

# How to Build a Simple Info Dialog Box

## Text only Dialog Box

When INIT(0) - High rez. screen

x = 0-39 Characters or 0-159 Color clocks (color clock - 2bits)

y = 0-191 scan lines

Note:

DODIALOG function 14

B0 - Width 0-39 characters ;Includes borders (+2 characters)

B1- Height 0-191 scan lines ;Includes borders (+16 scan lines)

W0-Address of object list

W1-Address of touch list

Macro:

DODIALOG Width, Height, OBJECTLIST, TOUCHLIST

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➔ OBJECTLIST; List of objects and positions within the Dialog box

-reference point 0,0 - upper-left corner, inside boarder

.BYTE 1 ; Object type 0-3 (1=TEXT)

.WORD STRING ; address of text string

.WORD X ; in color clocks

.WORD Y ; in scan lines

; lower left corner of 1st character

; take into account character magnification

.BYTE 8 ; line spacing(typical 8)

+++++ ;Add additional objects

.BYTE 255 ;end of list

NOTE: Line spacing byte is used to count number of scan lines for bottom of next text line. If character height is magnified in second line of text, line feed(13) for # times of magnification or set line spacing accordingly.

➔ STRING ; Pointed to in OBJLIST

.BYTE 252, style ;control codes if any

.BYTE "TEXT"

.BYTE 13 ;line feed

.BYTE "more text" ;down by number of scan lines in obj. list

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.BYTE 0 ;end of list

➔ TOUCHLIST ;List of touch areas processed by EVENTDIALOG(16)

-reference point 0,0 - upper left corner outside box boarder

.BYTE X1,X2,Y1,Y2 ;set of data for each touch area

.BYTE X1,X2,Y1,Y2

.BYTE 255 ;end of list

X position relative to BOX 0,0 in color clocks

Y position relative to BOX 0,0 in scan lines

BOX 0,0 is upper-left corner of Dialog Box

NOTE: IF entire box is being used as a touch area, use WIDTH and HEIGHT from function call and define touch area as. .BYTE 0,(WIDTH \*4),0,HEIGHT ;(this includes the border)