-invisible cursor can be read from a register pair of the 68000, but it can also be changed. Not until the return to the VDI is this position saved as the current position.

Setting and resetting the registers must be taken care of by the program itself.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)    = handle
contrl(7-8)  = pusrcode
```

### Output parameters

```
contrl(2)
contrl(4)
contrl(9-10) = psavcode
```

Parameter description

contrl(0)      Opcode (126)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (0)  
contrl(6)      Device identifier  
contrl(7-8)    Address of the new mouse movement  
                routine  
  
contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array (0)  
contrl(9-10)   Address of the old mouse movement  
                routine

C definitions

```
int handle;  
int *pusrcode;  
int *psavcode;
```

C function call

```
vex_motv (handle, pusrcode, psavcode);
```



## EXCHANGE CURSOR CHANGE VECTOR

Opcode = 127

This function jumps to a defined address if the cursor has changed position on the screen. The routine is passed an address to which the VDI is to jump when the position of the graphic cursor changes. Before branching to this mouse routine the new X/Y position of the cursor is calculated and performed.

The function returns the address of the mouse routine before the function call.

The new X/Y position of the cursor can be read from a register pair of the 68000.

Setting and resetting the registers must be taken care of by the program itself.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6)   = handle
contrl(7-8) = pusrcode
```

### Output parameters

```
contrl(2)
contrl(4)
contrl(9-10) = psavcode
```

Parameter description

contrl(0)      Opcode (127)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (0)  
contrl(6)      Device identifier  
contrl(7-8)    Address of the new graphic cursor  
                routine  
  
contrl(2)      Number of points in **ptsout** array (0)  
contrl(4)      Length of the **intout** array (0)  
contrl(9-10)   Address of the old graphic cursor  
                routine

C definitions

```
int handle;  
int *pusrcode;  
int *psavcode;
```

C function call

```
vex_curv (handle, pusrcode, psavcode);
```

## SAMPLE KEYBOARD STAT INFORMATION

Opcode = 128

This function determines which of the following keys was pressed and sets the keyboard status in bits 0-3 of `intin(0)` or `pstatus` accordingly:

Bit	Value	Key
0	1	right SHIFT key
1	2	left SHIFT key
2	4	CONTROL key
3	8	ALT key

The bits of the keys which are pressed are set to 1. The value 5, for instance, indicates that the left SHIFT key and the CONTROL key were pressed.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)
intout(0) = pstatus
```

### Parameter description

```
contrl(0)    Opcode (128)
contrl(1)    Number of points in ptsin array (0)
contrl(3)    Length of the intin array (0)
contrl(6)    Device identifier

contrl(2)    Number of points in ptsout array (0)
contrl(4)    Length of the intout array (1)

intout(0)    Keyboard status (0-15)
```

C definitions

```
int handle;  
int pstatus;
```

C function call

```
vq_key_s (handle, &pstatus);
```

### 3.2.7 The Inquiry Functions

When you open a workstation, the VDI makes a lot of information about the device available to the programmer. This makes it possible for the programmer to write the application in such a way that it is portable from one GEM computer to another. The VDI, in fact, makes 57 data items available.

Additional information about a device can be obtained through *inquiry functions*. For example, you can determine if a device is usable, the current line color, fill pattern or text attributes using the *inquiry functions*.



## EXTENDED INQUIRE FUNCTION

Opcode = 102

This extended inquiry function offers two options:

- Determines the status of the 57 data items from OPEN WORKSTATION.
- Determines the status of 19 additional device specific data items.

45 **intout** and 6 **ptsout** or 57 **work\_in** parameters are passed regardless of the selected option.

The description of the standard information is found with the function **v\_opnwk** and the contents of the parameters for the ATARI ST with the function **v\_opnvwk**.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = owflag
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = work_out(0)
      .
      .
intout(44) = work_out(44)

ptsout(0) = work_out(45)
      .
      .
ptsout(11) = work_out(56)
```

Parameter description

contrl(0)      Opcode (102)  
contrl(1)      Number of points in **ptsin** array (0)  
contrl(3)      Length of the **intin** array (1)  
contrl(6)      Device identifier

intin(0)        Information type  
  
                 0 = OPEN WORKSTATION parameters  
                 1 = extended parameters

contrl(2)      Number of point in **ptsout** array (6)  
contrl(4)      Length of the **intout** array (45)

The extended parameters (parentheses are the ST monochrome values):

intout(0)        Type of screen (4)  
                 0 = no screen  
                 1 = separate alpha and graphic  
                        controllers with separate screen  
                 2 = separate alpha and graphic  
                        controllers with common screen  
                 3 = common alpha and graphic  
                        controller with separate graphic  
                        storage  
                 4 = command alpha and graphic  
                        controller with common graphic  
                        storage  
  
intout(1)        Number of available background colors  
                 (1)  
  
intout(2)        Supported text effects (31)  
  
intout(3)        Enlarging raster (0)  
                 0 = enlargement not possible  
                 1 = enlargement possible  
  
intout(4)        Number of color planes for raster (1)

intout(5)	"look-up table" support (0) 0 = supported 1 = not supported
intout(6)	Number of 16*16 raster operations per second (1000)
intout(7)	CONTOUR FILL support (1) 0 = not supported 1 = supported
intout(8)	Support text rotation (1) 0 = no support 1 = only in 90-degree steps 2 = arbitrary rotation angle
intout(9)	Number of drawing modes (4)
intout(10)	Highest-possible input mode (2) 0 = none 1 = request mode 2 = sample mode
intout(11)	Support text alignment (1) 0 = not supported 1 = supported
intout(12)	Color change with color pens (plotter) 0 0 = supported 1 = not supported
intout(13)	Color change with color band shift (matrix printer) (0) 0 = not supported 1 = supported
intout(14)	Maximum number of points in polyline, polymarker, or filled area (128) -1 = unbounded
intout(15)	Maximum length of intin array (-1) -1 = unbounded

intout(16)    Number of mouse buttons (2)

intout(17)    Line types for wide lines (0)  
              0 = not supported  
              1 = supported

intout(18)    Drawing modes for wide lines (0)

intout(19-44) Reserved, contains value 0

ptsout(0-11) Reserved, contains value 0

### C definitions

```
int handle;  
int owflag;  
int work_out[57];
```

### C function call

```
vq_extnd (handle, owflag, work_out);
```

---

**INQUIRE COLOR REPRESENTATION**

Opcode = 26

This function sets the color mix for the current or specified color index.

If the selected color index is not available, the function returns a -1 in `intout(0)`.

Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = color_index
intin(1) = set_flag
```

Output parameters

```
contrl(2)
contrl(4)

intout(0) = rgb(0)
intout(1) = rgb(1)
intout(2) = rgb(2)
```



Parameter description

contrl(0)	Opcode (26)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (2)
contrl(6)	Device identifier
intin(0)	Color index to analyze
intin(1)	Flag of current passed color index
	0 = passed color index
	1 = current color index
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)
intout(0)	Color index
intout(1)	Red intensity (0-1000)
intout(2)	Green intensity (0-1000)
intout(3)	Blue intensity (0-1000)

C definitions

```
int handle;  
int color_index;  
int set_flag;  
int rgb[3];
```

C function call

```
vq_color (handle, color_index, set_flag, rgb);
```

## INQUIRE CURRENT POLYLINE ATTRIBUTES

Opcode = 35

This function determines all line attributes. The description of the attributes is found with the attribute functions.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = attrib(0)
.         = .
.         = .
intout(4) = attrib(4)

ptsout(0) = attrib(5)
ptsout(1)
```

Parameter description

contrl(0)	Opcode (35)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
contrl(2)	Number of points in <b>ptsout</b> array (1)
contrl(4)	Length of the <b>intout</b> array (5)
intout(0)	Line type
intout(1)	Line color
intout(2)	Drawing mode
intout(3)	Appearance starting point
intout(4)	Appearance ending point
ptsout(0)	Line width
ptsout(1)	0

C definitions

```
int handle;  
int attrib[6];
```

C function call

```
vql_attributes (handle, attrib);
```

## INQUIRE CURRENT POLYMARKER ATTRIBUTES

Opcode = 35

This function determines the set marker types. More information can be found under the attribute functions.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = attrib(0)
intout(1) = attrib(1)
intout(2) = attrib(2)

ptsout(0) = attrib(3)
ptsout(1) = attrib(4)
```

Parameter description

contrl(0)	Opcode (36)
contrl(1)	Number of points in <b>ptsin</b> array (1)
contrl(3)	Length of the <b>intin</b> array (3)
contrl(6)	Device identifier
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)
intout(0)	Marker type
intout(1)	Marker color
intout(2)	Drawing mode
ptsout(0)	Marker width
ptsout(1)	Marker height

C definitions

```
int handle;  
int attrib(5);
```

C function call

```
vqm_attributes (handle, attrib);
```



## SET CURRENT FILL AREA ATTRIBUTES

Opcode = 37

This function returns the set fill attributes. These attributes are described in the attribute functions.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) = attrib(0)
      .
      .
intout(4) = attrib(4)
```

### Parameter description

contrl(0)	Opcode (37)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier

contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (5)

intout(0)	Fill type
intout(1)	Fill color
intout(2)	Fill pattern
intout(3)	Drawing mode
intout(4)	Status frame

C definitions

```
int handle;  
int attrib(5);
```

C function call

```
vqf_attributes (handle, attrib);
```

## INQUIRE CURRENT GRAPHIC TEXT ATTRIBUTES

Opcode = 38

This function returns the text attributes described under the attribute functions.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle
```

### Output parameters

```
contrl(2)
contrl(4)

      .
      .
intout(5) = attrib(5)

      .
      .
ptsout(0) = attrib(6)
      .
      .
ptsout(3) = attrib(9)
```

Parameter description

contrl(0)	Opcode (38)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (0)
contrl(6)	Device identifier
contrl(2)	Number of points in <b>ptsout</b> array (2)
contrl(4)	Length of the <b>intout</b> array (6)
intout(0)	Character set
intout(1)	Text color
intout(2)	Rotation angle
intout(3)	Horizontal alignment
intout(4)	Vertical alignment
intout(5)	Drawing mode
ptsout(0)	Character width
ptsout(1)	Character height
ptsout(2)	Character box width
ptsout(3)	Character box height

C definitions

```
int handle;  
int attrib(10);
```

C functions

```
vqt_attributes (handle, attrib);
```

## INQUIRE TEXT EXTENT

Opcode = 116

This function calculates the dimensions of a specified string based on the current text attributes. The four corner points of the rectangle encompassing the string are returned. The string-encompassing rectangle is placed with the two corner points left of the text on the X and Y axes. The corner points of the rectangle are numbered starting in the lower left in and going around in clockwise fashion.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin      = string
```

### Output parameters

```
contrl(2)
contrl(4)

ptsout(0) = extent(0)
ptsout(7) = extent(7)
```



Parameter description

contrl(0)	Opcode (116)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (n)
contrl(6)	Device identifier
intin(1)	First character of text in low byte
	.
intin(n)	Last character of text in low byte
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)
ptsout(0)	Relative X-coord. for point 1 of the string
ptsout(1)	Relative Y-coord. for point 1 of the string
ptsout(2)	Relative X-coord. for point 2 of the string
ptsout(3)	Relative Y-coord. for point 2 of the string
ptsout(4)	Relative X-coord. for point 3 of the string
ptsout(5)	Relative Y-coord. for point 3 of the string
ptsout(6)	Relative X-coord. for point 4 of the string
ptsout(7)	Relative Y-coord. for point 4 of the string

C definitions

```
int handle;  
int string[];  
int extent[8];
```

C function call

```
vqt_extent (handle, string, extent);
```

Remarks

C programmers do not have to transfer the string to the **intin** array. The function does this for you.

**INQUIRE CHARACTER CELL WIDTH** Opcode = 117

This function determines the measurements of a specified character and the character box surrounding. Text effects and rotation are not taken into account.

Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = character
```

Output parameters

```
contrl(2)
contrl(4)

intout(0) = status

ptsout(0) = cell_width
ptsout(2) = left_delta
ptsout(4) = right_delta
```

Parameter description

contrl(0)	Opcode (117)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Character to measure
contrl(2)	Number of points in <b>ptsout</b> array (3)
contrl(4)	Length of the <b>intout</b> array (1)
intout(0)	Measures character (-1 if character invalid)
ptsout(0)	Width of the character box
ptsout(1)	0
ptsout(2)	Distance of character from left edge of the character box
ptsout(3)	0
ptsout(4)	Distance of character from left edge of the character box
ptsout(5)	0

C definitions

```
int handle;  
int status;  
char character;  
int cell_width;  
int left_delta;  
int right_delta;
```

C function call

```
status = vqt_width (handle, character,  
                   &cell_width, &left_delta, &right_delta);
```

## INQUIRE INPUT MODE

Opcode = 115

This function determines the current input mode of the specified logical input unit. More information about the logical input units can be found under the input functions.

### Input parameters

```
contrl(0)
contrl(1)
contrl(3)
contrl(6) = handle

intin(0) = dev_type
```

### Output parameters

```
contrl(2)
contrl(4)

intout(0) =input_mode
```

Parameter description

contrl(0)	Opcode (115)
contrl(1)	Number of points in <b>ptsin</b> array (0)
contrl(3)	Length of the <b>intin</b> array (1)
contrl(6)	Device identifier
intin(0)	Logical input unit
	1 = graphic cursor unit
	2 = value-changing input unit
	3 = selection input unit
	4 = string input unit
contrl(2)	Number of points in <b>ptsout</b> array (0)
contrl(4)	Length of the <b>intout</b> array (0)
intout(0)	Input mode
	0 = request mode
	1 = sample mode

C definitions

```
int handle;  
int dev_type;  
int input_mode;
```

C function call

```
vqin_mode (handle, dev_type, &input_mode);
```



### 3.3 Sample Programs using the VDI

The following are several sample programs that demonstrate the use of some of the VDI functions. Some of the programs are written in C and some in assembly language.

Use the editor to enter the text of the programs and compile them as described in Chapter 2.

Preceding each example is a picture of the output created by the program. The pictures are drawings and not the actual output of the programs, this was done to improve the clarity of the examples. To eliminate errors the programs were transferred from the ST to the computer with which this book was edited by means of the KERMIT file transfer program.

#### C Example Program 1:

Partial output from program VDIC01.C:

```
35=0
36=1
37=1
38=0
39=2
40=2
41=1
42=1
43=1
44=2
45=5
46=4
47=7
48=13
49=1
50=0
51=40
52=0
53=15
54=11
55=120
56=88
```

```
/* Output of the work_out array */
/* of the function v_opnvwk      */
/* Program Name : VDIC01.C      */

#include "gemdefs.h"

int contrl[12],
    intin[128],
    ptsin[128],
    intout[128],
    ptsout[128];

int handle;

int work_in[12],
    work_out[57];

main ()
{
    int i;

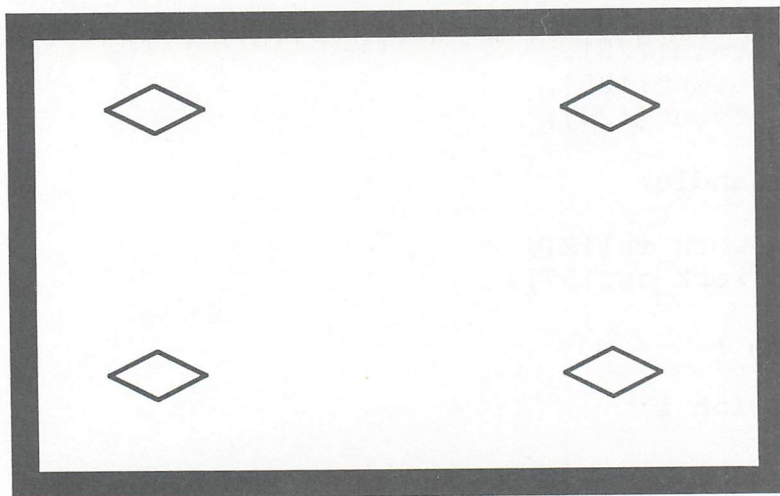
    appl_init();
    for(i=0;i<10;work_in[i++]=1);
    work_in[10] = 2;
    v_opnvwk(work_in, &handle, work_out);

    for(i=0;i<57;i++)
        printf("%d=%d\n",i,work_out[i]);

    gemdos(0x1);          /* wait for key press */
    v_clsvwk(handle);
    appl_exit();
}
```

**C Example Program 2:**

Output from program VDIC02.PRG, remember to install this program as a TOS application so the screen clears.



```
/* Draw markers with the function v_pmarker */  
/* Program Name: VDIC02.C */
```

```
int contrl[12],  
    intin[128],  
    ptsin[128],  
    intout[128],  
    ptsout[128];
```

```
int handle;
```

```
int work_in[12],  
    work_out[57],  
    pxarray[8];
```

```
int set_type,  
    set_height;
```

```
main ()
```

```
{
    int i;

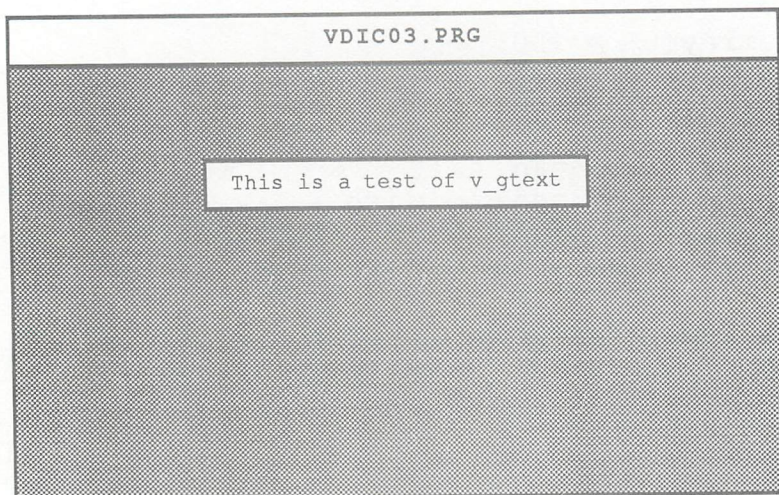
    appl_init();
    for(i=0;i<10;work_in[i++]=1);
    work_in[10] = 0;
    v_opnvwk(work_in, &handle, work_out);

    pxarray[0] = 100;
    pxarray[1] = 100; /* 50 color monitor */
    pxarray[2] = 540;
    pxarray[3] = 100; /* 50 color monitor */
    pxarray[4] = 540;
    pxarray[5] = 300; /* 150 color monitor */
    pxarray[6] = 100;
    pxarray[7] = 300; /* 150 color monitor */

    set_type = vsm_type(handle, 6);
    set_height = vsm_height(handle, 50);
    v_pmarker(handle, 4, pxarray);
    gemdos(0x1);
    v_clsvwk(handle);
    appl_exit();
}
```

### C Example Program 3:

Output from program VDIC03.PRG, this program was installed as a GEM application so the screen is not cleared.



```
/* **** */
/*  Output a string with v_gtext      */
/*   Program Name: VDIC03.C          */
/* **** */

int contrl[12],
    intin[128],
    ptsin[128],
    intout[128],
    ptsout[128];

int handle;

int  work_out[57],
    work_in [12];

char string[] = "This is a test of v_gtext";
```



```
/*  
*****  
/*      OPEN_WORK      */  
*****  
*/
```

```
open_work()  
{  
    int i;  
  
    appl_init();  
    for(i=0;i<10;work_in[i++]=1);  
    work_in[10] = 2;  
    v_opnvwk(work_in, &handle, work_out);  
}
```

```
/*  
*****  
/*      CLOSE_WORK      */  
*****  
*/
```

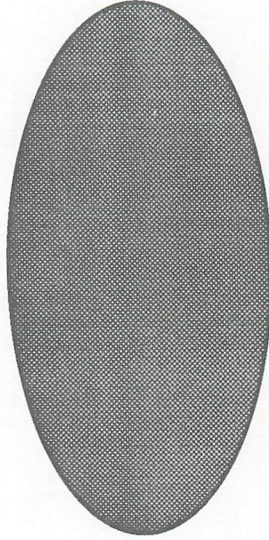
```
close_work()  
{  
    gemdos(0x1);  
    v_clsvwk(handle);  
    appl_exit();  
}
```

```
/*  
*****  
/*      MAIN PROGRAM      */  
*****  
*/
```

```
main()  
{  
    open_work();  
    v_gtext(handle, 200, 100, string);  
    close_work();  
}
```

**C Example Program 4:**

Output from program VDIC04.PRG, remember to install this program as a TOS application so the screen is cleared.



