

## String.mui

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# String.mui

## Super class

[Area.mui](#)

## Background

String class generates standard string gadgets with all editing facilities (clear, undo, etc.) enabled.

Common problems: You may need a string gadget to show at least x numbers of characters. If you specify [MUIA FixWidthTxt](#), "00000000" you can be sure that the width is large enough to handle the number of chars.

## Attributes

Attribute	Version	ISG	Type
<a href="#">MUIA String Accept</a>	V4	ISG	STRPTR
<a href="#">MUIA String Acknowledge</a>	V4	..G	STRPTR
<a href="#">MUIA String AdvanceOnCR</a>	V11	ISG	BOOL
<a href="#">MUIA String AttachedList</a>	V4	ISG	Object *
<a href="#">MUIA String BufferPos</a>	V4	.SG	LONG
<a href="#">MUIA String Contents</a>	V4	ISG	STRPTR
<a href="#">MUIA String DisplayPos</a>	V4	.SG	LONG

<u>MUIA_String_EditHook</u>	V7	ISG	struct Hook *
<u>MUIA_String_Format</u>	V4	I.G	LONG
<u>MUIA_String_InactiveContents</u>	V20	ISG	STRPTR
<u>MUIA_String_Integer</u>	V4	ISG	ULONG
<u>MUIA_String_Integer64</u>	V20	ISG	int64 *
<u>MUIA_String_LonelyEditHook</u>	V11	ISG	BOOL
<u>MUIA_String_MaxLen</u>	V4	I.G	LONG
<u>MUIA_String_Reject</u>	V4	ISG	STRPTR
<u>MUIA_String_Secret</u>	V4	I.G	BOOL

## MUIA\_String\_Accept

### NAME

MUIA\_String\_Accept — V4 [ISG], STRPTR, 0x8042e3e1

### FUNCTION

A string containing characters allowed as input for the string gadget. Whenever the user hits a character not found in MUIA\_String\_Accept, he will hear a beep and gadget's contents won't be changed. The supplied string is NOT copied and must remain valid as long as the string object lives. Pass a NULL pointer to let String class accept all characters (the default). An empty string ("") is the worst choice as this will let String class accept NO characters at all.

### EXAMPLE

```
StringObject
  MUIA_String_Accept
End
```

### SEE ALSO

MUIA\_String\_Reject

## MUIA\_String\_Acknowledge

### NAME

MUIA\_String\_Acknowledge — V4 [..G], STRPTR, 0x8042026c

### FUNCTION

This attribute will be set to the contents of the string whenever the user hits return in the gadget. An application can listen with notification and take the appropriate action.

Using the TAB key or a mouse click to deactivate the gadget will not trigger MUIA\_String\_Acknowledge.

## EXAMPLE

```
DoMethodstr1MUIIM_Notify  
  MUIA_String_Acknowledge MUIV_EveryTime  
  windowobj  
  MUIIM_Set MUIA_Window_ActiveObject str2
```

## SEE ALSO

MUIA\_String\_Contents

## MUIA\_String\_AdvanceOnCR

### NAME

MUIA\_String\_AdvanceOnCR — V11 [ISG], BOOL, 0x804226de

### FUNCTION

Set this if you want carriage returns in string gadgets behave like the TAB key, i.e. pressing CR will activate the next/previous gadget in the cycle chain.

## SEE ALSO

MUIA\_CycleChain

## MUIA\_String\_AttachedList

### NAME

MUIA\_String\_AttachedList — V4 [ISG], Object \*, 0x80420fd2

### FUNCTION

This special attribute can be set to point to a valid MUI object of List or Listview class. This enables controlling the lists cursor from within the string gadget, all cursor key events will be forwarded.

## SEE ALSO

MUIA\_String\_Contents, MUIA\_List\_Active

# MUIA\_String\_BufferPos

## NAME

MUIA\_String\_BufferPos — V4 [..SG], LONG, 0x80428b6c

## FUNCTION

MUIA\_String\_BufferPos can be used to get and set the position of the cursor in the string gadget. This attribute is probably not very interesting.

## SEE ALSO

MUIA\_String\_Contents, MUIA\_String\_DisplayPos

# MUIA\_String\_Contents

## NAME

MUIA\_String\_Contents — V4 [ISG], STRPTR, 0x80428ffd

## FUNCTION

Get and set a string gadgets contents. You may not modify the returned string.

MUIA\_String\_Contents gets updated every time when the contents of the string gadget change. When you set up a notification on this attribute, you will hear about every keystroke.

## NOTES

If you try to set contents to something larger than MUIA\_String\_MaxLen (including the 0-byte!), MUI will silently strip the additional characters.

