Popstring.mui

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Super class

Group.mui

Inherited by

Popasl.mui
Popobject.mui

Background

Popstring class is the base class for creating so called popup objects. Usually, a popup consists of a string or text gadget, followed by a little button. Pressing this button brings up a little window with a listview and lets the user choose an entry with the mouse.

Popstring class features the basic functions for creating such objects. Given a string object and a button object, it places them horizontally and sets up some notification. Whenever the popup button is pressed, a hook will be called which itself should open and prepare the popup window.

The string and the button object are not created by popstring class, they have to be supplied as attributes during object creation time. This makes popstring class very flexible, one could e.g. use a text object instead of a string or a popup button with some text in it.

However, creating simple popups with popstring class would be too much overhead. Instead of using it directly, you should have a look at one of its subclasses. They offer a more specialized set of popups and are a lot easier to use.

Attributes

Attribute	Version	ISG	Type

MUIA_Popstring_Button	V7	I.G	Object *
MUIA_Popstring_CloseHook	V7	ISG	struct Hook *
MUIA_Popstring_OpenHook	V7	ISG	struct Hook *
MUIA_Popstring_String	V7	I.G	Object *
MUIA_Popstring_Toggle	V7	ISG	BOOL

Methods

Method	Version
MUIM_Popstring_Close	V7
MUIM_Popstring_Open	V7

MUIA_Popstring_Button

NAME

MUIA_Popstring_Button — V7 [I.G], `Object *`, 0x8042d0b9

FUNCTION

Specify the button object to be used in the popup. Depending on the type of your popup, you should use an image button with MUII_PopUp, MUII_PopFile or MUII_PopDrawer here. However, its also possible to have a button with some text or other things in it.

When the popstring object is disposed, the string and the button objects are disposed as well.

EXAMPLE

```
pop  PopstringObject
  MUIA_Popstring_String KeyString
  MUIA_Popstring_Button PopButtonMUII_PopUp
  MUIA_Popstring_OpenHook OpenHook
  MUIA_Popstring_CloseHook CloseHook
  End
```

SEE ALSO

MUIA_Popstring_String, MUIA_Popstring_OpenHook, MUIA_Popstring_CloseHook

MUIA_Popstring_CloseHook

NAME

MUIA_Popstring_CloseHook — V7 [ISG], `struct Hook *`, 0x804256bf

FUNCTION

Whenever the popup receives a MUIM_Popstring_Close method and the popup is currently opened, this hook will be called. It will receive a pointer to itself in register A0, a pointer to the complete popup object in A2 and a pointer to a struct

```
Object stringobject
LONG success
```

in A1. The success parameter is a copy of the methods success parameter and indicates whether the popup was closed successfully (e.g. with a double click in a listview) or was just cancelled (e.g. by pressing the popup button again for toggle popups).

Due to internal message handling issues, calling the close hook is delayed until the next MUIM_HandleInput method is called. This allows you to remove and dispose windows without danger.

SEE ALSO

MUIA_Popstring_OpenHook, MUIM_Popstring_Open, MUIM_Popstring_Close

MUIA_Popstring_OpenHook

NAME

MUIA_Popstring_OpenHook — V7 [ISG], `struct Hook *`, 0x80429d00

FUNCTION

Whenever the popup receives a MUIM_Popstring_Open method, this hook will be called. It will receive a pointer to itself in register A0, a pointer to the complete popup object in A2 and a pointer to a pointer to the string object contained in the popup object in A1.

When this hook returns TRUE, MUI assumes the popup was opened succesfully and will disabled the popup button (as long as MUIA_Popstring_Toggle is not set). Return FALSE to indicate that something went wrong and the popup could not be opened.

SEE ALSO

MUIA_Popstring_CloseHook, MUIM_Popstring_Open, MUIM_Popstring_Close

MUIA_Popstring_String

NAME

MUIA_Popstring_String — V7 [I.G], `Object *`, 0x804239ea

FUNCTION

Specify the string object to be used in the popup. This does not necessarily need to be a real string object, using text objects or even complete groups of other objects is perfectly ok.

When the popstring object is disposed, the string and the button objects are disposed as well.

EXAMPLE

```
pop  PopstringObject
  MUIA_Popstring_String KeyString
  MUIA_Popstring_Button PopButtonMUII_PopUp
  MUIA_Popstring_OpenHook OpenHook
  MUIA_Popstring_CloseHook CloseHook
  End
```

SEE ALSO

MUIA_Popstring_Button, MUIA_Popstring_OpenHook, MUIA_Popstring_CloseHook

MUIA_Popstring_Toggle

NAME

MUIA_Popstring_Toggle — V7 [ISG], `BOOL`, 0x80422b7a

FUNCTION

Set/Clear the toggle mode for a popstring object. With toggling disabled, the popup button will get disabled whenever the user hits it and the popup opens. With toggling enabled, the popup button always stays enabled and can be used to cancel (== close with a FALSE return value) the popup.

SEE ALSO

MUIA_Popstring_OpenHook

MUIM_Popstring_Close

NAME

MUIM_Popstring_Close — V7, 0x8042dc52

SYNOPSIS

```
DoMethod(obj, MUIM_Popstring_Close, LONG result);
```

FUNCTION

This method closes the popup. In fact, it only calls the predefined MUIA_Popstring_CloseHook with the supplied success parameter.

EXAMPLE

```
DoMethodpoplist MUIM_Notify MUIA_Listview_DoubleClick TRUE
  popobj
  MUIM_Popstring_Close TRUE
```

MUIM_Popstring_Open

NAME

MUIM_Popstring_Open — V7, 0x804258ba

SYNOPSIS

```
DoMethod(obj, MUIM_Popstring_Open);
```

FUNCTION

This method opens the popup. In fact, it only calls the predefined MUIA_Popstring_OpenHook and checks its return value. In case of TRUE, the popup button object is disabled as long as MUIA_Popstring_Toggle is unset.

If the toggle mode is enabled, using MUIA_Popstring_Open on a currently opened popup will result in closing this popup (i.e. calling the close hook) with a success value of FALSE.

EXAMPLE

```
DoMethodpopbutton MUIM_Notify MUIA_Pressed FALSE
  popobj
  MUIM_Popstring_Open
```

MUI for AmigaOS - MUI-Autodocs

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