```
/* **** */
/* Test filled Ellipse      */
/*   with v_ellipse        */
/* Program Name: VDIC04.C   */
/* **** */
```

```
int contrl[12],
    intin[128],
    ptsin[128],
    intout[128],
    ptsout[128];

int handle,
    x, y, xradius, yradius;

int set_interior,
```

```
    set_color,
    set_mode,
    set_style,
    set_perimeter;

int work_out[57],
    work_in [12];

/*****
/*      OPEN_WORK      */
*****/

open_work()
{
    int i;

    appl_init();
    for(i=0;i<10;work_in[i++]=1);
    work_in[10] = 2;
    v_opnvwk(work_in, &handle, work_out);
}

/*****
/*      CLOSE_WORK     */
*****/

close_work()
{
    gemdos(0x1);
    v_clsvwk(handle);
    appl_exit();
}

/*****
/*      SET ATTRIBUTES  */
*****/

set_attr()
{
    set_interior = vsf_interior(handle, 2);
                                /* Fill type */
    set_color = vsf_color(handle, 1);
}
```

```
/* Fill color    black */
set_mode = vswr_mode(handle, 1);
/* character mode  normal */
set_style = vsf_style(handle, 7);
/* Fill pattern */
set_perimeter = vsf_perimeter(handle, 1);
/* border */
}

/*****
/*          MAIN PROGRAM          */
*****/

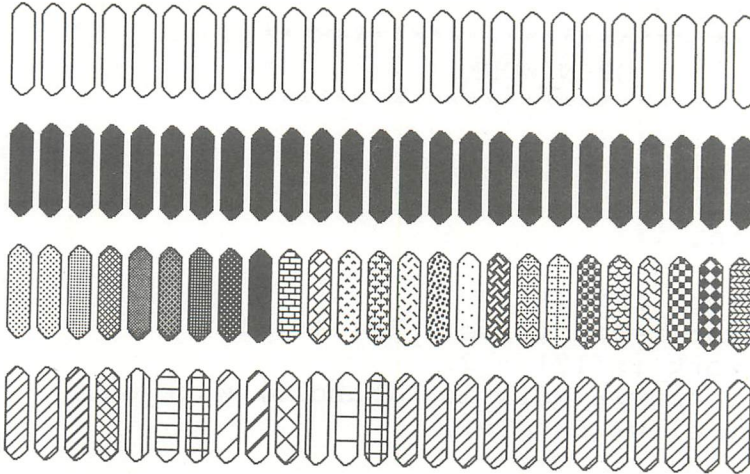
main()
{
    open_work();
    set_attr();
    v_ellipse(handle, 320, 200, 50, 100);

/*    v_ellipse(handle, 320, 100, 50, 100); for */
/*          color    monitor */

    close_work();
}
```

**C Example Program 5:**

Output from program VDIC05.PRG.



```

/*****
/* Test fill pattern (vsf_style) */
/* Program Name: VDIC05.C          */
*****/

```

```

int contrl[12],
    intin[128],
    ptsin[128],
    intout[128],
    ptsout[128];

```

```

int handle;

```

```

int set_interior,
    set_color,
    set_mode,
    set_style,
    set_perimeter,
    style_index;

```



```
int work_out[57],
    work_in [12];

int pxyarray[4];

/*****
/*      OPEN_WORK      */
*****/

open_work()
{
    int i;

    appl_init();
    for(i=0;i<10;work_in[i++]=1);
    work_in[10] = 2;
    v_opnvwk(work_in, &handle, work_out);
    v_clrwk(handle);
}

/*****
/*      CLOSE_WORK     */
*****/

close_work()
{
    gemdos(0x1);
    v_clsvwk(handle);
    appl_exit();
}

/*****
/*      SET_ATTRIBUTES      */
*****/

set_attr()
{
    set_color = vsf_color(handle, 1);
    /* Fill color black */
    set_mode = vswr_mode(handle, 1);
    /* Char. mode normal */
    set_perimeter = vsf_perimeter(handle, 1);
}
```

```
        /* visible border */
    }

    /******
    /*          MAIN PROGRAM          */
    /*          VDIC05.C              */
    /******

main()
{
    int style,index;
    open_work();
    set_attr();
    for (style=0; style<=3; style++)
    {
        style_index = vsf_interior(handle,style);
                        /* Fill type set */
        for (index=0; index<=24; index++)
        {
            set_style = vsf_style(handle, index);
                        /* Fill pattern set */

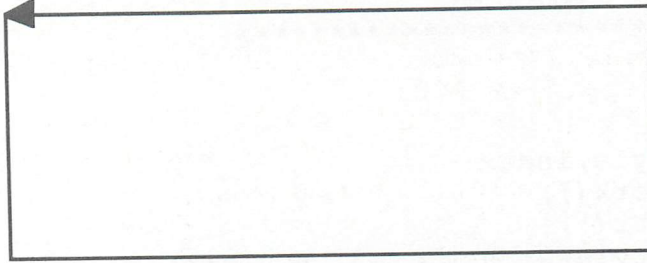
            pxyarray[0] = index*20+5;
            pxyarray[1] = style*80+19;
                        /* 50+0 for color */
            pxyarray[2] = index*20+20;
            pxyarray[3] = style*80+80;
                        /* 50+50 for color */

            v_rfbbox (handle, pxyarray);
        }
    }

    close_work();
}
```

**C Example Program 6:**

Output from program VDIC06.PRG.



```
/* Set the final appearance of the polyline */  
/* Program Name: VDIC06.C */
```

```
int contrl[12],  
    intin[128],  
    ptsin[128],  
    intout[128],  
    ptsout[128];
```

```
int handle;
```

```
int work_in[12],  
    work_out[57],  
    pxyarray[10];
```

```
int set_width;
```

```
main ()
```

```
{
```

```
    int i,;
```

```
    appl_init();
```

```
    for(i=0;i<10;work_in[i++]=1);
```

```
    work_in[10] = 0;
```

```
    v_opnvwk(work_in, &handle, work_out);
```

```
    v_clrwk(handle);
```

```
    vsl_ends(handle, 1, 3);
```

```
pxyarray[0] = 100;
pxyarray[1] = 100; /* 50 for color */
pxyarray[2] = 400;
pxyarray[3] = 100; /* 50 for color */
pxyarray[4] = 400;
pxyarray[5] = 200; /* 150 for color */
pxyarray[6] = 100;
pxyarray[7] = 200; /* 150 for color */
pxyarray[8] = 100;
pxyarray[9] = 100; /* 50 for color */

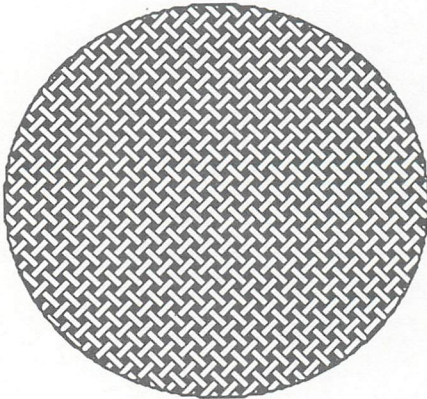
v_pline(handle, 5, pxyarray);
gemdos(0x1);
v_clsvwk(handle);
appl_exit();
}
```

**Note:**

The following two assembler examples both contain an initialization routine. This initialization routine is explained in section 4.2.2, Initialization of GEM Programs. Use the editor to enter the text of the assembler programs and then assemble them.

**Assembler Example 1:**

Output from program VDIA01.S:



```
*****
* Initialization routine *
*****
move.l a7,a5
move.l #nstapel,a7
move.l 4(a5),a5
move.l $c(a5),d0
add.l $14(a5),d0
add.l $1c(a5),d0
add.l #$100,d0
move.l d0,-(sp)
move.l a5,-(sp)
```



```
move d0,-(sp)
move #$4a,-(sp)
trap #1
add.l #12,sp
jsr main
move #1,-(sp)
trap #1
add.l #2,sp
move.l #0,(a7)
trap #1
```

```
aes:
move.l #aesp,b,d1
move #$c8,d0
trap #2
rts
```

```
vdi:
move.l #vdipb,d1
moveq.l #$73,d0
trap #2
rts
```

```
main:
move.l #0,ap1resv
move.l #0,ap2resv
move.l #0,ap3resv
move.l #0,ap4resv
move #10,opcode          *appl_init
move #0,sintin
move #1,sintout
move #0,saddrin
move #0,saddrout
jsr aes
```

```
move #77,opcode          *graf_handle
move #0,sintin
move #5,sintout
move #0,saddrin
move #0,saddrout
jsr aes
```

```
move intout,grhandle
```

```
move #100,opcode      *open_vwork
move #0,contrl+2
move #11,contrl+6
move grhandle,contrl+12
```

```
move #1,intin
move #1,intin+2
move #1,intin+4
move #1,intin+6
move #1,intin+8
move #1,intin+10
move #1,intin+12
move #1,intin+14
move #1,intin+16
move #1,intin+18
move #2,intin+20
jsr vdi
```

```
*****
*   Assembler example   *
*   Display a           *
*   filled circle.      *
*Program Name: VDIA01.S *
*****
```

```
move #23,contrl      *Fill type
move #0,contrl+2      *set
move #1,contrl+6
move grhandle,contrl+12
```

```
move #2,intin
jsr vdi
```

```
move #24,contrl      *Fill pattern
move #0,contrl+2      *set
move #1,contrl+6
move grhandle,contrl+12
```

```
move #16,intin
jsr vdi
```

```
move #25,contrl          *Fill color
move #0,contrl+2         *set
move #1,contrl+6
move grhandle,contrl+12
```

```
move #1,intin
jsr vdi
```

```
move #3,contrl          *clear
move #0,contrl+2         *screen
move #0,contrl+6
move grhandle,contrl+12
jsr vdi
```

```
move #11,contrl         *Draw circle
move #3,contrl+2
move #0,contrl+6
move #4,contrl+10
move grhandle,contrl+12
```

```
move #100,ptsin         *Origin =
move #100,ptsin+2        *(100|100)
move #0,ptsin+4
move #0,ptsin+6
move #80,ptsin+8         *Radius = 80
move #0,ptsin+10
jsr vdi
```

```
rts
```

```
.data
.even
```

```
aespb:
.dc.l contrl,global,intin,intout,addrin,addrout
```

```
contrl:
opcode: .ds.w 1
sintin: .ds.w 1
sintout: .ds.w 1
saddrin: .ds.w 1
saddrout: .ds.l 1
```

```
.ds.w 5
```

```
global:
```

```
apversion: .ds.w 1
```

```
apcount: .ds.w 1
```

```
apid: .ds.w 1
```

```
apprivate: .ds.l 1
```

```
apptree: .ds.l 1
```

```
ap1resv: .ds.l 1
```

```
ap2resv: .ds.l 1
```

```
ap3resv: .ds.l 1
```

```
ap4resv: .ds.l 1
```

```
intin:
```

```
.ds.w 128
```

```
ptsin:
```

```
.ds.w 128
```

```
intout:
```

```
.ds.w 128
```

```
ptsout:
```

```
.ds.w 128
```

```
addrin:
```

```
.ds.w 128
```

```
addrout:
```

```
.ds.w 128
```

```
vdipb: .dc.l contrl,intin,ptsin,intout,ptsout
```

```
grhandle: .ds.w 1
```

```
.bss
```

```
.even
```

```
.ds.l 300
```

```
nstapel:
```

```
.ds.l 1
```

```
.ds.w 10
```

```
.end
```

**Assembler Example program 2:**

Output from VDIA02.S:

top

Abacus

bottom

```
*****
* Initialization routine *
*****
move.l a7,a5
move.l #nstapel,a7
move.l 4(a5),a5
move.l $c(a5),d0
add.l $14(a5),d0
add.l $1c(a5),d0
add.l #$100,d0
move.l d0,-(sp)
move.l a5,-(sp)
move d0,-(sp)
move #$4a,-(sp)
trap #1
add.l #12,sp
jsr main
move #1,-(sp)
trap #1
add.l #2,sp
move.l #0,(a7)
trap #1
```



aes:

move.l #aespb,d1

move #\$c8,d0

trap #2

rts

vdi:

move.l #vdipb,d1

moveq.l #\$73,d0

trap #2

rts

main:

move.l #0,ap1resv

move.l #0,ap2resv

move.l #0,ap3resv

move.l #0,ap4resv

move #10,opcode

\*appl\_init

move #0,sintin

move #1,sintout

move #0,saddrin

move #0,saddrout

jsr aes

move #77,opcode

\*graf\_handle

move #0,sintin

move #5,sintout

move #0,saddrin

move #0,saddrout

jsr aes

move intout,grhandle

move #100,opcode

\*open\_vwork

move #0,contrl+2

move #11,contrl+6

move grhandle,contrl+12

move #1,intin

move #1,intin+2

move #1,intin+4

move #1,intin+6

move #1,intin+8

```
move #1,intin+10
move #1,intin+12
move #1,intin+14
move #1,intin+16
move #1,intin+18
move #2,intin+20
jsr vdi
```

```
*****
* Assembler example      *
* Display of              *
* Graphic text.          *
*Program Name: VDIA02.S*
*****
```

```
move #22,contrl           *Text color
move #0,contrl+2          *set
move #1,contrl+6
move grhandle,contrl+12
```

```
move #1,intin
jsr vdi
```

```
move #3,contrl            *clear
move #0,contrl+2          *screen
move #0,contrl+6
move grhandle,contrl+12
jsr vdi
```

```
move #106,contrl          *Text effects
move #0,contrl+2
move #1,contrl+6
move grhandle,contrl+12
```

```
move #16,intin
jsr vdi                   *outline
```

```
move #8,contrl            *Text output
move #1,contrl+2
move #3,contrl+6
move grhandle,contrl+12
```

```
movem text1,d0-d2
movem d0-d2,intin
```

```
move #0,ptsin
move #16,ptsin+2
jsr vdi
```

```
move #8,contrl
move #1,contrl+2
move #6,contrl+6
move grhandle,contrl+12
movem text2,d0-d5
movem d0-d5,intin
```

```
move #0,ptsin
move #380,ptsin+2      *180 for color
jsr vdi
```

```
move #8,contrl
move #1,contrl+2
move #6,contrl+6
move grhandle,contrl+12
movem text3,d0-d5
movem d0-d5,intin
```

```
move #300,ptsin
move #200,ptsin+2      *100 for color
jsr vdi
```

```
move #106,contrl      *Text effects
move #0,contrl+2
move #1,contrl+6
move grhandle,contrl+12
```

```
move #0,intin          *normal
jsr vdi                *Display
```

```
rts
```

```
text1: .dc.b 0,"t",0,"o",0,"p"
text2: .dc.b 0,"b",0,"o",0,"t",0,"t",0,"o",0,"m"
text3: .dc.b 0,"A",0,"b",0,"a",0,"c",0,"u",0,"s"
```

.data  
.even

aespb:  
.dc.l contrl,global,intin,intout,addrin,addrout

contrl:  
opcode: .ds.w 1  
sintin: .ds.w 1  
sintout: .ds.w 1  
saddrin: .ds.w 1  
saddrout: .ds.l 1  
.ds.w 5

global:  
apversion: .ds.w 1  
apcount: .ds.w 1  
apid: .ds.w 1  
apprivate: .ds.l 1  
apptree: .ds.l 1  
aplresv: .ds.l 1  
ap2resv: .ds.l 1  
ap3resv: .ds.l 1  
ap4resv: .ds.l 1

intin:  
.ds.w 128

ptsin:  
.ds.w 128

intout:  
.ds.w 128

ptsout:  
.ds.w 128

addrin:  
.ds.w 128

addrout:  
.ds.w 128