## EXAMPLE

```
DoMethodstr MUIM_Notify
MUIA_String_Contents MUIV_EveryTime
str
MUIM_CallHook hook MUIV_TriggerValue
```

## SEE ALSO

MUIA\_String\_Accept, MUIA\_String\_Reject, MUIA\_String\_MaxLen

# MUIA\_String\_DisplayPos

## NAME

MUIA\_String\_DisplayPos — V4 [.SG], LONG, 0x8042ccb5

## FUNCTION

MUIA\_String\_DisplayPos can be used to get and set the number of the first character of the string to be displayed. This attribute is probably not very interesting.

## SEE ALSO

MUIA\_String\_Contents, MUIA\_String\_BufferPos

# MUIA\_String\_EditHook

## NAME

MUIA\_String\_EditHook — V7 [ISG], struct Hook \*, 0x80424c33

## FUNCTION

When specified, MUI calls this hook as if it was a real string edit hook in a real string gadget. It receives a pointer to itself in A0, a pointer to a SGWork structure in A2 and a pointer to the message in A1.

You MUST check the EditOp field in the passed SGWork structure and act appropriately according to Intuition's documentation ([intuition/sghooks.h](#)).

## NOTES

Since the String class of MUI4 is no longer based on a string object created by Intuition's strgclass the supplied edit hook will be called with faked structures. Please note that these structures might not contain exactly the same values that one might expect for an object managed by Intuition. If something is missing here or definitely contradicts the way how Intuition handles a certain situation then please open an appropriate ticket in MUI's bugtracker at [?https://www.muidev.de/newticket](https://www.muidev.de/newticket).

## SEE ALSO

[intuition/sghooks.h](#)

# MUIA\_String\_Format

## NAME

MUIA\_String\_Format — V4 [I.G], LONG, 0x80427484

## SPECIAL INPUTS

- MUIV\_String\_Format\_Left
- MUIV\_String\_Format\_Center
- MUIV\_String\_Format\_Right

## FUNCTION

Used to adjust the alignment of the input string.

## SEE ALSO

MUIA\_String\_BufferPos, MUIA\_String\_DisplayPos, MUIA\_String\_Contents

# MUIA\_String\_InactiveContents

## NAME

MUIA\_String\_InactiveContents — V20 [ISG], STRPTR, 0x80427ecf

## FUNCTION

In case the string object is inactive and no text has been entered by the user or set by the application the text specified by this attribute is displayed instead. To improve the visual feedback the text will be displayed with italic style and shadow color. The supplied string is NOT copied and must remain valid as long as the string object lives.

## SEE ALSO

MUIA\_String\_Contents

# MUIA\_String\_Integer

## NAME

MUIA\_String\_Integer — V4 [ISG], ULONG, 0x80426e8a

## FUNCTION

Useful for turning a string gadget into an integer gadget. Setting this attribute puts the value with "%ld" into the gadget, getting it returns a longword containing the string gadgets contents as number.

## NAME

You should set MUIA\_String\_Accept to "0123456789" or something like that to avoid wrong characters.

## EXAMPLE

```
StringObject
  MUIA_String_Accept
  MUIA_String_Integer
End
```

## MUIA\_String\_Integer64

### NAME

MUIA\_String\_Integer64 — V20 [ISG], int64 \*, 0x80424820

### FUNCTION

Useful for turning a string gadget into an integer gadget. Setting this attribute puts the value with "%lld" into the gadget, getting it returns a 64bit value containing the string gadgets contents as number.

You should set MUIA\_String\_Accept to "0123456789" or something like that to avoid wrong characters.

## EXAMPLE

```
StringObject
  MUIA_String_Accept
  MUIA_String_Integer64
End
```

## MUIA\_String\_LonelyEditHook

### NAME

MUIA\_String\_LonelyEditHook — V11 [ISG], BOOL, 0x80421569

### FUNCTION

If your string object has an edit hook, you can set this to TRUE to skip MUI's private edit hook completely. Otherwise, your hook will be executed and the private one of MUI.

## MUIA\_String\_MaxLen

### NAME

MUIA\_String\_MaxLen — V4 [I.G], LONG, 0x80424984

### FUNCTION

Setup the maximum length for the string gadget. This attribute is only valid at object creation time.

Defaults to 80 characters.

### NOTES

The maximum length includes the 0-byte at the end of the string. To let the user enter e.g. 10 characters, you would have to specify a maximum length len of 11.

### SEE ALSO

MUIA\_String\_Contents

## MUIA\_String\_Reject

### NAME

MUIA\_String\_Reject — V4 [ISG], STRPTR, 0x8042179c

### FUNCTION

A string containing characters that should not be accepted as input for the string gadget. Whenever the user hits such a char, he will hear a beep and the gadget's contents won't be changed. The supplied string is NOT copied and must remain valid as long as the string object lives. Pass a NULL pointer to let String class reject no characters (the default).

### SEE ALSO

MUIA\_String\_Accept

## MUIA\_String\_Secret

### NAME

MUIA\_String\_Secret — V4 [I.G], BOOL, 0x80428769



## FUNCTION

This attribute causes the string gadget to display only dots instead of the real contents. Useful for password requesters.

## SEE ALSO

[MUIA String Contents](#)

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