```
vdipb: .dc.l ctrl, intin, ptsin, intout, ptsout  
grhandle: .ds.w 1
```

```
.bss  
.even  
.ds.l 300  
nstapel:  
.ds.l 1  
.ds.w 10  
  
.end
```



# CHAPTER 4

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## Inside GEM-THE AES

### 4.1 Fundamentals of AES use

The following sections describe the GEM calls required for typical applications. The following functions will be handled:

- a) The initializing of the application
- b) Determining the screen resolution
- c) Resource files
- d) Displaying the menu bar
- e) Outputting the desktop icons
- f) Handling user inputs
- g) Menu selection
- h) Input via dialog boxes
- i) Selecting an icon
- j) Creating a window
- k) Controlling a work area
- l) Window manipulation
- m) Recreating a work area
- n) Multi-tasking

#### 4.1.1 Initializing an application

Three steps are necessary in order to initialize an application:

1. After loading the program, a TOS routine that releases the memory from the end of the program to the end of the work space should be called. This memory space is needed for a resource file to be loaded later. In addition, sufficient stack space should be reserved.
2. The data structures are defined and initialized for calling the GEM routines. If you program in C, the arrays must be previously declared; in assembler you need only reserve sufficient memory space and designate it with a label.

The following arrays must be prepared:

- AES parameter block
- control array
- global array
- integer input array (intin)
- integer output array (intout)
- address input array (addrin)
- address output array (addrout)

If you use the GEM AES/VDI libraries and bindings of the development system, you can skip the declarations.

3. The function **APPL\_INTF** must be called. This prepares the GEM-internal data structures and returns an application identification number (apid) to the system.

### 4.1.2 Determining the screen resolution

Output of program data such as graphics or text are stored in resource files. The following elements can be stored in this manner:

- Text
- Icons
- Menus
- Dialog boxes
- Forms

Since the ST has three different resolution modes, it is useful to have three resource files, differing only in the coordinate values, available to each program. So that the application loads the correct resource file, it must first determine the currently-active screen resolution. To do this, the following steps are performed:

1. The function **GRAF\_HANDLE** is called in order to determine the screen identifier for VDI calls.
2. The VDI function **OPEN\_VIRTUAL\_WORKSTATION** is called. This returns the value of the screen resolution as a parameter.



### 4.1.3 Resource files

The resource file is loaded into memory with the **RSRC\_LOAD** function. But this function does something more: special pointers to data structures are set and the coordinates are converted into screen coordinates. This is necessary because the coordinates in the resource file must be stored according to the following pattern:

High byte =    number of the character position (0-79 in X-direction, 0-24 in Y-direction).

Low byte =    number of the screen point relative to the character position.

A point with the coordinates (100/17) is stored as the coordinate pair  $(12*256+4/1*256+1)$  [with a character size of 8 by 16 points].

The function **RSRC\_LOAD** is used to determine the address of specific data structures in the resource file. It can be called at any time. It is most useful if the address of all relevant data structures are determined once and then stored so that they are easily accessible for later uses.

### 4.1.4 Displaying the menu bar

The menu bar is found within the resource file and is part of a menu object tree. The following steps are to be performed for its display:

1. If the address of the menu object tree is not yet known, it is determined through the function **RSRC\_GADDR**.
2. This address is passed to the function **MENU\_BAR** before it is called. The function is executed, after which the flag `me_bshow` is set to 1 (=display the menu bar). The menu bar then appears in the top text line.



### 4.1.5 Outputting the desktop icons

In order to display icons in the desktop window, the position and size of the working memory must be known. This value is determined by the command **WIND\_GET**, where the following parameters are passed:

1. **wi\_ghandle** = 0, in order to show that information should be gathered about the desktop window.
2. **wi\_gfield** = 3, in order to show that the coordinates and size are being searched for.

Next, an **OBJC\_DRAW** call is performed in order to draw the icons. The **ICONBLK** structure contains information about the size and position of the icons.

### 4.1.6 Handling user input

After the menu bar and the icons have been displayed, the application is ready to handle any input from the user. These are, for example:

- keypress
- mouse-button press
- mouse movement
- report, generated by a user request or a process
- elapse of a certain length of time

If the application must handle several events at once, the function **EVNT\_MULTI** is called, which can process an arbitrary combination of events.

### 4.1.7 Menu selection

The interaction of the user with the menu bar is controlled independently by the AES. Processing a menu selection is as follows:

1. The application calls the function **EVNT\_MULTT**, one of the events must be a request to print a report.
2. Sometime the user will touch a menu point in the menu bar with the mouse pointer.
3. AES calls the screen manager which temporarily stores the area which the menu uses on the screen display. The corresponding menu title is displayed in reverse on the menu bar.
4. The user clicks a menu option with the mouse button.
5. The screen manager records this fact in the event buffer of the application. The record contains the indices of the menu title in the menu bar and the menu entry.
6. Control is passed back to the application.
7. The flag for the request for a report in **ev\_mwhich** is set.
8. The application nows read the event buffer and appropriately handles the menu selection.
9. Finally, the function **MENU\_TNORMAL** is called, whereby **me\_nnormal** is set to 1 so that the menu title appears in normal representation again.

### 4.1.8 Input via dialog boxes

In order to allow dialog via dialog boxes, the following processes must be programmed:

1. The command **RSRC\_GADDR** returns the address of the object tree that displays the dialog box.
2. The function **FORM\_DIAL** is called, whereby **fo\_diflag** must be set to 0. In this step the screen memory for displaying the dialog box is saved temporarily.
3. The function **FORM\_DIAL** is called with **fo\_diflag=1** in order to draw an enlarged box. You can leave this step out without impairing the dialog.
4. The routine **OBJC\_DRAW** is activated. The dialog box appears on the screen as a result.
5. After calling the function **FORM\_DO** the AES has control over the interaction of the user with the dialog box.
6. If the user has clicked a button in the dialog box to cause an end to the dialog input, AES passes program control back to the application. The application now determines which dialog options have changed their status.
7. If necessary, text input fields or buttons are put back in their original state so that a predefined state is maintained for the next dialog input.
8. **FORM\_DIAL** is called, where **fo\_diflag = 2**. The AES then draws a shrinking box. This step is optional.
9. **FORM\_DIAL** is called with **fo\_diflag=3**. All edge components that were destroyed by the dialog box are redrawn by the AES. In addition, AES writes a record in the event buffer to indicate that the screen area occupied by the dialog box must be redrawn.



### 4.1.9 Selecting an icon

If the user is able to select an icon by clicking the mouse, the following process is used:

1. The flag bit to recognize a mouse button event and a double-click is set. Then the function **EVNT\_MULTI** is called.
2. As soon as the user presses the mouse button, the routine **EVNT\_MULTI** returns control to the application.
3. The application determines the coordinates of the mouse pointer by using the function **GRAF\_MKSTATE**.
4. These coordinates are passed to **OBJC\_FIND**, to determine which object is under the mouse pointer.
5. If the clicked object is a selectable icon, its status is changed from **NORMAL** to **SELECTED** (Function: **OBJC\_CHANGE**).

### 4.1.10 Creating a window

Creation of a window is performed in two steps:

1. Set up the window with the function **WIND\_CREATE**. This function does three things. First, it sets the maximum size of the window. Second, information specifying the active components of the border area is set. Third, the window identification number, essential for further functions, is passed to the application. In representing the border components, each component is represented by a bit. If this bit is set, the component appears and can be activated by the user. A cleared bit indicates to the function **WIND\_CREATE** that the corresponding component should not appear.
2. Display the window with **WIND\_OPEN**.

### 4.1.11 Controlling the working memory

Before using the **WIND\_OPEN** function, it may be necessary to know the working memory or dimensions of the window. This function is performed by the **WIND\_CALC** function.

- From the outer window dimensions and the position of the window border, you can determine the position dimensions of the working memory with **WINDOW\_CALC**.
- From the position and size of the working storage, **WIND\_CALC** determines the position and size of the outer border.

The **WIND\_OPEN** function makes the window appear on the screen. The position and size of the outer area and the window identifier are input parameters. **WIND\_OPEN** writes a record in the event buffer to tell the application that the working area of the window must be redrawn.

The window management is divided into two parts. The first keeps track of the user actions with the border elements of the window:

- title line
- movement columns
- size field
- full field
- close field
- arrows
- scroll columns
- slider

This is performed by AES. If one of the above interactions occurs, a record is written in the event buffer. The application must react by closing a window, for example.

The second area refers to the control of the working storage of the window. The application is responsible for this.



### 4.1.12 Manipulating the Windows

#### a) Size and position of the slider:

If only part of the total view of the text or graphic is found in the working storage of the window, the **WIND\_SET** function is called four times to set the following values:

- position of the vertical slider
- relative size of the vertical slider
- position of the horizontal slider
- relative size of the horizontal slider

If the user changes the contents of the window using the slider the **WIND\_SET** function is used to implement the changed values.

#### b) Changing the window size:

As soon as the user activates the left mouse button on the size box (and doesn't let go), AES draws a rectangular box whose upper left corner coincides with the upper left corner of the window. The lower right corner is determined by the position of the mouse pointer. As soon as this is moved, the box changes its dimensions. If the user lets go of the mouse button, AES writes a record containing the user request and the new size of the window to the event buffer. The application calls the **WIND\_SET** function to change the size of the window correspondingly. If the new window size is smaller than the old, the working storage does not need to be recreated. Otherwise AES writes the record **WMREDRAW** to the event buffer. If the requested new window size is not valid, the application must handle this accordingly (such as by ignoring the user request).

#### c) Changing the window position:

The procedure corresponds to procedure b). As soon as the user moves a window, AES draws a rectangle of the size of the window, which moves with the mouse pointer. If the user lets go of the mouse button, AES writes a record in the event buffer which specifies the new position of the window.

#### d) Closing a window

If the user activates the close field of a window, the appropriate record is written to the event buffer, specifying the window identifier. The window disappears from the screen with **WIND\_CLOSE**. It will reappear by calling **WIND\_OPEN**. If the **WIND\_DELETE** function is called after **WIND\_CLOSE**, the window identifier is released, and **WIND\_OPEN** can only be used again if the window is recreated with **WIND\_CREATE**.

#### e) Activating a window

In order to recognize this user request, the flag bit for a mouse-button event must be set for the obligatory **EVNT\_MULTI** call. If the user presses the mouse button at some time, the function **EVNT\_MULTI** returns the coordinates of the mouse pointer. These are used by the application, with the help of the function **WIND\_FIND**, to determine which window the mouse pointer is in. If the window identifier is 0, no window should be activated and the following steps are irrelevant. Otherwise the screen manager writes the record **WMTOPPED**, which contains the window identifier of the window to be activated, to the event buffer. The application can bring the window to the top level by calling the command **WIND\_SET**.

### 4.1.13 Recreating working storage

#### a) The rectangle list

So that the application "knows" which parts of the window are visible, the smallest number of visible rectangles is created. These rectangles are found in the rectangle list and can be sequentially checked by the **WIND\_GET** function to determine their size and position. If the size is zero, the previously-read rectangle is the last in the list.

#### b) Preliminaries before recreating the working storage

An application must inform AES before recreating working storage. This prevents the recreation routines from "colliding" with the application and menu management functions of GEM.

First call the **WIND\_UPDATE** function and set the flag **wi\_ubegend** to a one. This release the rectangle list for the window to be redrawn and disables the menu management function. When working storage has been recreated, call **WIND\_UPDATE** again, to set the flag **wi\_ubegend** back to zero.

#### c) Renewing the working storage

The first rectangle of the rectangle list can be read with the help of the command **WIND\_GET**. If there is an area that intersects the area to be renewed, this piece must be redrawn by the application. Then the application reads the next rectangle, and so on. This is continued until there are no more rectangles in the rectangle list.



#### 4.1.14 Multi-tasking

As we're finding, the operating system is very complex. The screen manager, the application and the background processes appear to run simultaneously. An operating system routine (the dispatcher) sees to it that the different processes do not interfere with one another. To accomplish this, the dispatcher maintains two lists: the ready list and the wait list.

The ready list contains all of the processes which would like to run. Since the 68000 can process only one program at a time, only one of the processes is active at any given instant. The process that is found at the "top" of this ready list is the one that is selected to run. But if this process were always allowed to run, it would prevent all others on the ready list from running.

To avoid this, the order of the processes on the ready list is rotated. Each time a process calls the AES, the dispatcher places the "top" process on the bottom of the ready list. This allows the next process to run until it calls for services from the AES.

What happens if the active process doesn't call the AES? It would appear that this process would continue to run thereby denying the other waiting processes. To prevent this, the applications which don't call the AES during long calculations, for example, should make regular calls to **EVNT\_TIMER**. By specifying a delay time of 0 milliseconds, the other processes on the ready list are given an opportunity to run.

The wait list contains those processes which are not able to run until some event is completed. For example, if an application is waiting for a keypress, the process is placed on the wait list until the keypress is completed. At that time, the process is placed on the end of the ready list.

In this way the dispatcher can handle multiple processes. Since the 68000 can perform very quickly, these different processes may appear to run simultaneously. In reality only one process is running at a time.

## 4.2 The AES libraries

### 4.2.1 Introduction

The facilities of the AES are easier to use with C language programs than with assembly language programs. By using the AES libraries, a programmer can become very productive on the ST.

Even though the VDI and AES facilities aren't usually available to the assembly language programmer, we'll show you how to "trick" the system into allowing this in the next section.

Each GEM program must be preceded by a short routine to allocate memory. If programming in C, these routines are provided by the libraries and are bound to the application during compilation or linking. By using these libraries you avoid having to redefine system variables in every program.

### 4.2.2 Initialization of GEM programs

Before a GEM application will run, two requirements must be fulfilled.

1. You must ensure that enough memory space is available for the stack, since GEM uses it quite a bit. You reserve enough memory space with the help of an assembly language instruction to set the stack pointer (processor register A7) to the end of this memory block. This is done because the stack pointer is decremented when it is used by the processor.

But how much memory space is enough? The stack must be large enough so that the stack space is available for the command with the largest stack space requirement.

The following rule of thumb can be used for calculating the stack requirement for a function:



- For Open virtual workstation:

about 128 bytes

- For all other functions:

Size of the ptsin array  
+ 128 bytes  
+ operating system requirements

Because the last factor cannot be determined exactly, we reserve 1200 bytes for the stack. This should be enough for any case.

2. The operating system automatically allocates the leftover memory after loading your program. This memory must be released again with the TOS function SETBLOCK because it is absolutely required for the menus. Since knowledge of TOS is not important for understanding GEM, we will not go into it any further here.

On the next pages is the initialization program for the AES routines.

```
*****
* Initialization routine *
*****
```

```
move.l    a7,a5          * old stack pointer
move.l    #nstack,a7     * set stack pntr to new stack

move.l    4(a5),a5       * Memory calc. for SETBLOCK
move.l    $c(a5),d0      * text segment length
add.l     $14(a5),d0     * data segment length
add.l     $1c(a5),d0     * block segment length
add.l     #$100,d0       * base page offset
move.l    d0,-(sp)       * memory space requirements
move.l    a5,-(sp)       * as parameters for TOS
move      d0,-(sp)
move      #$4a,-(sp)     * code for SETBLOCK command
trap      #1             * call function
add.l     #12,sp         * restore stack

jsr       main           * call main program (your prg)
move      #1,-(sp)       * wait for key
trap      #1             * call function
add.l     #2,sp          * stack correction

move.l    #0,(a7)        * back to GEM desktop
trap      #1             * call function

aes:                               * call AES function
move.l    #aespb,d1
move      #$c8,d0
trap      #2
rts

vdi:                               * Call VDI function
move.l    #vdipb,d1
moveq.l   #$73,d0
trap      #2
rts

main:
move.l    #0,ap1resv
move.l    #0,ap2resv
move.l    #0,ap3resv
```

```
move.l #0,ap4resv
move #10,opcode          *appl_init
move #0,sintin
move #1,sintout
move #0,saddrin
move #0,saddrout
jsr aes

move #77,opcode          *graf_handle
move #0,sintin
move #5,sintout
move #0,saddrin
move #0,saddrout
jsr aes

move intout,grhandle

move #100,opcode         *open_vwork
move #0,contrl+2
move #11,contrl+6
move grhandle,contrl+12

move #1,intin
move #1,intin+2
move #1,intin+4
move #1,intin+6
move #1,intin+8
move #1,intin+10
move #1,intin+12
move #1,intin+14
move #1,intin+16
move #1,intin+18
move #2,intin+20
jsr vdi
```

```
*****
*
*           Your program goes here
*
*****
* definition all of the arrays and stack*
* described later in this section
*****
```

The address of the stack (designated by the constant `nstack`) is later passed in order not to mix up the sequence of the initialization program. For the same reason the subroutines "aes" and "vdi" are not explained until later. This has the advantage that you can enter program segments which are explained gradually in exactly the order in which they appear in the program.

Now we come to the question how the GEM programmer can make full use of the available functions. To do this you must know that GEM represents itself to the programmer in two parts. The first is the VDI (Virtual Device Interface). This offers simple functions, such as drawing lines, filling regular and irregular surfaces, outputting strings, etc. The AES (Application Environment Service) offers you considerably more advanced functions, like management of the screen windows or keeping track of the mouse movements. The AES accesses functions of the VDI, though you don't notice any of the process. Since it is somewhat easier to use the VDI in machine language than it is the AES, we will start with the VDI.

All parameters which you pass to the VDI or which it passes to you are stored in arrays. An array consists of a succession of 2-byte (4-byte) values. There are a total of five of these arrays, which you can place anywhere in memory (and in any order):

	<b>Name of the array</b>	<b>Size (in words)</b>	<b>Function:</b>
1.	<code>contrl</code>	11	Here are passed information about the type of command to be executed as well as about the size of the other arrays given by the programmer and to the programmer.
2.	<code>intin</code>	128	These are integer values (every 2 bytes is 1 value), which the VDI requires for the given function (such as for transmission of a color code).
3.	<code>ptsin</code>	256	Here the programmer passes coordinates (such as the end points of lines).
4.	<code>intout</code>	128	The VDI outputs information (such as about the currently-pressed key).
5.	<code>ptsout</code>	12	VDI passes point coordinates in this array.



As you see, the directions of data transfer for arrays 2 through 5 is set. You write information (pass it to GEM) in arrays 2 and 3, while GEM passes back information through arrays 4 and 5. The scope and meaning of the contents of these arrays varies from function to function. Constant is the meaning of the **contrl** array, and the data direction of this array is mixed (1=the programmer passes information, 2=the VDI passes information):

No.	Address:	Data direction:	Meaning:
0	<b>contrl</b>	1	Command number.
1	<b>contrl+2</b>	1	Number of coordinate pairs of the <b>ptsin</b> array, one coordinate pair consists of two words (X and Y-coordinate).
2	<b>contrl+4</b>	2	Number of coordinate pairs of the <b>ptsout</b> array, one coordinate pair consists of two words (X and Y-coordinate).
3	<b>contrl+6</b>	1	Number of words in the <b>intin</b> array.
4	<b>contrl+8</b>	2	Number of words in the <b>intout</b> array.
5	<b>contrl+10</b>	1	Sub-function command number.
6	<b>contrl+12</b>	1 and 2	Device handle.
7..	<b>control+14..</b>	1 and 2	command-dependent

In the following, the number of an element in the array will be set in parentheses behind the array name. The array element **contrl(6)**, for instance, has the address **contrl+12**.

I doesn't help if you set the arrays **contrl** and **intin** (which can be assigned anywhere in memory) as prescribed and then simply call the VDI function. How does GEM know where the arrays are at the moment? You must first tell GEM the addresses of the five arrays. The parameter block is used for this purpose. This is an array which consists of five entries, each of which consists of not two but four bytes. As you may have guessed, each entry contains the address of one of the five arrays.



The layout of the parameter block:

Element of the parameter block	Function:
vdipb(0)	Pointer to contrl
vdipb(1)	Pointer to intin
vdipb(2)	Pointer to ptsin
vdipb(3)	Pointer to intout
vdipb(4)	Pointer to ptsout

The parameter block of the VDI consists of five entries, each of four bytes, that is, it is a total of 20 bytes long. The parameters block is therefore something of a puppeteer which holds the strings (addresses of the arrays) in its hand. The VDI need only know the puppeteer, that is, the address of the parameter block. For this purpose, you pass the address of the parameter block in the D1.L register. Then you write the "secret code" \$73 in register D0 (only the GEM developers know why this number was chosen) and execute a TRAP #2. If all arrays were previously assigned the appropriate values, the VDI recognizes by means of the command number in contrl(0) which function is to be performed.

The register D1 is pointer to an array which contains pointers to the other arrays (the AES is even less friendly).

The AES functions require 6 arrays, the significances of which are explained in the following table:

Name of the array:	Bytes per element:	Meaning:
control	2	Contains the command code and information about the size of the other arrays.
global	2	Here are stored several GEM constants (such as the version number).
intin	2	These are integer values which the AES requires for certain functions (such as transmission of a window number).
addrin	4	Pointers to memory areas or data structures, which the programmer communicates to the AES.
addrout	4	Pointers to memory areas, which the AES communicates to the programmer.

The control array in the AES also stores the function and the size of the arrays (except the global array, which has a constant length):

Name: (n. official)	Array element	Function:
opcode	control(0)	Command number
sintin	control(1)	Size of the intin array (in bytes).
sintout	control(2)	Size of the intout array (in bytes).
saddrin	control(3)	Size of the addrin array (in long words=4 bytes)
saddrout	control(4)	Size of the addrout array (in long words).

As you can see from the table, the elements of the control array are assigned names. These names do not correspond to the official designations from Digital Research (in contrast, for example, to "global"), but serve to simplify the use of the example programs. The first letter "s" stands for "size" (of the array).

The second of the six AES arrays, the global array is composed as follows (1=programmer passes information, 2=AES passes a function):

Name of the element:	Data direction:	Size (in bytes):	Meaning:
ap_version	2	2	Version number of the GEM-AES version used.
ap_count	2	2	Maximum number of user programs that can be in memory or active at one time.
ap_id	2	2	Identification number for the currently active user program (= application).
ap_private	1	4	Arbitrary, programmer-selected information about the application.
ap_ptree	1	4	A pointer to a tree structure.
ap_1resv	1	4	Reserved for future applications.
ap_2esv	1	4	Reserved for future applications.
ap_3esv	1	4	Reserved for future applications.
ap_3esv	1	4	Reserved for future applications.

The term "application" (abbreviated to "ap") is explained below. In general, you can completely disregard the meaning of the elements in the global array. You will probably never have the opportunity to worry about this array, with the exception that you must reserve the necessary memory space, of course. For now you should concentrate on things other than the global array. One of these more important things is the parameter block (aesp), which, as with the VDI, points to the array addresses.



The arrays `control`, `intin`, and `intout` are use by both the VDI and the AES.

Next we'll discuss the use of GEM functions from assembly language, and learn something about the functions that make it possible to work with GEM. The first to be named would be the command **APPL\_INIT** (AES), which initializes an application (as the name says).

But what is an application? Basically, this is just another name for the term "program." The difference is that an application is a program that uses GEM functions. GEM allows you to have several applications in memory at one time. These applications can be called and exchange data, things called scraps, among each other. If, for example, you create an invoice on the computer with a word processing program, you can (as long as this is built into the program) move the data from a calculation program and pass it to the invoice. This ability to switch back and forth between programs is called multi-tasking. In order that your program be able to use multi-tasking (and other GEM capabilities), GEM must know that your application is in memory. To do this, you call the **APPL\_INIT** function, where you pass the following values:

### **APPL\_INIT:**

```
control(0) (opcode)      = 10 ;command number
control(1) (sintin)      = 0  ;intin array empty
control(2) (sintout)     = 1  ;one output value
control(3) (saddrin)     = 0  ;no address input
control(4) (saddrout)    = 0  ;no address output
```

As you can see above, one value will be output:

```
intout(0) = ap_id
```

### C function call

```
ap_id = appl_int();
```

This uses an identification number for your application. As you see above, GEM can work with several resident applications. So that it is clear which application GEM calls are intended for, the AES assigns an ID number to

```
ap1resv: .ds.l 1
ap2resv: .ds.l 1
ap3resv: .ds.l 1
ap4resv: .ds.l 1
```

```
intin:
.ds.w 128
```

```
ptsin:
.ds.w 128
```

```
intout:
.ds.w 128
```

```
ptsout:
.ds.w 128
```

```
addrin:
.ds.w 128
```

```
addrout:
.ds.w 128
```

```
vdipb: .dc.l ctrl, intin, ptsin, intout, ptsout
grhandle: .ds.w 1
```

```
*****
* Here are the variables which must      *
* be initialized after the start.        *
*****
```

```
.bss
.even
.ds.l 300
nstack:
.ds.l 1
.ds.w 10
```

```
*****
* Here are placed the variables which do *
* not have to be initialized.            *
*****
.end
```



The arrays `control`, `intin`, and `intout` are use by both the VDI and the AES.

Next we'll discuss the use of GEM functions from assembly language, and learn something about the functions that make it possible to work with GEM. The first to be named would be the command **APPL\_INIT** (AES), which initializes an application (as the name says).

But what is an application? Basically, this is just another name for the term "program." The difference is that an application is a program that uses GEM functions. GEM allows you to have several applications in memory at one time. These applications can be called and exchange data, things called scraps, among each other. If, for example, you create an invoice on the computer with a word processing program, you can (as long as this is built into the program) move the data from a calculation program and pass it to the invoice. This ability to switch back and forth between programs is called multi-tasking. In order that your program be able to use multi-tasking (and other GEM capabilities), GEM must know that your application is in memory. To do this, you call the **APPL\_INIT** function, where you pass the following values:

### APPL\_INIT:

```
control(0) (opcode)      = 10 ;command number
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control(2) (sintout)     = 1 ;one output value
control(3) (saddrin)     = 0 ;no address input
control(4) (saddrout)    = 0 ;no address output
```

As you can see above, one value will be output:

```
intout(0) = ap_id
```

### C function call

```
ap_id = appl_init();
```

This uses an identification number for your application. As you see above, GEM can work with several resident applications. So that it is clear which application GEM calls are intended for, the AES assigns an ID number to each application, which it returns to the application. If too many applications

are in memory at once, the number -1 (\$FFFF) is returned. The maximum possible number is written in the global array by **APPL\_INIT**. Since we are working with only one application at the moment, this problem cannot occur. You don't have to worry about the identification number.

A second value is important, something called the graphics handle. Each time an application accesses the VDI, for example to use primitive functions like drawing a circle, the handle of this application must be passed as part of the function call. You can determine the handle by calling the **GRAF\_HANDLE** function (AES):

## **GRAF\_HANDLE:**

### Input

```
control(0) = 77
control(1) = 0
control(2) = 5
control(3) = 0
control(4) = 0
```

### Output

```
intout(0) = gr_handle ;handle
intout(1) = gr_hwchar ;Width of a letter
intout(2) = gr_hhchar ;Height of a letter
intout(3) = gr_hwbox ;Width of a character box
intout(4) = gr_hhbox ;Height of a character box
```

### C function call

```
gr_handle =graf_handle
(&gr_hwchar,&gr_hhchar,&gr_hwbox,&gr_hhbox);
```

The values intout(1) to intout(4) are system-specific information, which is unimportant at the moment. You should store the handle in intout(0) immediately so that it can be used later. The function calls described here are listed in section 2.6 in the proper order as a listing for entry. The AES is not completely initialized, so we can work with it.

What is still missing is the initialization command for the VDI. The command has the name OPEN VIRTUAL SCREEN WORKSTATION (VDI) :

## OPEN VIRTUAL SCREEN WORKSTATION:

### Input

```
control(0) = 100 ;command number
control(1) = 0
control(3) = 11
control(6) = handle
```

```
intin(0) = device identification number
intin(1) = 1; diverse values for char. operations
intin(2) = 1; contrary to the GEM manual, these
intin(3) = 1; values are not automatically accepted
intin(4) = 1; they must be initialized before use
intin(5) = 1
intin(6) = 1
intin(7) = 1
intin(8) = 1
intin(9) = 1
intin(10) = RC/NDC; transformation flag
```

### C function call

```
v_opnvwk(work_in,&handle,work_out);
```

### C definitions

```
int handle;
int work_in [11];
int work_out [57];
```

Since this is a VDI function, it is called with JSR VDI. You already know the meaning of the graphics handle, but we still have to explain the device identification number and the transformation flag.



The VDI is in the position to work with different input and output devices; each device type is assigned several numbers:

Device	Device numbers:
Screen	1-10
Plotter	11-20
Printer	21-30
Metafile	31-40
Camera	41-50
Graphics tablet	51-60

With the option "metafile," the graphics functions are not executed on a device, but are written to disk. Since all outputs should be directed to the screen, we store the value 1 in `intin(0)`.

The ST is capable of displaying 640x400 points in the highest resolution (640 by 200 in the medium resolution, 320 by 200 in the lowest). To select a point, you specify both an x and a y coordinate (the point (0/0) lies in the upper left corner). Imagine that you are writing a GEM program to run on several different computers, all of which have different screen resolutions. A given point on the screen of one computer would have a different position on the screen of another, despite having the same coordinates. Or you are writing a program for the ST which is intended to function in all three resolution modes. A point with Y-coordinate 399 would lie at the lower edge of the screen in the high-resolution mode, but would not be visible at all in the medium resolution mode since the Y-coordinates here may be a maximum of 199.

To correct this problem there is the normalized coordinates system (NDC, normalize device coordinates). The X-coordinates run from 0 to 32767, the Y-coordinates also from 0 to 32767. GEM automatically converts the normalized coordinates to the true screen coordinates, that is, a rectangle, for instance, with side lengths 32768 and 32768 would (in the high-resolution mode) be displayed as a rectangle with side lengths 640 and 400. The disadvantage of the use of NDC coordinates is loss of speed. In order not to lose the speed advantage of machine language, we will use the true screen coordinates (if you use the medium or low resolution, you must reduce the coordinates in the example programs). The following applies for the transformation flag:

Transformation flag:  
(`intin(10)`)

Coordinate system:

0  
2

NDC  
RC

So store the value 2 in `intin(10)`. If the highest possible speed is not required, you should consider using the normalized coordinates, since they offer greater flexibility when using devices of different resolutions.

### 4.2.3 Window technique

The responsibility for window management is divided between the programmer and the AES. AES keeps track of all actions of the user concerning the border of the window. It is possible to track the following window elements:

- movement columns (for horizontal and vertical movement of the window)
- size box (to reduce or enlarge the window)
- screen size box (to enlarge the window to screen size or reduce it to normal size)
- close box (to close the window)
- arrows, scroll columns, sliders (to move the window contents)

The programmer, on the other hand, is responsible for what goes on within the window.

Displaying a window is performed in two steps. First, the **WIND\_CREATE** function (AES) is used to set those components of the window which should be present. You can, for example, eliminate all of the elements so that the user cannot move the window or change its size. In addition, this function is used to define the maximum size of the window. A bit array is used to determine which elements are visible, where each bit represents a specific element.

With each **WIND\_CREATE** call, the AES passes an ID value to the programmer, by means of which the window can be identified. This is the window handle. If GEM, for example, tells the application that the user



would like to close a window, this ID value is automatically passed so that the programmer knows for which window the action of the program user is intended. Two dimensions should be taken into account with a window:

1. The outer size
2. The working area (smaller than the total size)

With the knowledge of one of the sizes, the other can be determined with the function **WIND\_CALC** (AES). More about this later.

If, for example, you want to display some text in a window, you must know the size of the working area so that it is clear how large the text segment must be.

Now let's make our example a little more complicated. Suppose a smaller window lies in front of the first window? If you fill the underlying window with text, you would overwrite the smaller window.

For this reason, it makes sense to divide the partially visible window into rectangles which all lie in the visible area, and together cover the entire visible region. If you then fill each rectangle sequentially with the text (or graphics) that belongs there, you have your text displayed in the lower window without disturbing the upper window.

It would not be easy to create such a list of visible rectangles and continually update the list depending on the last action. AES therefore takes care of managing the rectangle list. The **WIND\_GET** function (AES) can be used to not only read the elements of the rectangle list for each window, but also the size of each window as well as the size and position of the horizontal and vertical slider.

**WIND\_GET**

Opcode = 104

Input

```
control(0) = 104
control(1) = 2
control(2) = 5
control(3) = 0
control(4) = 0
```

```
intin(0) = wi_ghandle
intin(1) = wi_gfield
```

**intin(1)** may assume various values. GEM recognizes by means of its contents which information should be read:

**wi\_gfield:**

- 4: The coordinates of the working area of a window are returned.

```
wi_gw1 = X-coordinate
wi_gw2 = Y-coordinate
wi_gw3 = width
wi_gw4 = height
```

- 5: The coordinates of the total size of the window including border, title line, and information line are returned.

```
wi_gw1 = X-coordinate
wi_gw2 = Y-coordinate
wi_gw3 = width
wi_gw4 = height
```

6. The coordinates of the total size of the previous window are returned.

```
wi_gw1 = X-coordinate
wi_gw2 = Y-coordinate
wi_gw3 = width
wi_gw4 = height
```

7. The coordinates of the total size of the window are returned in its largest possible size (determined by WIND\_CREATE).

```
wi_gw1 = X-coordinate  
wi_gw2 = Y-coordinate  
wi_gw3 = width  
wi_gw4 = height
```

8. The relative position of the horizontal slider is returned (between 1 and 1000).

```
wi_gw1: 1=far left, 1000=far right
```

9. The relative position of the vertical slider is returned.

```
wi_gw1 = window handle
```

10. The window handle of the top (=active) window is returned.

```
wi_gw_1 = window handle
```

11. The coordinates of the first rectangle in the rectangle list of the window are returned.

```
wi_gw1 = X-coordinate  
wi_gw2 = Y-coordinate  
wi_gw3 = width  
wi_gw4 = height
```

12. The coordinates of the next rectangle in the rectangle list of the window is returned.

```
wi_gw1 = X-coordinate  
wi_gw2 = Y-coordinate  
wi_gw3 = width  
wi_gw4 = height
```

13. Reserved, no function.

- 15: The size of the horizontal slider relative to the size of the box surrounding it is returned.

`wi_gw1 = -1`: minimal size (square box)  
`1-1000`: relative size in comparison  
to the scroll bars

- 16: The size of the vertical slider relative to the size of the box surrounding it is returned.

`wi_gw1 = -1`: minimal size (square box)  
`1-1000`: relative size in comparison  
to the scroll bars

### Output

```
intout(0) = wi_greturn  
intout(1) = wi_gw1; see above for meaning  
intout(2) = wi_gw2  
intout(3) = wi_gw3  
intout(4) = wi_gw4
```

**wi\_greturn** is the return code and has the following meaning:

0: An error occurred (such as a non-existent window handle)  
n (positive number): No error occurred

### C function call

```
wi_greturn =  
wind_get(wi_ghandle, wi_gfield, &wi_gw1, &wi_gw2,  
&wi_gw3, &wi_gw4);
```

Programming a window consists of two essential parts:

1. Displaying the window (once at the start, then later only if the user wants to change the size or position of the window on the screen).
2. Continual refreshing of the working area (once at the start, later if the user moves the window over a work surface which is larger than the working surface of the window).



The first part is performed in several steps. Using function **WIND\_CALC** (AES) is not absolutely necessary, that is, steps 2 through 4 do not always have to be programmed. The order of the function calls is as follows:

1. The application calls the command **WIND\_GET** function. Set `intin(0)` to 4, and `(intin(1))` to 0. The window ID (0) represents the screen. The coordinates and the area of the screen, are returned.
2. To specify the desired window elements call the **WIND\_CALC** function using the coordinates returned from step 1. The size of the working area of the window is returned.
3. Next you must decide upon the size of the working area for the window. The maximum size is the value returned from step 2, because your window (=working area + border area) may not be larger than the screen.
4. The size is passed to the **WIND\_CALC** function again but you request the total area of the window. All window commands (except for one version of **WIND\_CALC**) refer to the total size of the window. Therefore you should save the coordinates from these function calls for subsequent use. If you skip steps 2 through 4, you should store the value you have chosen as the window size.
5. Call the **WIND\_CREATE** function and specify the outer coordinates of the window and the required border components. The coordinates represent the maximum possible window size. The window can later be reduced or enlarged again, but not larger than the maximum window size. The window ID, the window handle, are returned. You should save these values for use with later function calls.
6. Call the **WIND\_OPEN** function. The window appears on the screen in the size which you specified in the function call. This can be the maximum window size.
7. You can now display the desired information on the window, such as text or graphics.



8. If the application has completed working with the window and wants to clear it from the screen, it can be made "invisible" with the **WIND\_CLOSE** function. It can be made visible again at any time by the **WIND\_OPEN** function.
9. If the window is no longer needed, it can be completely deactivated with **WIND\_DELETE**. The window handle of this window is released again and will be assigned to a new window when the **WIND\_CREATE** function is called again. Step 8 must be performed before using **WIND\_DELETE**.

The following steps are to be performed if the whole screen area is to be reconstructed with the aid of the AES rectangle list (such as a smaller surface than the screen, which then represents a rectangular surface to be renewed, which can consists of several elements of the rectangle list):

1. The application calls the **WIND\_UPDATE** function with `intin(0)=1`. This releases the rectangle list and blocks additional user requests for the duration of the screen construction.
2. Steps 2 through 7 must be repeated as appropriate for multiple windows. The **WIND\_GET** function is called with `intin(0)=11` to get the first rectangle in the rectangle list.
3. If the height and width of the rectangle are zero, there are no further entries for this window in the rectangle list. In this case you execute step 8.
4. Determine if the rectangle in the rectangle list is partial or completely covered by the rectangular surface to be renewed.
5. Redraw the partial surface. If the two rectangles do not intersect at all, no new screen segment is drawn. In order to simplify working with the surface-segment calculation, the VDI offers the function "set clip rectangle", which constructs only the screen parts in the rectangle from the list which are found in the rectangle to be reconstructed.
6. The function **WIND\_GET** is called with `intin(0)=12` to get the next rectangle from the list.

7. Steps 3 through 6 are repeated until the end of the list is detected in step 3.
8. The function **WIND\_UPDATE** is called with `int in(0)=0` to remove the blockade of user requests.

Except for the command **WIND\_GET**, the other window functions above are still without exact description. Here is a detailed list:

## WIND\_CREATE

Opcode = 100

### Input

```
control(0) = 100  
control(1) = 5  
control(2) = 1  
control(3) = 0  
control(4) = 0
```

```
intin(0) = wi_crkind  
intin(1) = wi_crwx  
intin(2) = wi_crwy  
intin(3) = wi_crww  
intin(4) = wi_crwh
```

### Output

```
intout(0) = wi_crreturn
```

Through **intin(0)** you determine which components of the border area of the window should be visible and active. It is a bit field, in which a set bit stands for an active component, a cleared bit for an inactive component.

The bits have the following meaning:

Bit no.	Meaning
0	NAME (title line with name of the window)
1	CLOSE (close field)
2	FULL (screen-size field)
3	MOVE (movement field)
4	INFO (information line)
5	SIZE (size field)
6	UPARROW (arrow up)
7	DNARROW (arrow down)
8	VSLIDE (vertical slider)
9	LFARROW (arrow left)
10	RTARROW (arrow right)
11	HSLIDE (horizontal slider)

wi\_crwx = X-coordinate of the largest possible  
          window dimension  
wi\_crwy = Y-coordinate of the largest possible  
          window dimension  
wi\_crww = Width of the largest possible window  
          dimension  
wi\_crwh = Height of the largest possible window  
          dimension  
wi\_crreturn = Window handle

A negative number indicates that the AES has no more windows available.

### C function call

```
wi_crreturn = wind_create (wi_crkind, wi_crwx,  
wi_crwy, wi_crww, wi_crwh);
```

## WIND\_OPEN

Opcode = 101

### Function

Display a window.

### Input

```
control(0) = 101
control(1) = 5
control(2) = 5
control(3) = 0
control(4) = 0
```

```
intin(0) = wi_ohandle
intin(1) = wi_owx
intin(2) = wi_owy
intin(3) = wi_oww
intin(4) = wi_owh
```

### Output

```
intout(0) = wi_oreturn
```

wi\_ohandle: Window handle of window to opened

wi\_owx: X-coordinate of the window

wi\_owy: Y-coordinate of the window

wi\_oww: Width of the window

wi\_owh: Height of the window

wi\_oreturn: 0=An error occurred  
          n(positive number)=No error occurred

### C function call

```
wi_oreturn = wind_open(wi_ohandle, wi_owx, wi_owy,
wi_oww, wi_owh);
```



## WIND\_CLOSE

Opcode = 102

### Function

Close a window. The window can be displayed again with WIND\_OPEN.

### Input

```
control(0) = 102
control(0) = 1
control(0) = 1
control(0) = 0
control(0) = 0
```

```
intin(0) = window handle (wi_clhandle)
```

### Output

```
intout(0) = wi_clreturn
```

0=An error occurred

n (positive number)=No error occurred

### C function call

```
wi_clreturn = wind_close(wi_clhandle);
```

## **WIND\_DELETE**

Opcode = 103

### Function

The memory occupied by the window and the window itself are released. Before **WIND\_OPEN** can be called again, the function **WIND\_CREATE** must be called. Before calling **WIND\_DELETE** the window should be closed with **WIND\_CLOSE** because it is not possible to do so later (the window handle required for closing does not exist after **WIND\_DELETE**).

### Input

```
control(0) = 103
control(1) = 1
control(2) = 1
control(3) = 0
control(4) = 0
```

```
intin(0) = window handle (wi_dhandle)
```

### Output

```
intout(0) = wi_dreturn
```

0=An error occurred

n (positive number)=No error occurred

### C function call

```
wi_dreturn = wind_delete(wi_dhandle);
```

## **WIND\_SET**

Opcode = 105

### Function

Change the appearance of the border area or the title line.

### Input

```
control(0) = 105
control(1) = 6
control(2) = 1
control(3) = 0
control(4) = 0

intin(0) = window handle (wi_shandle)
intin(1) = wi_sfield
intin(2) = wi_sw1
intin(3) = wi_sw2
intin(4) = wi_sw3
intin(1) = wi_sw4
```

### Output

```
intout(0) = wi_sreturn

0=An error occurred
n (positive number)=No error occurred
```

The contents of **intin(1)** (**wi\_sfield**) determines which value should be changed. To change the legend of the movement bar and the title line, **WIND\_SET** must be called, generally immediately after the **WIND\_CREATE** function and at the latest before the **WIND\_OPEN** function.

**wi\_sfield** may have the following values:

- 1: The bit field which determines which components of the border area of the window are to be visible is stored in **wi\_sw1**. The meaning of the bits in the bit field is found under the **WIND\_CREATE** function.

- 2: **wi\_sw1** and **wi\_sw2** represent a pointer which points to a string in memory. This string is the name of the window. It must be organized in memory as follows:

```
1st byte:    1st letter
2nd byte:    2nd letter
.
.
.
nth byte:    last letter
n+1st byte:  zero
n+2nd byte:  zero
```

The text is automatically centered.

- 3: **wi\_sw1** and **wi\_sw2** are a pointer to a string which displays the information line of the window. See 2 for information about the string.
5. The active window is determined. This option corresponds to the **WIND\_GET** function, option 5 and 6.
- 8: The relative position of the horizontal slider is changed. The parameters are the same as those of **WIND\_GET**, option 8.
- 9: The relative position of the vertical slider is changed. The parameters are the same as those of **WIND\_GET**, option 9.
- 10: The currently-active window is set. Only one window can be active, that is, changeable by the user at any one time. This option corresponds to the **WIND\_GET** function, option 10.
14. The address of a new GEM desktop drawing for the basic state is passed.

```
wi_sw1 = address of the object tree
         structure (low word)
wi_sw2 = address of the object tree
         structure (high word)
wi_sw3 = index of the first object to be
         drawn
```

15: The relative size of the horizontal slider is changed. The parameters are the same as those of **WIND\_GET**, option 15.

16: The relative size of the vertical slider is changed. The parameters are the same as those of **WIND\_GET**, option 16.

### C function call

```
wi_sreturn = wind_set(wi_shandle, wi_sfield,  
wi_sw1, wi_sw2, wi_sw3, wi_sw4);
```



**WIND\_FIND**

Opcode = 106

Function

The window handle of the window under the mouse pointer is returned. A value of zero means that the mouse pointer is not positioned over a window, but empty screen space.

Input

```
control(0) = 106
control(1) = 2
control(2) = 1
control(3) = 0
control(4) = 0
```

```
intin(0) = X-coordinate of the mouse position
(wi_fmx)
intin(1) = Y-coordinate of the mouse position
(wi_fmy)
```

Output

```
intout(0) = window handle (wi_freturn)
```

C function call

```
wi_freturn = wind_find(wi_fmx, wi_fmy);
```

## WIND\_UPDATE

Opcode = 107

### Function

This function can assume two different functions:

1. The AES is informed that the application is rebuilding screen area or that the rebuilding is completed. GEM does not allow an user actions during this time.
2. The AES is informed that the application assumes the supervision of the mouse functions or that GEM is to assume them again. In the first case, the AES does not report to the application anymore if the user wants to change the position and size of a window. In addition, the drop-down menus are inactive.

### Input

```
control(0) = 107  
control(1) = 1  
control(2) = 1  
control(3) = 0  
control(4) = 0
```

```
intin(0) = wi_ubegend
```

### Output

```
intout(0) = wi_ureturn
```

0=An error occurred

n (positive number)=No error occurred

**wi\_ubegend** may have the following values:

- 0: End of the screen construction (**END\_UPDATE**)
- 1: Start of screen construction (**BEG\_UPDATE**)
- 2: End of the mouse control through the user (**END\_MCNTRL**)
- 3: Start of the mouse control through the user (**BEG\_MCNTRL**)

C function call

```
wi_ureturn = wind_update(wi_ubegend);
```

## WIND\_CALC

Opcode = 108

### Function

If the dimensions of the working area of a window are known, the outline dimensions are calculated. If the outline dimensions are known, the dimensions of the working area are calculated.

### Input

```
control(0) = 108  
control(0) = 6  
control(0) = 5  
control(0) = 0  
control(0) = 0
```

```
intin(0) = wi_ctype  
intin(1) = wi_ckind  
intin(2) = wi_cinx  
intin(3) = wi_ciny  
intin(4) = wi_cinw  
intin(5) = wi_cinh
```

### Output

```
intout(0) = wi_creturn  
intout(1) = wi_coutx  
intout(2) = wi_couty  
intout(3) = wi_coutw  
intout(4) = wi_couth
```

**wi\_ctype** decides which of the two possible functions will be executed:

```
0 = output of the total dimensions  
1 = output of the dimensions of the working  
   area
```

**wi\_ckind** is a bit field which specifies the visible components of the border area of the window. These are used in the calculation of the window size. The meaning of the bits is the same as for the command **WIND\_CREATE**.

**wi\_creturn** is a return message:

0=An error occurred  
n (positive number)=No error occurred

Meaning of the remaining arrays depends on the function:

Element:	Function 0/function 1:
wi_cinx	X-coordinate of the working area/total window
wi_ciny	Y-coordinate of the working area/total window
wi_cnw	Width of the working area/total window
wi_cnh	Height of the working area/total window
wi_coutx	X-coordinate of the total window/working area
wi_couty	Y-coordinate of the total window/working area
wi_coutw	Width of the total window/working area
wi_couth	Height of the total window/working area

### C function call

```
wl_creturn = wind_calc(wi_ctype, wi_ckind,  
wi_cinx, wi_ciny, wi_cinw, wi_cinh,  
&wi_coutx, &wi_couty, &wi_coutw, &wi_couth);
```



## 4.2.4 Event handler

An interactive application must be in the position to react to the following events:

- keyboard event (the user presses a key)
- mouse button event (the user presses a mouse button or lets go of it)
- mouse event (the user moves the mouse in a rectangularly-bordered field or out of such a field)
- message event (AES informs the application that the user would like to move a window, for instance, or has selected a menu option)
- time event (the built-in clock has reached a specific value)
- combined event (some combination of the events mentioned above occurs)

With older operating systems, the programmer had to determine the occurrence of an event in a polling loop. It is almost impossible to receive messages from other processors at the same time in this manner, and so multi-tasking is impractical on such systems. It's different with the ST: thanks to good, well-thought-out software, supervising the events is a relative minor programming problem. How does this look in practice? The programmer informs the system which event or combination of events it should wait for. If the event has occurred, the AES passes a message to the programmer. The following contains an exact description of the events to which GEM can react.

### Event combination:

As long as the system is waiting for just one type of event, other events that may be important are ignored. For this reason, the AES can wait for an arbitrary combination of events (multiple events). If one of the awaited events occurs, the AES leaves the waiting state and returns a value to the application that contains the information in coded form regarding which event occurred. When the application has reacted to this event, it can call the function to wait for an event combination again (EVNT\_MULTI).

**Keyboard event:**

The AES recognizes keyboard events; the keyboard code is passed to the program as a 16-bit value. See the keyboard table for the values (for standard characters, the low byte contains the ASCII code, while a scan code is found in the high byte).

**Mouse button event:**

The AES can recognize the button activation of mice with up to 16 buttons. A 16-bit word determines which buttons will be waited for, whereby the lowest-order bit corresponds to the button on the far left. On the ST a bit mask value of %10 means that the AES will wait for the user to press the right button. The AES can also register if a button was pressed several times within a time interval. In this manner "double-clicks" can be recognized within a program. The AES informs the program how often a specific button was pressed within a time interval, and the programmer can determine the upper limit of the value it returns.

**Mouse event:**

In interactive applications programs, its possible that entering or exiting a screen area with the mouse will trigger some specific action on the part of the program. Let us take as an example the mini drawing program "Dr. Doodle" included with the development package. As soon as the mouse pointer encounters the drawing field, it is converted from the arrow form to a crosshair. The AES is able to recognize the mouse entering or exiting a rectangular area.

**Time event:**

When displaying information on the screen designed to disappear after a predetermined period of time, it is useful to have a function available that waits that time period has elapsed. The AES can perform such a delay, where the delay time is given in milliseconds.

## Message event:

As you can gather from the introductory sections and the work with the GEM desktop, one window on the screen is specially designated. It has a filled-in title line. This indicates that this window is the top window and thereby the active window, that is, this is the only window which the user can change in format by clicking the elements on the border region. To "activate" another window, the user need only click its surface. The AES informs the program of the wish of the user to activate a new window as well as the case that a user would like to manipulate the window format by activating an element of the border area.

The GEM AES automatically takes over the supervision of the menu bar and the interaction of the user with the menu options.

All of the functions can be quickly named, since all mentioned events can be supervised through a single function. The message event to the program, that one of the mentioned events has occurred, is accomplished through the pipeline principle (message pipe), that is, there exists a 16-byte buffer in which one report per event will be written. Reading an event by an application (function: `APPL_READ (AES)`) has the effect that next event in the chronological order will be read and the automatically erased from the buffer. The AES report can also be read directly from memory at the buffer address. The first 3 words of the buffer are allocated by the AES, independent of the type of event:

Word 0: A number to designate the event.

Word 1: `apid` (application ID) of the application that is responsible for the occurrence of the event.

Word 2: The length of the report without consideration of the 16-byte boundary. If word 2 is zero, the report is smaller than 16 bytes, otherwise word 2 specifies the length minus 16 bytes. In this case you should be sure to make use of the function `APPL_READ (AES)`.

The following events are held in the pipeline buffer:



**MN\_SELECTED:**

This event signals that the user has select an option from the drop-down menu:

Word 0 = 10

Word 3 = Object index of the menu title

Word 4 = Object index of the menu entry

**WM\_REDRAW:**

The user has done something which makes it necessary to redraw some part of the screen surface, such as when a dialog box is to be erased from the screen.

Word 0 = 20

Word 3 = Window handle

Word 4 = X-coordinate of the area to be redrawn

Word 5 = Y-coordinate of the area to be redrawn

Word 6 = Width of the area to be redrawn

Word 7 = Height of the area to be redrawn

**WM\_TOPPED:**

The user wants to activate a window. Only one window may be active at a time. This can be changed in size and position.

Word 0 = 21

Word 3 = Window handle

**WM\_CLOSED:**

The user clicked the close box of the active window in order to close it.

Word 0 = 22

Word 3 = Window handle

**WM\_FULLED:**

The user clicked the full box in order to enlarge the window to screen size or reduce it again.

**WM\_ARROWED:**

The user clicked one of the four arrows or one of the two scroll fields in order to move a line (or column) or page.

Word 0 = 24

Word 3 = Window handle

Word 4 = Field of the border area which was clicked:

- 0 = Page up
- 1 = Page down
- 2 = Line up
- 3 = Line down
- 4 = Page left
- 5 = Page right
- 6 = Column left
- 7 = Column right

**WM\_HSLID:**

The user moved the horizontal slider to a new position.

Word 0 = 25

Word 3 = Window handle

Word 4 = Relative position of the slider from 0-1000

- 0 = Far left
- 1000 = Far right



**WM\_VSLID:**

The user moved the vertical slider to a new position.

Word 0 = 26

Word 3 = Window handle

Word 4 = Relative position of the slider from 0-1000

0 = Top

1000 = Bottom

**WM\_SIZED:**

The user selected the size box with the mouse and wants to change the size of the window. The new size is specified including the border elements.

Word 0 = 27

Word 3 = Window handle

Word 4 = Desired X-coordinate of the window (matches the current X-coordinate)

Word 5 = Desired Y-coordinate of the window (matches the current Y-coordinate)

Word 6 = Desired (new) window width

Word 7 = Desired (new) window height

**WM\_MOVED:**

The user selected the position field with the mouse and want to change the position of the mouse. The new position is specified including the border elements.

Word 0 = 28

Word 3 = Window handle

Word 4 = Desired (new) X-coordinate of the window

Word 5 = Desired (new) Y-coordinate of the window

Word 6 = Desired (new) width of the window (matches the current width)

Word 7 = Desired (new) height of the window (matches the current height)

**WM\_NEWTOP:**

The application is informed that a window was activated.

Word 0 = 30

Word 3 = Window handle

**AC\_OPEN:**

The user selected one of the six possible desk accessories.

Word 0 = 30

Word 3 = The menu identification number, which can be read through the function MENU\_REGISTER (AES).

**AC\_CLOSE:**

This event occurs under the following conditions:

- The screen is cleared
- The window data have changed
- The running application as interrupted

Word 0 = 31

Word 3 = Menu ID number (see also AC\_OPEN)

Here is a list of all functions that react to events or the management of the pipeline:

**EVNT\_KEYBD:**

Opcode = 20

Function

The AES waits for a keypress and outputs the code of the pressed key.

Input

```
control(0) = 20
control(1) = 0
control(2) = 1
control(3) = 0
control(4) = 0
```

Output

```
intout(0) = code of the pressed key (ev_kreturn)
```

C function call

```
ev_kreturn = evnt_keybd();
```

**EVNT\_BUTTON:**

Opcode = 21

Function

The AES waits until one (or more) mouse buttons are pressed.

Input

```
control(0) = 21
control(0) = 3
control(0) = 5
control(0) = 0
control(0) = 0

intin(0) = ev_bclicks
intin(0) = ev_bmask
intin(0) = ev_bstate
```

Output

```
intout(0) = ev_breturn
intout(1) = ev_bmx
intout(2) = ev_bmy
intout(3) = ev_bbbutton
intout(4) = ev_bkstate
```

**ev\_bclicks:** The number of "mouse clicks" which should lead to a response from the application. Usually the value is one for a simple keypress or 2 for a double click. Larger values should not be specified since not every user can press the mouse button several times in a fraction of a second.

**ev\_bmask:** Each mouse button which should be taken into account when reading the mouse buttons is represented by a set bit:

```
01 = left button
02 = right button
03 = both buttons
```

`ev_bstat`: This determines which state of the mouse buttons specified in `ev_bmask` should be relevant in generating the event. The same bit layout as above applies and the bit values have the following meaning:

0 = button not pressed  
1 = button pressed

`ev_breturn`: Specifies how often the mouse button is pressed. This number lies between 1 and `ev_bclicks`.

`ev_bmx`: X-coordinate of the mouse pointer at the time the button was pressed.

`ev_bmy`: Y-coordinate of the mouse pointer at the time the button was pressed.

`ev_button`: Pressed mouse buttons; values as with `ev_bmask` and `ev_bstate`.

`ev_bkstate`: Status of the keys of the keyboard which do not send an ASCII value. The following bit values apply:

1 = right shift key  
2 = left shift key  
4 = control key  
8 = alternate key

Bit=0: key not pressed  
Bit=1: key pressed

### C function call

```
ev_breturn = evnt_button(ev_bclicks, ev_bmask,  
ev_bstate, &ev_bmx, &ev_bmy, &ev_button,  
&ev_bkstate);
```



**EVNT\_MOUSE:**

Opcode = 22

Function

The AES waits until the mouse pointer enters or exits a defined rectangular field.

Input

```
control(0) = 22
control(1) = 5
control(2) = 5
control(3) = 0
control(4) = 0
```

```
intin(0) = ev_moflags
intin(1) = ev_mox
intin(0) = ev_moy
intin(0) = ev_mowidth
intin(0) = ev_moheight
```

Output

```
intout(0) = ev_moresvd
intout(1) = ev_momx
intout(2) = ev_momy
intout(3) = ev_mobutton
intout(4) = ev_mokstate
```

ev\_moflags: Specifies which functions should be activated:

0 = End function upon entry in the rectangle  
1 = End function upon exit from the rectangle

ev\_mox: X-coordinate of the rectangle

ev\_moy: Y-coordinate of the rectangle

ev\_mowidth: Width of the rectangle

ev\_moheight : Height of the rectangle

ev\_moresvd : Reserved for future applications; always set to 1

ev\_momx : X-position of the mouse pointer when generating the event

ev\_momy : Y-position of the mouse pointer when generating the event

ev\_mobutton : Status of the mouse buttons when generating the event.  
The following button layout applies:

1 = left button

2 = right button

Bit=0: key not pressed

Bit=1: key pressed

ev\_mokstate : Status of the keyboard when generating the event:

1 = right shift key

2 = left shift key

4 = control key

8 = alternate key

Bit=0: key not pressed

Bit=1: key pressed

### C function call

```
ev_moresvd = evnt_mouse (ev_moflags, ev_mox,  
ev_moy, ev_mowidth, ev_moheight, &ev_momx,  
&ev_momy, &ev_mobutton, &ev_mokstate);
```

## EVNT\_TIMER:

Opcode = 24

### Function

The AES waits until a certain amount of time has elapsed.

### Input

```
control(0) = 24
control(1) = 2
control(2) = 1
control(3) = 0
control(4) = 0
```

```
intin(0) = ev_tlocount
intin(1) = ev_thicount
```

### Output

```
intout(0) = ev_tresvd
```

ev\_tlocount, ev\_thicount: Low word and high word of a 64-bit value which specifies the number of milliseconds which the AES should wait.

ev\_tresvd: Reserved for future applications; the value always set to 1.

### C function call

```
ev_tresvd = evnt_timer(ev_tlocount, ev_thicount);
```

**EVNT\_MESAG:**

Opcode = 23

Function

The AES waits until a report is present in the event buffer.

Input

```
control(0) = 23
control(1) = 0
control(2) = 1
control(3) = 1
control(4) = 0
```

```
addrin(0) = ev_mgpbuff
```

Output:

```
intout(0) = ev_mgresvd
```

ev\_mgresvd: Reserved for future applications; the value is always set to 1.

ev\_mgpbuff: Address of the 16-byte memory area at which the report is to be placed (message pipe).

C function call

```
ev_mgresvd = evnt_mesag(ev_mgpbuff);
```

**EVNT\_MULTI:**

Opcode = 25

Function

The AES waits for the occurrence of one or more events.

Input

```
control(0) = 25
control(1) = 16
control(2) = 7
control(3) = 1
control(4) = 0
```

```
intin(0) = ev_mflags
intin(1) = ev_mbclicks
intin(2) = ev_mbmask
intin(3) = ev_mbstate
intin(4) = ev_mmlflags
intin(5) = ev_mmlx
intin(6) = ev_mmly
intin(7) = ev_mmlwidth
intin(8) = ev_mmlheight
intin(9) = ev_mm2flags
intin(10) = ev_mm2x
intin(11) = ev_mm2y
intin(12) = ev_mm2width
intin(13) = ev_mm2height
intin(14) = ev_mtlocount
intin(15) = ev_mthicount

addrin(0) = ev_mmgpbuff
```



Output

```

intout(0) = ev_mwhich
intout(1) = ev_mmx
intout(2) = ev_mmy
intout(3) = ev_mmbutton
intout(4) = ev_mmokstate
intout(5) = ev_mkreturn
intout(6) = ev_mbreturn

```

Most parameters are explained in the previous functions. The function can respond to two mouse events, the parameters for the first rectangle have the designation `ev_mm1...`, those for the second `ev_mm2...`.

`ev_mflags`: The type of combined event whose occurrence should be awaited (one of the subevents). Each active event is represented by a set bit. The following bit layout applies:

```

Bit 0:  MU_KEYBD (keyboard result)
Bit 1:  MU_BUTTON (mouse button event)
Bit 2:  MU_M1 (mouse event, first rectangle)
Bit 3:  MU_M2 (mouse event, second rectangle)
Bit 4:  MU_MESAG (report occurred)
Bit 5:  MU_TIMER (timer event)

```

`ev_mwhich`: The result or the results which has/have occurred. The bit layout is the same as for `ev_mflags`.

C function call

```

ev_mwhich = evnt_multi (ev_mflags, ev_mbclicks,
ev_mbmask, ev_mbstate, ev_mmlflags, ev_mmlx,
ev_mmlly, ev_mmlwidth, ev_mmlheight, ev_mm2flags,
ev_mm2x, ev_mm2y, ev_mm2width, ev_mm2height,
ev_mmgpbuff, ev_evmtlocount, ev_mthicount,
&ev_mmx, &ev_mmy, &ev_mmbutton, &mmokstate,
&ev_mkreturn, &ev_mbreturn);

```

**APPL\_READ:**

Opcode = 11

Function

A specified number of bytes are read from an event buffer.

Input

```
control(0) = 11
control(1) = 2
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = ap_rid
intin(1) = ap_rlength

addrin(0) = ap_rpbuff
```

Output

```
intout(0) = ap_rreturn
```

ap\_rid: Identification number of the application for which the event buffer is to be read.

ap\_rlength: The number of bytes to be read.

ap\_rreturn: 0= an error occurred  
n (positive number)= no error occurred.

ap\_rpbuff: Address of the buffer which contains the byte to be read.

C function call

```
ap_rreturn = appl_read (ap_rid, ap_rlength,
ap_rbuff);
```

**APPL\_WRITE:**

Opcode = 12

Function

A specified number of bytes is written in an event buffer.

Input

```
control(0) = 12
control(1) = 2
control(2) = 1
control(3) = 0
control(4) = 0

intin(0) = ap_wid
intin(1) = ap_wlength

addrin(0) = ap_wpbuff
```

Output

```
intout(0) = ap_wreturn
```

ap\_wid: Identification number of the application for which the event buffer is to be written (in general another process running in parallel/an application which is to receive information through this command).

ap\_wlength: The number of bytes which are to be written.

ap\_wreturn: 0=an error occurred  
n (positive number)=no error occurred

ap\_wpbuff: Address of the buffer which contains the bytes to be written.

C function call

```
ap_wreturn = appl_write(ap_wid, ap_wlength,
ap_wpbuff);
```

### 4.2.5 Object representation

Objects are shapes which can be made visible on the screen. There is a set of standard objects such as rectangles, strings, icons. The programmer can also create his own objects, such as his own icons or strings in non-standard type styles. For this purpose it is necessary to know the structure of the object storage precisely.

Imagine a large white box in the middle of the screen. In this box are to be two smaller boxes next to each other. In the right box is a small drawing. So there are a total of four objects. These objects have a certain relationship to each other. The large white box contains all the other objects. It can be viewed as a kind of root which branches in two directions: each branch stands for one of the two smaller boxes. There is another branch coming from the second branch: the small drawing mentioned above.

There are therefore objects which have no, one, or several other subordinate objects. Such an organization is called a tree structure. The tree in our example has three hierarchy levels: the root, the two branches (on a common level), and the branch coming from the second branch. The following rule is important: All subordinate objects must be created such that they fit in the object above them. What does the layout of elements look like in memory? Since the memory is a one-dimensional list, and we want to show a two-dimensional tree (it can grow in height as well as width). We must have a way to represent this structure, we use a pointer.

The information about the objects are stored in memory in arbitrary order, where 24 bytes represent each object. Six of these bytes are reserved for three pointers. The objects receive a number from 0 (first object) to  $n-1$  (last object) depending on their position in memory. One pointer contains the number (called the index) of the object subordinate to this one. If the object contains no subordinate objects (such as the small drawing on our example), both of these pointers are set to -1 (\$FFFF) in order to tell the AES that neither a first nor a last subordinate object exists for this object.

Objects with more than two subordinate objects are not placed in the group of objects lying one level deeper in the hierarchy. For this purpose each object has a third pointer which points to the next object on the same level.



If, for example, an object with index 5 has 4 subordinate objects having indices 8 to 11, object 8 points to object 9, object 9 to object 10, object 10 to object 11. Object 11 cannot point to an additional object; it therefore points back one level higher to object 5.

As mentioned above, each object in the object list has a 24-byte entry. This is organized as follows:

Word 0:	next object
Word 1:	starting object
Word 2:	ending object
Word 3:	object type
Word 4:	object flags
Word 5:	object status
Word 6 and word 7:	Object specification
Word 8:	object X-coordinate (relative to the object above)
Word 9:	object Y-coordinate (relative to the object above)
Word 10:	Object width
Word 11:	Object height

**next object:** the index of the next object belonging to a group of subordinate objects. If this involves the root object, the value must be -1 (\$FFFF).

**Starting object:** The index of the first subordinate object.

**Ending object:** The index of the last subordinate object.

**Object type:** Type of the object (see description below).

**Object flags:** Selectability of objects (see description below).

**Object status:** State of the object (see description below).

**Object specification:** The following rule applies to the object types `G_BOX`, `G_IBOX`, and `G_BOXCHAR`:

Word 7 is the object color. The high byte of word 6 is a letter code for `G_BOXCHAR`, else it is zero. The low byte of word 6 specifies the thickness of the border:



Zero = no border

1-128 (positive number) = thickness of border toward inside

-1-(-127) (negative number) = thickness of border toward outside

For all other object types the object specification is a pointer (32 bits) to an object-specific data structure.

## Object types

The following object types are realizable (ordered by object type number):

20: G\_BOX

21: G\_TEXT

22: G\_BOXTEXT

23: G\_IMAGE

24: G\_PROGDEF

25: G\_IBOX

26: G\_BUTTON

27: G\_BOXCHAR

28: G\_STRING

29: G\_FTEXT

30: G\_FBOXTEXT

31: G\_ICON

32: G\_TITLE

G\_BOX: a rectangular box

G\_TEXT: graphic text; the object specification is a pointer to a TEDINFO structure. The pointer `tep_text`, which points to a text to be outputted, is relevant here.

G\_BOXTEXT: a rectangular box that contains text. The object specification is a pointer to a TEDINFO structure. The pointer `tep_text`, which points to a text to be outputted, is relevant here.

G\_IMAGE: a drawing in the bit-raster mode. The object specification is a pointer to a BITBLK structure.

G\_PROGDEF: an object defined by the programmer. The object specification is a pointer to an APPLBLK structure.

**G\_IBOX**: an "invisible" rectangle without fill. It can serve as a super-ordinate object that is not intended to be visible.

**G\_BUTTON**: centered graphic text in a rectangle. The object specification points to a text to be outputted, which must be terminated with a zero byte.

**G\_BOXCHAR**: a rectangle containing a single centered letter. The low byte of the high word of the object specification contains the letter code.

**G\_STRING**: graphic text; the object specification is a pointer to the text to be printed (used for the drop-down menus).

**G\_FTEXT**: formatted graphic text; the object specification points to a **TEDINFO** structure.

**G\_FBOXTEXT**: a rectangular box containing formatted graphic text. The object specification points to a **TEDINFO** structure.

**G\_ICON**: an icon; the object specification points to a **ICONBLK** structure.

**G\_TITLE**: graphic text; the object specification points to a string, which must be terminated with a zero byte (used for the menu titles of the drop-down menus).

## Data structures

### **TEDINFO** structure:

This structure serves for formatted text output or input. It is possible to edit text with the help of the command **OBJC\_EDIT**. This data structure is used by the object types **G\_TEXT**, **G\_BOXTEXT**, **G\_FTEXT**, and **G\_FBOXTEXT**, whereby the object specification is a pointer to the address of the pertaining **TEDINFO** structure. The following memory layout applies:

Word 0 and word 1: **te\_ptext**  
Word 2 and word 3: **te\_ptmplt**  
Word 4 and word 5: **te\_pvalid**  
Word 6: **te\_font**  
Word 7: **te\_resvd1**  
Word 8: **te\_just**  
Word 9: **te\_color**

Word 10: te\_resvd2  
Word 11: te\_thickness  
Word 12: te\_txtlen  
Word 13: te\_tmplen

te\_ptext: The pointer to the string to be outputted. If the first character in the string is a parenthesis, this character and all of the following are interpreted as spaces. Important for a text string is that it be terminated with a zero byte.

te\_ptmplt: A pointer to a string that will be mixed with te\_ptext and uses as the input mask for text input. A character position that is to be changeable by the user must have the character "\_". At these positions the user can type in another character, which can be limited by te\_pvalid (such as only digits allowed). When first printing the string, the characters in te\_ptext are used. The string te\_ptmplt must be terminated with a zero byte.

te\_pvalid: This is a pointer to a string that specifies which type(s) of characters are allowed for text input. Each input position can be set separately:

- 9: Only digits 0-9 are allowed
- A: Only uppercase letters A\_Z or spaces are allowed
- a: Only upper and lowercase letters or spaces are allowed
- N: Only digits 0-9 and uppercase letters A-Z or spaces are allowed.
- n: Digits 0-9 and upper/lowercase letters A-Z or a space are allowed.
- F: All valid TOS filename characters and ? \* :
- p: All valid TOS filename characters and \ : ? \*
- P: All valid TOS filename characters and \ :
- X: All characters are allowed

te\_font: Number of the character set that should be used.

- 3 = normal character set
- 5 = reduced character set

te\_resvd1: reserved for future applications.

te\_just: specifies if the text should be formatted.

- 0 = left justified
- 1 = right justified
- 2 = centered



`te_color`: determination of color (see below)

`re_resvd2`: reserved for future applications

`te_thickness`: thickness of the rectangle border

0 = no border

1-128 (positive number) = thickness of border toward inside

-1-(-127) = thickness of border toward outside

`te_txtlen`: length of the string to which `te_ptext` points. This value must be one larger than the true value, because the zero byte at the end of the string will be counted.

`te_tmplen`: length of the string to which `te_ptmplt` points. This value must be one larger than the true value, since the zero byte at the end of the string will be counted.

Here is an example of how text and text format are mixed:

1. `te_ptext` is to be the text for a clock that should always appear as the basic value when first displayed: "1530" (3:30 PM).

2. `te_ptmplt` is to be the template which determines the input line: "Enter clock time: \_\_/\_\_".

3. `te_pvalid` indicates that only digits are allowed on input: "9999".

4. The first two strings are mixed on output: "Enter clock time: 15/30".

5. If the user enters the digits "1640", the text "Enter clock time: 16/40" appears. The next section contains information on the editing possibilities in the input field.

## ICONBLK Structure

Icons can be defined with the help of the object type `G_ICON`. The object specification is a pointer to the address of an `ICONBLK` structure. The structure is constructed as follows:

Word 0 and word 1: `ib_pmask`

Word 2 and word 3: `ib_pdata`

## ICONBLK Structure

Icons can be defined with the help of the object type `G_ICON`. The object specification is a pointer to the address of an `ICONBLK` structure. The structure is constructed as follows:

```
Word 0 and word 1: ib_pmask  
Word 2 and word 3: ib_pdata  
Word 4 and word 5: ib_ptext  
Word 6: ib_char  
Word 7: ib_xchar  
Word 8: ib_ychar  
Word 9: ib_xicon  
Word 10: ib_yicon  
Word 11: ib_wicon  
Word 12: ib_hicon  
Word 13: ib_xtext  
Word 14: ib_ytext  
Word 15: ib_wtext  
Word 16: ib_htext  
Word 17: 0
```

`ib_pmask`: Pointer to an array of words that describes the icon mask.

```
Bit=1 : screen point is visible  
Bit=0 : screen point is invisible
```

`ib_pdata`: Pointer to an array of words that describes the appearance of the icon (bit values stand for different colors).

`ib_ptext`: Pointer to a text string that is to appear in the icon. The last character of the string must be a zero byte.

`ib_char`: Letter code of a single character to appear in the icon

`ib_xchar`: X-coordinate of the single character.

`ib_ychar`: Y-coordinate of the single character.

`ib_xicon`: X-coordinate of the icon.

`ib_yicon`: Y-coordinate of the icon.



`ib_wicon`: Width of icon in pixels. The value must be divisible by 16.

`ib_hicon`: Height of the icon in pixels.

`ib_xtext`: X-coordinate of the icon text.

`ib_ytext`: Y-coordinate of the icon text.

`ib_wtext`: Width of the icon text in pixels.

`ib_htext`: Height of the icon text in pixels.

### **BITBLK Structure:**

The object type `G_IMAGE` allows the display of bit-mapped graphics. The object specification points to a `BITBLK` structure, which contains more information about the size, etc. of the graphic:

Word 0 and word 1: `bi_pdata`

Word 2: `bi_wp`

Word 3: `bi_hl`

Word 4: `bi_x`

Word 5: `bi_y`

Word 6: `bi_color`

`bi_pdata`: A pointer to a bit-map array. The array is constructed of word and represents the bit-mapped graphic.

`bi_wb`: The width of the bit-mapped graphic in bytes. This number must be even because the bit-map array consists of words.

`bi_hl`: The height of the bit-mapped graphic in pixels.

`bi_hl`: The X-position of the points in the bit-mapped array. The position is declared in the bit form declaration.

`bi_y`: Position of the first row in the bit-mapped array in bit form.

`bi_color`: Color of graphic

## APPL\_BLK Structure:

With the help of the object type `G_PROGDEF`, you can tie in your own drawing routines in a tree structure in place of an object. For example, you can automatically have a bell sound each time a structure of objects appears on the screen by tying in the bell program as an "object" in the tree. For the object type `G_PROGDEF` the object specification points to an `APPLBLK` structure:

Word 0 and word 1: `ab_code`  
Word 2 and word 3: `ab_parm`

`ab_code`: Pointer to the address of the routine

`ab_parm`: An optional value for the AES to pass to the routine

## Object flags:

The object flags determine which function an object in a dialog box is to have (see next section). Each flag is represented by a bit in the word `ob_flags` of the object storage structure:

No bit set: NONE  
Bit 0: SELECTABLE  
Bit 1: DEFAULT  
Bit 2: EXIT  
Bit 3: EDITABLE  
Bit 4: RBUTTON  
Bit 5: LASTOB  
Bit 6: TOUCHEXIT  
Bit 7: HIDETREE  
Bit 8: INDIRECT

**SELECTABLE:** The object functions as an input object. The user can select the object, and this then appears in reverse.

**DEFAULT:** Indicates that it is not only possible to activate this object through selecting with the mouse, but also by pressing the RETURN key. In general, such an object is used as a button to end a dialog call. Only one object in the tree may be designated as "DEFAULT".

**EXIT:** Clicking this button causes control to be passed from the AES over the dialog (see next section) back to the application.

**EDITABLE:** Indicates that the object is changeable by the user in some manner.

**RBUTTON:** Radio buttons are groups of more than two objects, which have a special property when selecting: As soon as one button of the group is activated, the previously active button (displayed in reverse) is "released" (displayed in normal), while the selected one is displayed in reverse. The elements of a group of radio buttons must all be subordinate objects of the same object.

**LASTOB:** Indicates that an object in the sequential list of the tree structure is the last object. There can be only one "LASTOB" object per tree.

**TOUCHEXIT:** Control is passed back to the application as soon as the mouse pointer is on the object and the mouse button is depressed. In contrast to the EXIT flag, the mouse button need not be released in order to exit the dialog box.

**HIDETREE:** All subordinate objects (in all levels) of the object are made "invisible", that is, they are no longer available for the functions OBJC\_DRAW and OBJC\_FIND.

**INDIRECT:** Indicates that the object specification is not the real value but a pointer to this value.

### **Object status:**

The bits in the value `ob_state` of the object storage structure determine how the object is to be displayed:

- No bit set: NORMAL
- Bit 0: SELECTED
- Bit 1: CROSSED
- Bit 2: CHECKED
- Bit 3: DISABLED
- Bit 4: OUTLINED
- Bit 5: SHADOWED



**SELECTED:** The object is displayed in reverse in order to show that the state which it represents is active.

**CROSSED:** An "X" is drawn in the object. Can only be used with ...box...object types.

**CHECKED:** A symbol marking the object as "checked off" is drawn in the object.

**DISABLED:** The object is drawn shaded (used for text).

**OUTLINED:** A border is drawn around the object

**SHADOWED:** A shadow falling to the lower right is drawn around the object.

#### Colors:

All data structures which use a color word use the following color coding and scheme:

white	0
black	1
red	2
green	3
blue	4
cyan	5
yellow	6
magenta	7
white	8
black	9
light red	10
light green	11
light blue	12
light byan	13
light yellow	14
light magenta	15

The following bit division is used:

	MSB	LSB
Bit:	1111110000000000	
	5432109876543210	

Function: aaaabbbbcbdddeeee

a: border color

b: text color

c: write mode:

0=transparent

1=covering

d: fill mode:

0 = no fill

7 = covering fill

1-6 = fill levels (density increasing)

e: fill color

Following is a list of the most important object functions:



**OBJC\_DRAW:**

Opcode = 42

Function

Draws an object tree, whereby a rectangle can be selected which sets the drawing borders. In addition, the level to which the tree will be drawn can be selected.

Input

```
control(0) = 42
control(1) = 6
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = ob_drstartob
intin(1) = ob_drdepth
intin(2) = ob_drxclip
intin(3) = ob_dryclip
intin(4) = ob_drwclip
intin(5) = ob_drhclip

addrin(0) = ob_drtree
```

Output:

```
intout(0) = ob_drreturn
```

**ob\_drstartob:** the index of object to be drawn first.

**ob\_drdepth:** the number of levels to be drawn. Objects with a higher level number than that specified will be ignored when drawing. The following level declaration applies:

- 0: root object
- 1: root object and subordinate objects
- 2: root object, subordinate objects, and objects subordinate to these objects.
- 3-n: etc.

ob\_drxclip: X-coordinate of bordering rectangle.

ob\_dryclip: Y-coordinate of bordering rectangle.

ob\_drwclip: Width of the bordering rectangle.

ob\_drhclip: Height of the bordering rectangle.

ob\_drreturn: 0= an error occurred  
n (positive number)= no error occurred

ob\_drtree: Address of the object tree

### C function call

```
ob_drreturn = objc_draw(ob_drtree, ob_drstartob,  
ob_drdepth, ob_drxclip, ob_dryclip, ob_drwclip,  
ob_drhclip);
```

**OBJC\_FIND:**

Opcode = 43

Function

Determines the object under the mouse pointer.

Input

```
control(0) = 43
control(1) = 4
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = ob_fstartob
intin(1) = ob_fdepth
intin(2) = ob_fmx
intin(3) = ob_fmy

addrin(0) = ob_ftree
```

Output

```
intout(0) = ob_fobnum
```

ob\_fstartob: the index of the object at which the search is to start.

ob\_fdepth: the number of levels to be searched (declaration as for OBJC\_DRAW).

ob\_fmx: X-position of the mouse pointer

ob\_fmy: Y-position of the mouse pointer

ob\_ftree: address of the tree to be searched.

ob\_fobnum: index of the object under the mouse pointer (-1 = no object is under the mouse pointer).

C function call

```
ob_fobnum = objc_find(ob_ftree, ob_fstartob,  
ob_fdepth, ob_fmz, ob_fmy);
```

**OBJC\_OFFSET:**

Opcode = 44

Function

Calculates the coordinates of an object relative to the screen origin.

Input

```
control(0) = 44
control(1) = 1
control(2) = 3
control(3) = 1
control(4) = 0

intin(0) = ob_ofobject
addrin(0) = ob_oftree
```

Output

```
intout(0) = ob_ofreturn
intout(1) = ob_ofxoff
intout(2) = ob_ofyoff
```

ob\_ofobject: the index of the object whose pointer is to be returned.

ob\_oftree: address of the object tree.

ob\_ofreturn: 0 = an error occurred  
n (positive number) = no error occurred

ob\_ofxoff: X-coordinate of the object in relation to the screen

ob\_ofyoff: Y-coordinate of the object in relation to the screen

C function call

```
ob_ofreturn = objc_offset(ob_oftree, ob_ofobject,
&ob_ofxoff, &ob_ofyoff);
```



**OBJC\_EDIT:**

Opcode = 46

Function

The user can enter text in the object, as long as this has type G\_TEXT or G\_BOXTEXT.

Input

```
control(0) = 46
control(1) = 4
control(2) = 2
control(3) = 1
control(4) = 0

intin(0) = ob_edobject
intin(1) = ob_edchar
intin(2) = ob_edidx
intin(3) = ob_edkind

addrin(0) = ob_edtree
```

Output

```
intout(0) = ob_edreturn
intout(1) = ob_ednewidx
```

ob\_edobject: the index of the object containing the text to be entered

ob\_edchar: the character input of the user

ob\_edidx: the number of the next character position in te\_ptext

ob\_edkind: desired editor functions:

- 0: reserved for future applications (ED\_START)
- 1: mix te\_ptext and te\_ptmplt, cursor to (ED\_INIT)
- 2: use te\_pvalid, input te\_ptext and display (ED\_CHAR)
- 3: turn cursor off (ED\_END)

(call function three times with ob\_edkind from 1 to 3)

ob\_edtree: address of the object tree

ob\_edreturn: 0=an error occurred  
n (positive number)=no error occurred

ob\_ednewidx: number of the next character position after calling the function OBJC\_EDIT.

### C function call

```
ob_edreturn = objc_edit (ob_edtree, ob_edobject,  
ed_edchar, ob_edidx, ob_edkind, &ob_ednewidx);
```

**OBJC\_CHANGE:**

Opcode = 47

Function

Change the value of the variable `ob_state`. Only the objects within the specified bordering rectangle are changed in appearance.

Input

```
control(0) = 47
control(1) = 8
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = ob_cobject
intin(1) = ob_cresvd
intin(2) = ob_cxclip
intin(3) = ob_cyclip
intin(4) = ob_cwclip
intin(5) = ob_chclip
intin(6) = ob_cnewstate
intin(7) = ob_credraw

addrin(0) = ob_ctree
```

Output

```
intout(0) = ob_creturn
```

`ob_cobject`: the index of the object whose status is to be changed.

`ob_cresvd`: reserved for future applications; must be set to zero.

`ob_cxclip`: X-coordinate of the bordering rectangle

`ob_cyclip`: Y-coordinate of the bordering rectangle

`ob_cwclip`: width of the bordering rectangle

ob\_chclip: height of the bordering rectangle

ob\_cnewstate: new object status of the object

ob\_redraw: 0 = object should not be redrawn  
          1 = object should be redrawn

ob\_ctree: address of the object tree

ob\_creturn: 0 = an error occurred  
          n (positive number) = no error occurred

### C function call

```
ob_creturn = objc_change(ob_ctree, ob_cobject,  
ob_cresvd, ob_cxclip, ob_cyclip, ob_cwclip,  
ob_chclip, ob_newstate, ob_redraw);
```



## 4.2.6 Dialog box management

A dialog box in GEM looks like a questionnaire that you fill out on the screen instead of on paper. The applications for a dialog box are unlimited: from input for data management software to computer-supported printing of lottery tickets. In order to simplify the programming of dialog boxes, the AES performs the following tasks:

- displaying the dialog box
- complete supervision of all user activities, that is, text input and selection of fields.

Text fields were discussed in the previous section. When editing text, a large set of functions is available to the user in order to make the input as effective as possible:

**-left and right arrows:** the cursor is moved over the text left or right.

**-down arrow or tab key:** the cursor is moved to the next input field. It is then positioned to the next available writing location.

**-up arrow or shift+tab:** the cursor is moved to the previous input field. It is then positioned at the next available writing position.

**-delete key:** deletes the character to the right of the cursor

**-backspace key:** deletes the character to the left of the cursor and the cursor is moved one position to the left.

**-RETURN or Enter key:** if an object has the flag "DEFAULT", the dialog is ended and program control is passed back to the application.

**-Escape:** All characters of the input field are erased.

If a character is entered which is not allowed by `te_pvalid`, the AES tries to find the character in the text template (`te_ptemplt`). If the result of the search is positive, the cursor behind the character found.

When developing the dialog box you can follow one of two paths: develop the dialog with all of its objects and object hierarchies yourself or use the Resource Construction Set from Digital Research. The latter produces a file after compiling the C or Pascal source code which contains all the tree



structure information and can be loaded with the `RSRC_LOAD` function (AES).

A dialog box is not connected with window borders on the screen, that is, it can overlap one or more windows. When the user ends his interaction with the dialog box, the application must determine which objects were changed. Programming a dialog call is completed in several steps. Step 1a) and 1b) need only be executed if you have created a resource file with the RCS (Resource Construction Set) which you would like to use. Step 1a) need not be called again when working with the same dialog box if the resource file is still in memory. Steps 2, 4, and 7 are optional. The following order is to be followed:

- 1a) Call `RSRC_LOAD` in order to load the resource file into memory and release the memory space required for it.
- 1b) The application calls `RSRC_GADDR` in order to determine the address of the object tree just loaded.
- 2) The routine `FORM_CENTER` is called to set the coordinates of the dialog box such that it is located in the center of the screen.
- 3) `FORM_DIAL` is called to reserve screen memory space.
- 4) `FORM_DIAL` is called to draw a growing box. This results in the visual impression that the dialog box appears "out of nowhere."
- 5) `OBJC_DRAW` is called to draw the dialog box. If step 2 was executed previously, the centered coordinates are used as the input coordinates for the function.
- 6) `FORM_DO` is called. The AES now assumes complete control of the interaction between the user and dialog box until the user ends the dialog input by pressing the RETURN key or clicking an EXIT object.
- 7) The function `FORM_DIAL` is called to draw a diminishing box so that the dialog box appears to shrink back to nothing.

- 8) `FORM_DIAL` is called to release the space reserved in step 3. The result is that the borders of the windows are redrawn, which may have been disturbed by displaying the dialog box.
- 9) The working surfaces of the windows which were covered by the dialog box must be redrawn by the application.

Following is a list of the functions which are required for dialog box management:

**RSRC\_LOAD**

Opcode = 110

Function

Memory space is released and an object tree structure is loaded into memory (resource file).

Input

```
control(0) = 110
control(1) = 0
control(2) = 1
control(3) = 1
control(4) = 0
```

```
addrin(0) = re_lpfname
```

Output

```
intout(0) = re_lreturn
```

re\_lreturn: 0=an error occurred  
n (positive number)=no error occurred

re\_lpfname: pointer to a string containing the filename. The string must be terminated by a zero byte.

C function call

```
re_lreturn = rsrc_load(re_lpfname);
```

**RSRC\_FREE**

Opcode = 111

Function

The memory space loaded by the command RSRC\_LOAD is released. After this, the resource file in memory is no longer accessible.

Input

```
control(0) = 111
control(1) = 0
control(2) = 1
control(3) = 0
control(4) = 0
```

Output

```
intout(0) = re_freturn
re_freturn: 0=an error occurred
            n (positive number)=no error occurred
```

C function call

```
re_freturn = rsrc_free();
```

**RSRC\_GADDR**

Opcode = 112

Function

The address of a data structure in memory is determined. This can involve object trees or object-specific information.

Input

```
control(0) = 112
control(1) = 2
control(2) = 1
control(3) = 0
control(4) = 1

intin(0) = re_gtype
intin(1) = re_gindex
```

Output

```
intout(0) = re_greturn
addrout(0) = re_gaddr
```

`re_gtype`: this value determines the type of data structure whose address is to be found:

- 0: tree structure (of the tree loaded with `RSRC_LOAD`)
- 1: object (meaning of the following symbols is explained in the previous section)
- 2: `TEDINFO` (text information)
- 3: `ICONBLK` (icon information)
- 4: `BITBLK` (bit-mapped graphic information)
- 5: string (text)
- 6: `imagedata` (pointer to a bit-mapped graphic)
- 7: `obspec` (object specification)
- 8: `te_ptext` (pointer to a string)
- 9: `te_ptmplt` (pointer to a text template)
- 10: `te_pvalid` (pointer to a text input limiting string)
- 11: `ib_pmask` (icon display mask)
- 12: `ib_pdata` (icon bit map)



- 13: `ib_ptext` (icon text)
- 14: `bi_pdata` (pointer to bit-mapped graphic)
- 15: `ad_frstr` (address of a pointer to a free string)
- 16: `ad_fring` (address of a pointer of a free bit-mapped graphic)

`re_gindex`: index of the object in question

`re_greturn`: 0=an error occurred  
n (positive number)=no error occurred

`re_gaddr`: the address of the data structure

### C function call

```
re_greturn = rsrc_gaddr(re_gtype, re_gindex,  
&re_gaddr);
```

**RSRC\_SADDR**

Opcode = 113

Function

The address of a data structure is stored in an object-specific data structure.

Input

```
control(0) = 113
control(1) = 2
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = re_stype
intin(1) = re_sindex

addrin(0) = re_saddr
```

Output

```
intout(0) = re_sreturn
```

**re\_stype:** type of data structure whose address is to be stored. The values are the same as for RSRC\_GADDR.

**re\_sindex:** the index of the object with the data structure to be changed.

**re\_sreturn:** 0=an error occurred  
n (positive number)=no error occurred

**re\_saddr:** address of the data structure

C function call

```
re_sreturn = rsrc_saddr(re_stype, re_sindex,
re_saddr);
```

**FORM\_DO**

Opcode = 50

Function

The program control is passed to the AES, which then supervises the user input in the dialog box.

Input

```
control(0) = 50
control(1) = 1
control(2) = 2
control(3) = 1
control(4) = 0
```

```
intin(0) = fo_dostartob
```

```
addrin(0) = fo_dotree
```

Output

```
intout(0) = fo_doreturn
```

**fo\_dostartob:** If the dialog box contains text fields, this is the index of the first text field to be edited. If there are no text fields, this value must be set to zero.

**fo\_dotree:** the address of the object tree which described the dialog box.

**fo\_doreturn:** the index of the object which the user selected and which causes an end to the dialog box input.

C function call

```
fo_doreturn = form_do(fo_dotree, fo_dostartob);
```

## FORM\_DIAL

Opcode = 51

### Function

The function FORM\_DIAL actually contains four functions numbered from 0 to 3. These four functions are required for dialog box management in the order presented (functions 1 and 2 are optional):

- reserve of a screen memory storage area
- draw an expanding rectangle
- draw a shrinking rectangle
- release the reserves screen memory area

### Input

```
control(0) = 51
control(1) = 9
control(2) = 1
control(3) = 1; dummy
control(4) = 0
```

```
intin(0) = fo_diflag
intin(1) = fo_dilittlx
intin(2) = fo_dilittly
intin(3) = fo_dilittlw
intin(4) = fo_dilittlh
intin(5) = fo_dibigx
intin(6) = fo_fibigy
intin(7) = fo_fibigw
intin(8) = fo_fibigh
```

### Output

```
intout(0) = fo_direturn
```

fo\_diflag: number of the function which is to be called:

- 0: reserve a screen memory area (serves for later restoration of the window border components).
- 1: draw an expanding box. This is drawn in several levels from dilittl... to the size of dibig... (optional).
- 2: draw a shrinking box. This is drawn in several levels from dibig... to dilittl... (optional).
- 3: release the reserved screen memory. The disturbed border elements of the window are restored.

fo\_dilittlx: X-coordinate of the rectangle in its smallest size

fo\_dilittly: Y-coordinate of the rectangle in its smallest size

fo\_dilittlw: width of the rectangle in its smallest size

fo\_dilittlh: height of the rectangle in its smallest size

fo\_dibigx: X-coordinate of the rectangle in its largest size

fo\_dibigy: Y-coordinate of the rectangle in its largest size

fo\_dibigw: Width of the rectangle in its largest size

fo\_dibigh: Height of the rectangle in its largest size

fo\_direturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
fo_direturn = form_dial(fo_diflag, fo_dilittx,  
fo_dilittly, fo_dilittw, fo_dilittlh, fo_dix, fo_diy,  
fo_diw, fo_dih);
```



**FORM\_CENTER**

Opcode = 54

Function

The coordinates of a specific object tree are calculated so that when displayed it will appear in the middle of the screen.

Input

```
control(0) = 54
control(1) = 0
control(2) = 5
control(3) = 1
control(4) = 0
```

```
addrin(0) = fo_ctree
```

Output

```
intout(0) = fo_cresvd
intout(1) = fo_cx
intout(2) = fo_cy
intout(3) = fo_cw
intout(4) = fo_ch
```

**fo\_ctree:** Address of the tree structure whose centered coordinates are to be calculated.

**fo\_cx:** X-coordinate of the object tree (centered)

**fo\_cy:** Y-coordinate of the object tree (centered)

**fo\_cw:** Width of the object tree

**fo\_ch:** Height of the object tree

**fo\_cresvd:** reserved for future applications. The value is always 1.

### C function call

```
fo_cresvd = form_center(fo_ctree, &fo_cx, &fo_cy,  
&fo_cw, &fo_ch);
```

### **Error and warning messages:**

This happens with a certain type of dialog boxes. In addition to an icon (optional), accompanying text is outputted. The user can acknowledge the message by clicking one of at most three acknowledgement fields or pressing Return (optional). The size of the field for the warning message as well as the position (center of the screen) are determined by the AES and cannot be changed. The information about the 3 components is stored in a string, whereby each component must be set in a pair of square brackets.

Construction of the string:

```
[icon][text][text of the acknowledgement buttons]
```

The following syntax is assigned to the display of the components:

**1. Icon:** A digit specifies which icon (if any) will be displayed to the left of the text. Three icons are available:

- 0 = no icon
- 1 = NOTE icon
- 2 = WAIT icon
- 3 = STOP icon

**2. Text:** The text may consist of a maximum of 5 lines with a maximum of 40 characters per line. The character "|" (logical OR) separates characters from each other.

**3. Text of the acknowledgement button:** The number of the acknowledgement button may be up to 20 characters long. When the function is called, one knob can be defined as an exit knob, that is, clicking this button can be simulated by pressing the Return key. This knob has a heavy border. The text for the buttons is separated by the same line separator as for the text (see above).

The following steps are automatically executed by the AES when the function `FORM_ALERT` is called:

1. A suitable object tree is defined by means of the string described above.
2. The screen memory is partially saved in a buffer.
3. `OBJC_DRAW` is called in order to display the warning message.
4. `FORM_DO` is called in order to wait for user input.
5. If the user has acknowledged the warning message, the destroyed screen area is restored.
6. The application is informed which button was clicked.

## FORM\_ALERT

Opcode = 52

### Function

Display a warning message.

### Input

```
control(0) = 52  
control(1) = 1  
control(2) = 1  
control(3) = 1  
control(4) = 0
```

```
intin(0) = fo_adefbttn
```

```
addrin(0) = fo_astring
```

### Output

```
intout(0) = fo_aexbttn
```

fo\_adefbttn: number of the button whose activation pressing RETURN can simulated.

```
0 = no button  
1 = first button  
2 = second button  
3 = third button
```

fo\_astring: address of the string which determines the appearance of the warning message.

fo\_aexbttn: number of the button which the user will activate for acknowledgement:

```
1 = first button  
2 = second button  
3 = third button
```

C function call

```
fo_aexbbtn = form_alert(fo_adefbbtn, fo_astring);
```

**TOS error messages:**

Error messages are simplified warning messages which have only one acknowledgement button with the expression "Cancel" as well as one text line with the text "TOS error #"+the error number. The STOP icon is used as the icon. A definition string is then omitted, but the error message can only be used for operating system error messages. The function FORM\_ERROR executes the same set of procedures as the function FORM\_ALERT.



## FORM\_ERROR

Opcode = 53

### Function

A warning message is displayed.

### Input

```
control(0) = 53  
control(1) = 1  
control(2) = 1  
control(3) = 0  
control(4) = 0
```

```
intin(0) = fo_enum
```

```
fo_enum: TOS error number
```

### C function call

```
fo_eexbtttn = form_error(fo_enum);
```

### 4.2.7 Drop-down menus

In general, menus serve to select one of several alternatives and thereby to prompt a program to specific action. On previous computers, the menu alternatives were usually selected with a keypress. On the ST, the preferred method of menu selection is by using the mouse although alternatives may be selected with keys as well.

As soon as the user touches a menu point on the menu bar, a box drops down which shows several alternatives in text form. If the mouse pointer touches one of these alternatives, the text line is displayed in reverse, unless the text is in light print, in which case that menu option is disabled and cannot be activated. A mouse click activates that menu option. The box then disappears and the AES writes a record in the buffer (message pipe) which specifies the number of the menu option. If an area outside the box is clicked, the box disappears and no record is written to the buffer.

Under certain circumstances, a menu entry consists of two more elements next to the text. The presence of these two elements is optional:

#### 1. Check

Left of the text is space for a check mark, though a blank is usually found there. The check mark indicates that the certain status, having some connection to the menu option, is active at the current time.

#### 2. Key symbol:

If a menu option can also be selected by pressing a certain key, the symbol of the corresponding key is found to the right of the menu text.

Since certain menu options are selectable only under certain conditions, a menu option can be deactivated with the function `MENU_IENABLE`. It then appears in light type and can no longer be selected by the user. The same function can also activate the menu option.

All user actions for selection of menu options are controlled by AES. The programmer has the following to manage himself:

1. Call to display the menu bar
2. Activate and deactivate the menu entries
3. Activate check marks

4. Reset a menu title displayed in reverse by AES
5. Change the text of a menu entry
6. Activate a desk accessory name

The following steps must be programmed in order to work with the menus:

1. Development of a menu object tree. The data structure is the same as for normal object trees.
2. The menu object tree is appended to an existing resource file. Steps 1 and 2 are best performed with the help of the Resource Construction Set which is part of the development package from Digital Research. This saves you the necessary coordinate computations.
3. The resource file is loaded into memory with the help of the command `RSRC_LOAD`.
4. By using the `MENU_BAR` function, the menu bar is displayed. These steps are necessary for initialization. As a result, the desired menu texts appear in the menu bar.
5. The function `EVNT_MESAG` or `EVNT_MULTI` is called to transfer the supervision of the interaction between user and menu bar or menu options to the AES.
6. If the user selects a menu point, the AES writes a record to the buffer. This record indicates which object index of the menu bar was selected.
7. The application performs the action requested by the user.
8. The menu is restored to its original state by using the function `MENU_TNORMAL` (`me_nnormal = 1`).
9. Start again at step 5.

To allow selection of menu options with keypresses, the function `EVNT_MULTI` is called in step 5 so that the keyboard input is also taken into account. If a key is pressed by the user, the application can display the corresponding title in the menu bar in reverse (function: `MENU_TNORMAL`, `me_nnormal = 0`) and put back to the normal state after execution of the operation (function: `MENU_TNORMAL`, `me_nnormal = 1`).

## **MENU\_BAR**

Opcode = 30

### Function

The menu bar of a menu object tree is displayed or erased.

### Input

```
control(0) = 30
control(1) = 1
control(2) = 1
control(3) = 1
control(4) = 0
```

```
intin(0) = me_bshow
```

```
addrin(0) = me_btree
```

### Output

```
intout(0) = me_breturn
```

me\_bshow: specifies if the menu bar is to be drawn or erased:

```
0 = erase menu bar
1 = draw menu bar
```

me\_btree: address of the menu object tree

me\_breturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
me_breturn = menu_bar(me_btree, me_bshow);
```



## MENU\_ICHECK

Opcode = 31

### Function

Erase or display a check mark.

### Input

```
control(0) = 31
control(1) = 2
control(2) = 1
control(3) = 1
control(4) = 0
```

```
intin(0) = me_citem
intin(1) = me_ccheck
```

```
addrin(0) = me_ctree
```

### Output

```
intout(0) = me_creturn
```

me\_citem: number of the menu entry

me\_ccheck: specifies if the check mark is to appear to the left of the menu entry or not:

```
0 = erase check mark
1 = set check mark
```

me\_ctree: address of the menu object tree

me\_creturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
me_creturn=menu_ichack(me_ctree,me_citem,me_ccheck;
```



## MENU\_ENABLE

Opcode = 32

### Function

Activate or deactivate a menu entry.

### Input

```
control(0) = 32
control(1) = 2
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = me_eitem
intin(1) = me_eeenable

addrin(0) = me_etree
```

### Output

```
intout(0) = me_ereturn
```

me\_eitem: specifies if the menu entry is to be activated or deactivated:

0 = deactivated (menu entry in light type)  
1 = activated (menu entry in normal type)

me\_etree: address of the menu object tree

me\_ereturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
me_ereturn = menu_enable(me_etree, me_eitem,  
me_eeenable);
```

## MENU\_TNORMAL

Opcode = 33

### Function

Display a menu title in the menu bar in reverse or normal.

### Input

```
control(0) = 33
control(1) = 2
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = me_ntitle
intin(1) = me_nnormal

addrin(0) = me_ntree
```

### Output

```
intout(0) = me_nreturn
```

me\_ntitle: number of the menu title

me\_nnormal: specifies if menu title is displayed in normal or reverse:

```
0 = display reverse
1 = display normal
```

me\_ntree: address of the object menu tree

me\_nreturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
me_nreturn = menu_tnormal(me_ntree, me_ntitle,
me_nnormal);
```

## **MENU\_TEXT**

Opcode = 34

### Function

Change the text of a menu entry. The application can respond to various system conditions which concern a certain menu option. The menu entry could for example assume on of the strings "Page forward" or "Page back". The new string cannot in any event be longer than the old one or the menu tree structure is destroyed.

### Input

```
control(0) = 34
control(1) = 1
control(2) = 1
control(3) = 2
control(4) = 0
```

```
intin(0) = me_titem
```

```
addrin(0) = me_ttrees
addrin(1) = me_ttext
```

### Output

```
intout(0) = me_treturn
```

me\_titem: number of the menu entry

me\_ttrees: address of the menu object tree

me\_ttext: address of the new menu text. The string must be terminated with a zero byte.

me\_treturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
me_treturn = menu_text(me_ttrees,me_titem,me_ttext);
```

## MENU\_REGISTER

Opcode = 35

### Function

Activate the name of a desk accessory within the first menu. A maximum of six desk accessories can be activated. A desk accessory is a utility program, such as the desktop control panel.

### Input

```
control(0) = 35
control(1) = 1
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = me_rapid

addrin(0) = me_rpstring
```

### Output

```
intout(0) = me_rmenuid
```

**me\_rapid:** the identification number of the process which the desk accessory represents. This involves the value `apid`, which the function `APPL_INIT` outputs, as soon as this is called from the desk accessory.

**me\_rpstring:** pointer to the name of the desk accessory (must be terminated with a zero byte).

**me\_rmenuid:** number of the desk accessory (from 0 to 5); -1 (\$FFFF) means that no more space is available for another desk accessory.

### C function call

```
me_rmenuid = menu_register(me_rapid, me_rpstring);
```

## 4.2.8 Graphics library

The graphics library is comprised of routines which perform the following tasks:

- supervising of user manipulations with rectangular surfaces
- changing the mouse shape
- determining the VDI handle (described in 4.2.2)
- determining the keyboard and mouse button status

The following functions are implemented:



## GRAF\_RUBBERBOX

Opcode = 70

### Function

Draw a box whose upper left corner is set. The lower right corner follows the movements of the mouse. As soon as the mouse button (left) is released, the function is ended (it should therefore be called only when the button is pressed). The size of the rectangle is returned as a parameter.

### Input

```
control(0) = 70
control(1) = 4
control(2) = 3
control(3) = 0
control(4) = 0

intin(0) = gr_rx
intin(1) = gr_ry
intin(2) = gr_rminwidth
intin(3) = gr_rminheight
```

### Output

```
intout(0) = gr_rreturn
intout(1) = gr_rlastwidth
intout(2) = gr_rlastheight
```

gr\_rx: X-coordinate of the rectangle

gr\_ry: Y-coordinate of the rectangle

gr\_rminwidth: smallest possible width of the rectangle

gr\_rminheight: smallest possible height of the rectangle

gr\_lastwidth: width of the rectangle when the user let go of the button

gr\_lastheight: height of the rectangle when the user let go of the button

gr\_rreturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
gr_rreturn = graf_rubberbox(gr_rx, gr_ry,  
gr_rminwidth, gr_rminheight, &gr_rlastwidth,  
&gr_rlastheight);
```

## GRAF\_DRAGBOX

Opcode = 71

### Function

Move a rectangle within another rectangle with the mouse pointer.

### Input

```
control(0) = 71
control(1) = 8
control(2) = 3
control(3) = 0
control(4) = 0
```

```
intin(0) = gr_dwidth
intin(1) = gr_dheight
intin(2) = gr_dstartx
intin(3) = gr_dstarty
intin(4) = gr_dboundx
intin(5) = gr_dboundy
intin(6) = gr_dboundw
intin(7) = gr_dboundh
```

### Output

```
intout(0) = gr_dreturn
intout(1) = gr_dfinishx
intout(2) = gr_dfinishy
```

gr\_dwidth: the width of the moveable rectangle

gr\_dheight: the height of the moveable rectangle

gr\_dstartx: the starting X-coordinate of the moveable rectangle

gr\_dstarty: the starting Y-coordinate of the moveable rectangle

gr\_dboundx: the X-coordinate of the bordering rectangle

gr\_dboundy: the Y-coordinate of the bordering rectangle

gr\_dboundw: the width of the bordering rectangle

gr\_dboundh: the height of the bordering rectangle

gr\_dfinishx: the X-coordinate of the moveable rectangle at the time the button was released.

gr\_dfinishy: the Y-coordinate of the moveable rectangle at the time the button was released.

gr\_dreturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
gr_dreturn = graf_dragbox(gr_dwidth, gr_dheight,  
gr_dstartx, gr_dstarty, gr_dboundx, gr_dboundy,  
gr_dboundw, gr_dboundh, &gr_dfinishx,  
&gr_dfinishy);
```

**GRAF\_MOVEBOX**

Opcode = 72

Function

Draws a rectangle (with constant size) which can be moved from one screen position to another.

Input

```
control(0) = 72
control(1) = 6
control(2) = 1
control(3) = 0
control(4) = 0
```

```
intin(0) = gr_mwidth
intin(1) = gr_mheight
intin(2) = gr_msourcex
intin(3) = gr_msourcex
intin(4) = gr_mdestx
intin(5) = gr_mdesty
```

Output

```
intout(0) = gr_mreturn
```

gr\_mwidth: the width of the rectangle

gr\_mheight: the height of the rectangle

gr\_msourcex: the X-coordinate of the starting position

gr\_msourcex: the Y-coordinate of the starting position

gr\_mdestx: the X-coordinate of the destination position

gr\_mdesty: the Y-coordinate of the destination position

gr\_mreturn: 0=an error occurred  
n (positive number)=no error occurred



C function call

```
gr_mreturn = graf_movebox(gr_mwidth, gr_mheight,  
gr_msourcex, gr_msourcex, gr_mdestx, gr_mdesty);
```

## GRAF\_GROWBOX

Opcode = 73

### Function

Draws an expanding rectangle.

### Input

```
control(0) = 73
control(1) = 8
control(2) = 1
control(3) = 0
control(4) = 0

intin(0) = gr_gstx
intin(1) = gr_gsty
intin(2) = gr_gstwidth
intin(3) = gr_gstheight
intin(4) = gr_gfinx
intin(5) = gr_gfiny
intin(6) = gr_gfinwidth
intin(7) = gr_gfinheight
```

### Output

```
intout(0) = gr_greturn
```

gr\_gstx: the X-coordinate of the starting rectangle

gr\_gsty: the Y-coordinate of the starting rectangle

gr\_gstwidth: the width of the starting rectangle

gr\_gstheight: the height of the starting rectangle

gr\_gfinx: the X-coordinate of the ending rectangle

gr\_gfiny: the Y-coordinate of the ending rectangle

gr\_gfinwidth: the width of the ending rectangle

gr\_gfinheight: the height of the ending rectangle

gr\_greturn: 0=an error occurred

n (positive number)=no error occurred

### C function call

```
gr_greturn = graf_growbox(gr_gstx, gr_gsty,  
gr_gstwidth, gr_gstheight, gr_gfinx, gr_gfiny,  
gr_gfinwidth, gr_gfinheight);
```

**GRAF\_SHRINKBOX**

Opcode = 74

Function

Draw a shrinking rectangle.

Input

```
control(0) = 74  
control(1) = 8  
control(2) = 1  
control(3) = 0  
control(4) = 0
```

```
intin(0) = gr_sfinx  
intin(1) = gr_sfiny  
intin(2) = gr_sfinwidth  
intin(3) = gr_sfinheight  
intin(4) = gr_sstx  
intin(5) = gr_ssty  
intin(6) = gr_sstwidth  
intin(7) = gr_sstheight
```

Output

```
intout(0) = gr_sreturn
```

gr\_sfinx: the X-coordinate of the ending rectangle

gr\_sfiny: the Y-coordinate of the ending rectangle

gr\_sfinwidth: the width of the ending rectangle

gr\_sfinheight: the height of the ending rectangle

gr\_sstx: the X-coordinate of the starting rectangle

gr\_ssty: the Y-coordinate of the starting rectangle

gr\_sstwidth: the width of the starting rectangle

gr\_sstheight: the height of the starting rectangle

gr\_sreturn: 0=an error occurred  
n (positive number)=no error occurred

### C function call

```
gr_sreturn = graf_shrinkbox(gr_sfinx, gr_finy,  
gr_sfinwidth, gr_sfinheight, gr_sstx, gr_ssty,  
gr_sstwidth, gr_sstheight);
```



## GRAF\_WATCHBOX

Opcode = 75

### Function

Determine if the mouse pointer encounters or exits a rectangular field. If so, this field changes its state depending on the mouse pointer. The function is done as soon as the user releases the mouse button. The rectangle must be part of an object tree (see section 3.2.2.5 for variable definitions).

### Input

```
control(0) = 75
control(1) = 4
control(2) = 1
control(3) = 1
control(4) = 0

intin(0) = reserved
intin(1) = gr_wobject
intin(2) = gr_winststate
intin(3) = gr_woutstate

addrin(0) = gr_wptree
```

### Output

```
intout(0) = gr_wreturn
```

gr\_wobject: the index of the object

gr\_winststate: the status of the object when encountered by the mouse pointer (with button pressed)

```
0 =NORMAL
1 =SELECTED
2 =CROSSED
4 =CHECKED
8 =DISABLED
16 =OUTLINED
32 =SHADOWED
```

`gr_woutstate`: the status of the object when exited by the mouse pointer (with pressed button)

0 =NORMAL  
1 =SELECTED  
2 =CROSSED  
4 =CHECKED  
8 =DISABLED  
16=OUTLINED  
32=SHADOWED

`gr_wptree`: the address of the object tree

`gr_wreturn`: position of the mouse pointer when the button was released:

0 = outside the rectangle  
1 = inside the rectangle

### C function call

```
gr_wreturn = graf_watchbox(gr_wptree, gr_wobject,  
gr_winststate, gr_woutstate);
```

## GRAF\_SLIDEBOX

Opcode = 76

### Function

Move a rectangle within another rectangle with the mouse pointer. The direction may be only vertical or horizontal. The surrounding rectangle must be the parent object of the moveable rectangle in an object tree. The function should be called only when the mouse button is pressed, and is ended when the user releases the button again.

### Input

```
control(0) = 76  
control(1) = 3  
control(2) = 1  
control(3) = 1  
control(4) = 0
```

```
intin(0) = gr_slparent  
intin(1) = gr_slobject  
intin(2) = gr_slvh
```

```
addrin(0) = gr_slptree
```

### Output

```
intout(0) = gr_slreturn
```

gr\_slparent: the index of the surrounding rectangle in the object tree

gr\_slobject: the index of the moveable object in the object tree

gr\_slvh: flag for determining the possible movement direction:

```
0 = horizontal  
1 = vertical
```

gr\_slptree: the address of the object tree

`gr_slreturn`: the position of the center of the moveable rectangle relative to the surrounding rectangle:

```
if gr_slvh = 0:
```

```
0 = far left
```

```
1 = far right
```

```
if gr_slvh = 1:
```

```
0 = top
```

```
1 = bottom
```

### C function call

```
gr_slreturn = graf_slidebox(gr_slptree,  
gr_slparent, gr_slobject, gr_slvh);
```

## GRAF\_MOUSE

Opcode = 78

### Function

Change the shape of the mouse. You can choose from among various symbols or if desired define your own symbols (for bit layout see VDI chapter). The mouse shape should deviate from the arrow shape only within program-controlled areas. As soon as the mouse pointer leaves such an area, the arrow shape must be activated again.

### Input

```
control(0) = 78
control(1) = 1
control(2) = 1
control(3) = 1
control(4) = 0
```

```
intin(0) = gr_monumber
```

```
addrin(0) = mofaddr
```

### Output

```
intout(0) = gr_moreturn
```

**gr\_monumber:** specifies which mouse shape is desired:

```
0:   arrow
1:   cursor
2:   bee
3:   hand with index finger
4:   open hand
5:   thin crosshair
6:   thick crosshair
7:   crosshair as outline
255: definable mouse shape, address of the
    definition block in gr_mofaddr
256: disable mouse shape
257: enable mouse shape
```



gr\_moreturn: 0=an error occurred  
              n (positive number)=no error occurred

C function call

```
gr_moreturn = graf_mouse(gr_monumber, gr_mofaddr);
```

## GRAF\_MKSTATE

Opcode = 79

### Function

Determine the position of the mouse pointer, the status of the mouse buttons, and the status of the keyboard.

### Input

```
control(0) = 79
control(1) = 0
control(2) = 5
control(3) = 0
control(4) = 0
```

### Output

```
intout(0) = gr_mkresvd
intout(1) = gr_mkmx
intout(2) = gr_mkmy
intout(3) = gr_mkmstate
intout(4) = gr_mkkstate
```

gr\_mkresvd: reserved, this value is always set to 1

gr\_mkmx: X-position of the mouse pointer

gr\_mkmy: Y-position of the mouse pointer

gr\_mkmstate: status of the mouse buttons:

bit 0 = left button

bit 1 = right button

bit set: button is pressed

bit cleared: button not pressed

`gr_mkkstate`: status of the following buttons:

bit 0 = shift right

bit 1 = shift left

bit 2 = control

bit 3 = alternate

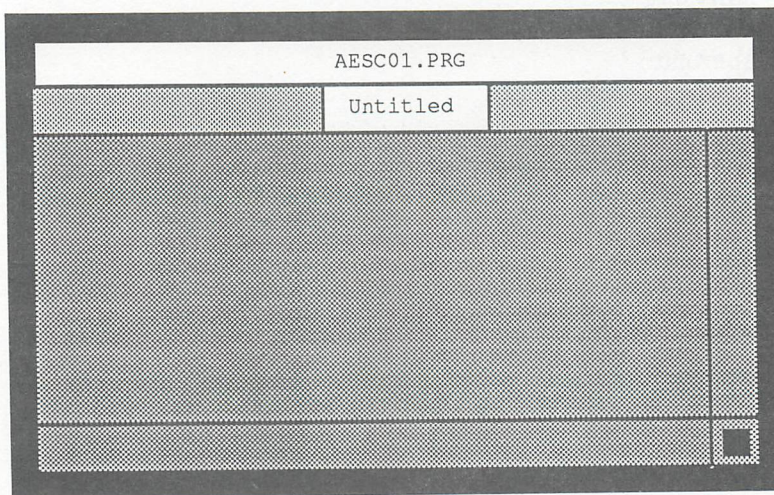
bit set: button is pressed

bit cleared: button is not pressed

### C function call

```
gr_mkresvd = graf_mkstate(&gr_mkmx, &gr_mkmy,  
&gr_mkmstate, &gr_mkkstate);
```

### 4.3 Sample programs using the AES



```

/*****
/* Display one window with      */
/*          wind_open           */
*****/

```

```
#include "gemdefs.h"
```

```

int contrl[12],
    intin[128],
    ptsin[128],
    intout[128],
    ptsout[128];

```

```

int  work_out[57],
     work_in [12];

```

```

int handle;
int phys_handle;
int wi_handle;

```

```
int gl_hhbox, gl_hwbox;
```

```
int xdesk, ydesk, wdesk, hdesk;

int gl_hhchar, gl_hwchar;

/*****/
/*      OPEN_WORK      */
/*****/

open_work()
{
    int i;

    handle = phys_handle;
    for(i=0; i<10; work_in[i++]=1);
    work_in[10] = 2;
    v_opnvwk(work_in, &handle, work_out);
}

/*****/
/*      CLOSE_WORK     */
/*****/

close_work()
{
    gemdos(0x1);
    v_clsvwk(handle);
    appl_exit();
}

/*****/
/*      OUTPUT         */
/*****/

open_window()
{
    wi_handle = wind_create
(33, xdesk, ydesk, wdesk, hdesk);
    wind_set
(wi_handle, WF_NAME, "Untitled", 0, 0);
    wind_open
(wi_handle, xdesk, ydesk, wdesk, hdesk);
}
```



```
}
```

```
/* *****  
/*          MAIN PROGRAM          */  
/* *****
```

```
main()
```

```
{  
    appl_init();  
    phys_handle = graf_handle  
(&gl_hwchar,&gl_hhchar,&gl_hwbox,&gl_hhbox);  
    wind_get  
(0,WF_WORKXYWH,&xdesk,&ydesk,&wdesk,&hdesk);  
    open_work();  
    vq_extnd(handle, 1, work_out);  
    open_window();  
    close_work();  
}
```

```

*****
*               Assembler example               *
* Display a window which comprises               *
* the entire screen (except for the               *
* MENU bar). Remember to include                 *
* the initialization routines for the             *
*      AES                                       *
*****

```

```

move #104,opcode      * determine work storage
move #2,sintin        * of the
move #5,sintout       * Desktop-window
move #0,saddrin
move #0,saddrout

```

```

move #0,intin
move #4,intin+2
jsr aes

```

```

move intout+2,xpos
move intout+4,ypos
move intout+6,width
move intout+8,hoehe

```

```

move #100,contrl      *wind_create
move #5,contrl+2
move #1,contrl+4
move #0,contrl+6
move #0,contrl+8

```

```

move #33,   intin      *Title line &
move xpos,  intin+2    *size box
move ypos,  intin+4
move width, intin+6
move hoehe, intin+8
jsr aes

```

```

move intout,wihandle

```

```

move #105,contrl      wind_set
move #6,   contrl+2
move #1,   contrl+4
move #0,   contrl+6

```

```
move #0, contrl+8
```

```
move wihandle,      intin
move #2,            intin+2
move.l #windowname,intin+4
jsr aes
```

```
move #101,contrl      *wind_open
move #5,contrl+2
move #1,contrl+4
move #0,contrl+6
move #0,contrl+8
```

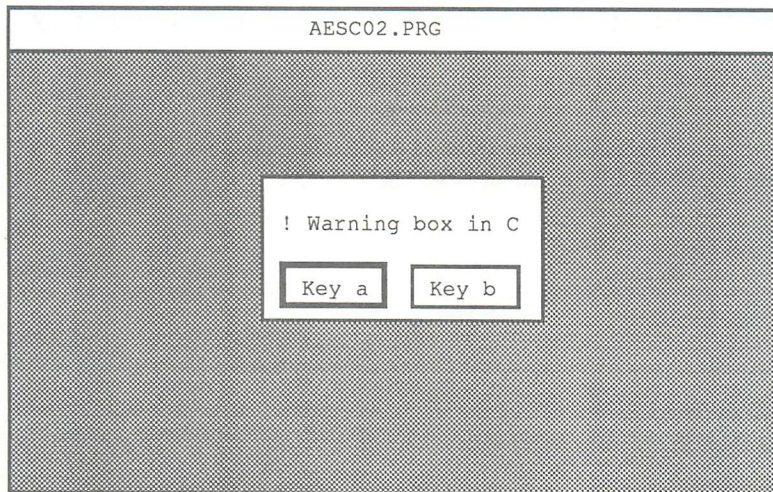
```
move wihandle,intin
move xpos,      intin+2
move ypos,      intin+4
move width,     intin+6
move hoehe,     intin+8
jsr aes
```

```
rts
```

```
xpos:  .ds.w 1
ypos:  .ds.w 1
width: .ds.w 1
hoehe: .ds.w 1
```

```
wihandle: .ds.w 1
```

```
windowname: .dc.b "Untitled"
.dc.b 0,0
```



```
/* *****  
/* Display a warning box with*  
/*      form_alert          *  
/* *****
```

```
#include "gemdefs.h"
```

```
int contrl[12],  
    intin[128],  
    ptsin[128],  
    intout[128],  
    ptsout[128];
```

```
int handle;
```

```
int  work_out[57],  
    work_in [12];
```

```
int phys_handle;  
int handle;
```

```
int gl_hhbox, gl_hwbox;  
int gl_hhchar, gl_hwchar;
```

```
int fo_aexbtt;
```

```
char fo_astring[] = "[1][Warning box in C][Key  
a|Key b]";
```

```
/*  
*****  
/*      OPEN_WORK      */  
*****
```

```
open_work()  
{  
    int i;  
  
    for(i=0;i<10;work_in[i++]=1);  
    work_in[10] = 2;  
    handle = phys_handle;  
    v_opnvwk(work_in, &handle, work_out);  
}
```

```
/*  
*****  
/*      CLOSE_WORK      */  
*****
```

```
close_work()  
{  
    gemdos(0x1);  
    v_clsvwk(handle);  
    appl_exit();  
}
```

```
/*  
*****  
/*      output      */  
*****
```

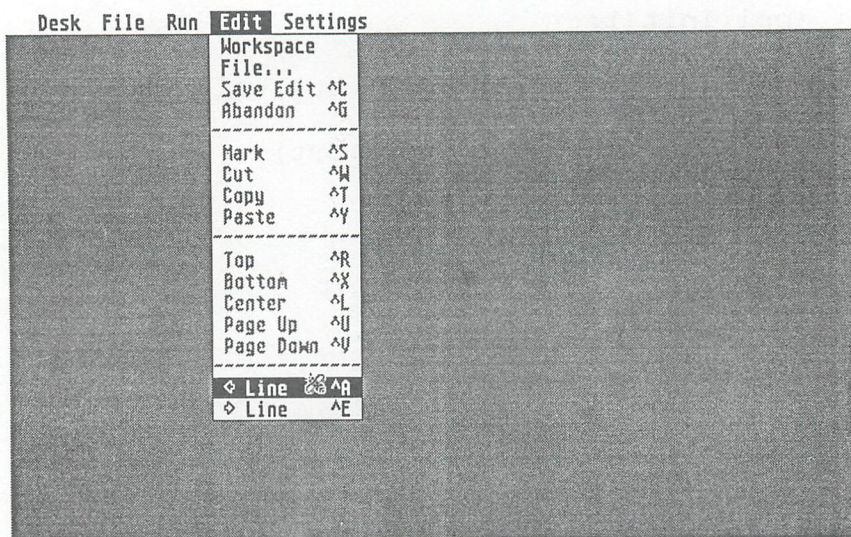
```
alarmbox()  
{  
    fo_aexbbtn = form_alert(1,fo_astring);  
}
```

```
/*  
*****  
/*      MAIN PROGRAM      */  
*****
```

```
main()
```



```
{  
    appl_init();  
    phys_handle = graf_handle  
(&gl_hwchar,&gl_hhchar,&gl_hwbox,&gl_hhbox);  
    open_work();  
    vq_extnd(handle, 1, work_out);  
    alarmbox();  
    close_work();  
}
```



```
*****
*           Assembler example 2           *
* Display a menu bar. To avoid defining   *
* a new menu bar the menu bar from LOGO   *
* is used. The data is contained on       *
* the LOGO disk in the file LOGO.RSC     *
* Copy this file to your work disk. The  *
* The example program returns to the     *
* desktop as soon as you encounter a     *
* menu selection. Remember to include    *
* the initialization routines for the     *
* AES                                     *
*****
```

```
move #110, contrl      *rsrc_load
move #0,  contrl+2
move #1,  contrl+4
move #1,  contrl+6
move #0,  contrl+8

move.l #resourcename, addrin
jsr aes
```

```
move #112,contrl      *rsrc_gaddr
move #2,contrl+2
move #1,contrl+4
move #0,contrl+6
move #1,contrl+8
```

```
move #0,intin
move #0,intin+2
jsr aes
```

```
move #30,contrl      *menu_bar
move #1,contrl+2
move #1,contrl+4
move #1,contrl+6
move #0,contrl+8
```

```
move #1,intin
```

```
move.l addrout,addrin
jsr aes
```

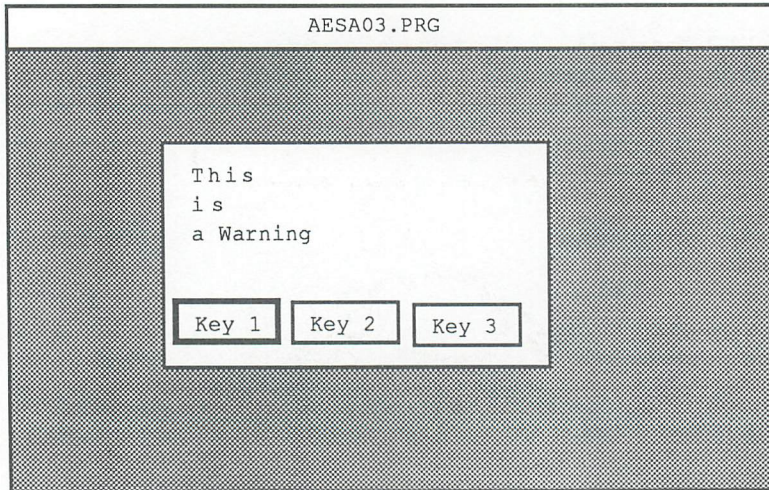
```
move #23,contrl      *evnt_mesag
move #0,contrl+2
move #1,contrl+4
move #1,contrl+6
move #0,contrl+8
```

```
move.l #buffer,addrin
jsr aes
```

```
rts
```

```
resourcename: .dc.b "logo.rsc",0,0
```

```
buffer: .ds.w 16
```



```
*****
* Assembler example 3          *
* Display a Warning box.      *
* Remember to include         *
* the initialization           *
* routines for the AES        *
*****
```

```
move #52,contrl
    *form_alert
move #1,contrl+2
move #1,contrl+4
move #1,contrl+6
move #0,contrl+8

move #1,intin

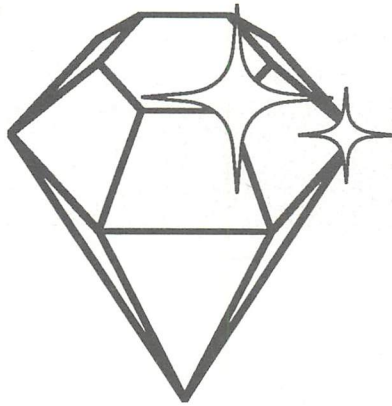
move.l #alarmtext,addrin
jsr aes

rts
```

```
alarmtext:
.dc.b "[1][this|is|a Warning"
.dc.b ".....]"
.dc.b "[Key 1|Key 2|Key 3]",0,0
```



# APPENDICES



**APPENDIX A: Overview of the VDI functions**

**APPENDIX B: Overview of the AES functions**

**APPENDIX C: 68000 Instructions**





**APPENDIX A: Overview of the VDI functions**

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19	vsm_height	129
20	vsm_color	131
12	vst_height	133
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21	vst_font	139
22	vst_color	141

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25	vsf_color	151
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28	vsm_locator	175
29	vrq_valuator	178
29	vsm_valuator	180
30	vrq_choice	182
30	vsm_choice	184
31	vrq_string	186
31	vsm_string	189
111	vsc_form	192
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122	v_show_c	196
123	v_hide_c	198
124	vq_mouse	199
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## Appendix B: Overview of AES functions

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---

**Appendix C: 68000 Instruction overview**

Instruction:	Function:
ABCD	Add Decimal with Extend
ADD	Add Binary
ADDA	Add Address
ADDI	Add Immediate
ADDQ	Add Quick
ADDX	Add with Extend
AND	AND Logical
ANDI	AND Immediate
ASL	Arithmetic Shift Left
ASR	Arithmetic Shift Right
Bcc	Branch Conditionally
BCHG	Test a Bit and Change
BCLR	Test a Bit and Clear
BSET	Test a Bit and Set
BRA	Branch Always
BSR	Branch to Subroutine
BTST	Test a Bit
CHK	Check Register against Bounds
CLR	Clear an Operand
CMP	Compare
CMPA	Compare Address
CMPI	Compare Immediate
CMPM	Compare Memory
DBcc	Test Condition, Decrement and Branch
DIVS	Signed Divide
DIVU	Unsigned Divide
EOR	Exclusive OR Logical
EORI	Exclusive OR Immediate

EXG	Exchange Register
EXT	Sign Extend
JMP	Jump
JSR	Jump to Subroutine
LEA	Load Effective Address
LINK	Link and Allocate
LSL	Logical Shift Left
LSR	Logical Shift Right
MOVE	Move Data
MOVE to CCR	Move to Condition Code
MOVE to SR	Move to the Status Register
MOVE from SR	Move from the Status Register
MOVE USP	Move User Stackpointer
MOVEA	Move Address
MOVEM	Move Multiple Registers
MOVEP	Move Peripheral Data
MOVEQ	Move Quick
MULS	Signed Multiply
MULU	Unsigned Multiply
NBCD	Negate Decimal with Extend
NEG	Negate
NEGX	Negate with Extend
NOP	No Operation
NOT	Logical Complement
OR	Inclusive OR Logical
ORI	Inclusive OR Immediate
PEA	Push Effective Address
RESET	Reset External Devices
ROL	Rotate Left

ROR	Rotate Right
ROXL	Rotate Left with Extend
ROXR	Rotate Right with Extend
RTE	Return from Exception
RTR	Return and Restore Condition Codes
RTS	Return from Subroutine
SBCD	Subtract Decimal with Extend
Scc	Set According to Condition
STOP	Load Status Register and Stop
SUB	Subtract Binary
SUBA	Subtract Address
SUBI	Subtract Immediate
SUBQ	Subtract Quick
SUBX	Subtract with Extend
SWAP	Swap Register Halves
TAS	Test and Set an Operand
TRAP	Trap
TRAPV	Trap on Overflow
TST	Test an Operand
UNLK	Unlink
	Test and Set an Operand
TRAP	Trap
TRAPV	Trap on Overflow
TST	Test an Address



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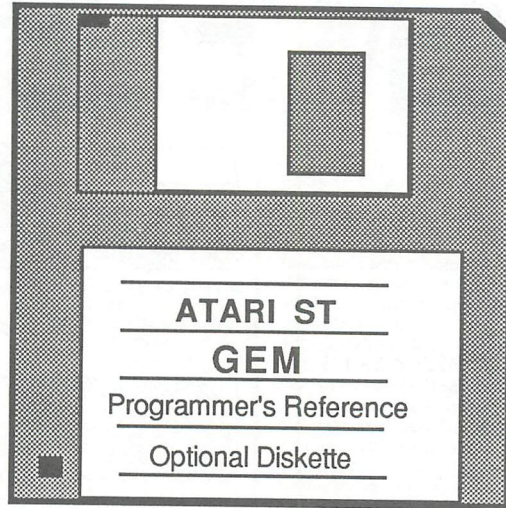
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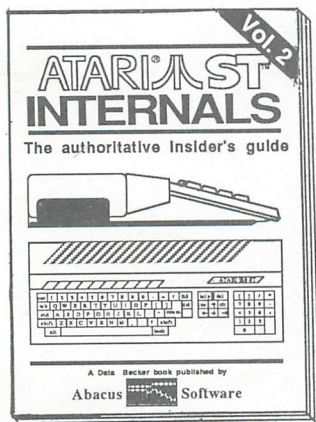
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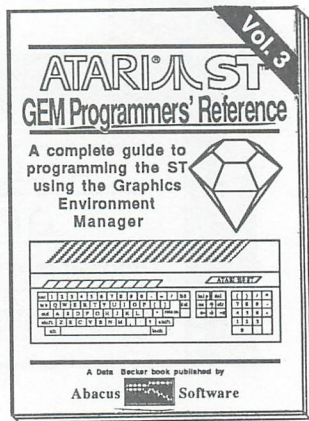
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About the authors:

Norbert Szczepanowski, a data-processing specialist with many years of programming experience is also a bestselling book author. Bernd Gunther a computer graphics specialist also has many years of computer experience.

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