

Create Applications with
Geeonx

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© by Rasmus J. N. Keller

Basics

1. Before all

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Download the Geeonx starter package at geeonx.org. Install the Geeonx shared library `libgeeonx.so` and the necessary libraries. For Ubuntu users there is an install script. In any case read the install instructions within the file `ReadMe.pdf`.

2. Geeonx objects

Everything is about Geeonx objects. They transport all content data of a Geeonx application. Geeonx objects are described and defined in the structure **`struct geeonx_object`**. Geeonx objects are omnipotent. By changing the parameter **`uint32_t obj_status`** they can alter their character.

Let's take a look after the different types of Geeonx objects:

`obj_status`:

1 = window

2 = button

3 = big_text_object

4 = gfx

5 = small_object or input_form

6 = small_object or input_form for numbers only

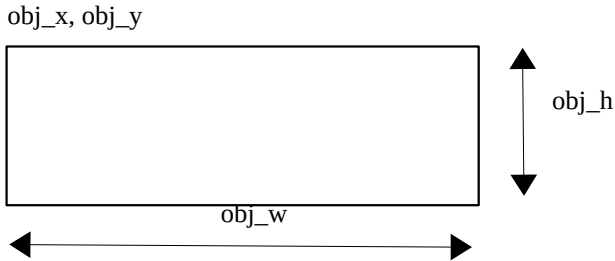
7 = menu

8 = connected object

Before we have a closer look to the different types of Geeonx objects we want to learn to handle the parameter that all have in common.

3. Size and colour of Geeonx objects

All Geeonx objects are rectangles. Therefore we have got the typical `x, y` and `w, h` parameter.



Geeonx objects have a colored background. The color information is stored in the object 0-255 rgb variables:

```
uint32_t background_color_r;
uint32_t background_color_g;
uint32_t background_color_b;
```

4. Mothers and daughters

There are independent objects and dependent objects. The first ones are earmarked with **uint32_t mother_object=0**. Dependent objects are linked via **uint32_t mother_object** with their mother. In addition the dependent objects are stored in **uint32_t move_with[100]** of their mother. Hence each dependent object can be addressed from his mother with `move_with [0-99]`. Windows and pull-down-menus are independent objects whether buttons and pictures are typically dependent objects.

The independent objects like windows can be switched on or off with the struct entry **uint32_t disabled**. If you set disabled to 1, Geeonx library won't draw the disabled object in the next redraw case. The dependent objects are switched by the library off and on automatically. If any part of a dependent object is inside the text space of his `mother_object`, the library will switch the depending object to `disabled=0`. Hence, dependent objects will be drawn, if they are in the text space (see 5.).

Important: If **out_of_textborders** is activated in regard to the depending object, the part of the depending object might also be in the side area of the `mother_object` to remain or get activated by the library.

5. Text space

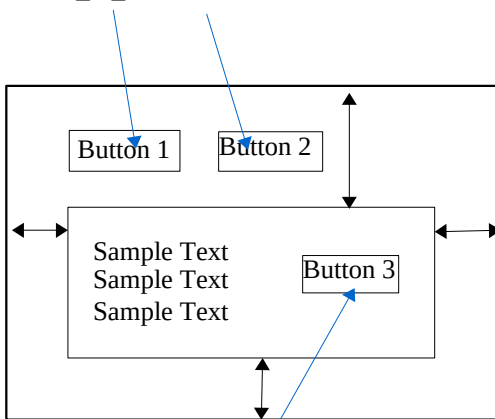
Every Geeonx object with exception of gfx can contain text. The text is normally left formatted. Buttons are center formatted. You can set the text distances with the following Geeonx object variables:

```
uint32_t text_distance_left;  
uint32_t text_distance_right;  
uint32_t text_distance_top;  
uint32_t text_distance_bottom;
```

The inner rectangle build by the text_distances is also the place for **depending objects**. They are moved together with the text. To place depending objects outside the inner space set the value **uint32_t out_of_textborders** to one.

Important: This will also release the objects from being moved !

Buttons with **out_of_textborders=1** – will not be moved !



Button with **out_of_textborders=0**

↔ Text distances

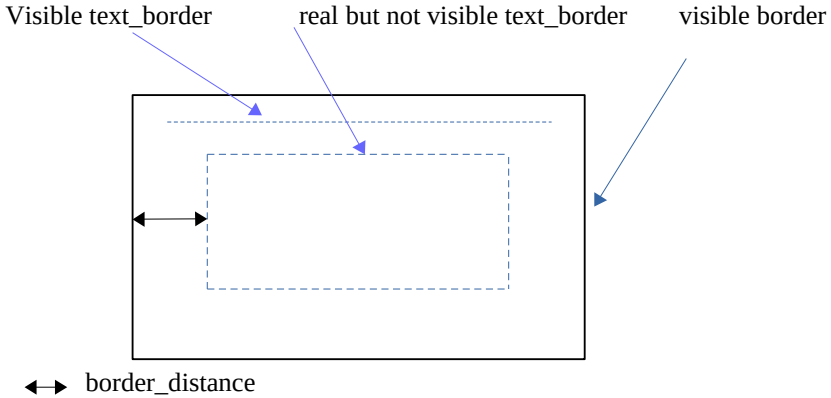
6. Visual effects

With **uint32_t visual_effect** you can activate some visual effects. By setting **visual_effect** to 1 you will activate a visible **text_border** line.

You can select the color of the visual effect with the following **rgb** variables:

```
uint32_t border_color_r;  
uint32_t border_color_g;  
uint32_t border_color_b;
```

The distance of the visible border line to the real text borders can be adjusted with **uint32_t border_distance**.



With **uint32_t visual_effect** you can take the following decisions:

- 1 – visible text_border
- 2 – background_box
- 3 – visible text_border + background_box
- 4 – visible border
- 5 – visible border + background_box

If you have activated background_box, the Geeonx library will take the outlines of the text_space of the corresponding mother_object as x,y,w,h value for the object with activated feature. Deviating from the general rule Geeonx will take the colour values of the normal **background_color_r,g,b** values. You must also switch **out_of_textborder** to 1 to avoid the scrolling of the background_box.

The visible_border effect simply outlines the object.

7. Text

Text of the so called big_objects is stored outside the Geeonx objects. Big_objects are the following obj_status types:

- 1 - window
- 3 - big text_objects
- 8 - connected objects

It is stored in the so called win_streams:

```
struct geeonx_win_stream
{
    uint32_t object_number;
    uint32_t position_in_stream;
    uint8_t object_text[1000];
};
```

Streams are mutually linked with the connected Geeonx object. The number of the actual connected stream is stored in the struct geeonx_object variable **uint32_t stream_identifier**. Vice versa the number of the connected object is stored in **uint32_t object_number**.

Text of the so called small_objects is stored inside the Geeonx objects. Small_objects are the following obj_status types:

- 2 - button
- 5 - small_object or input form
- 6 - small_object or input form for numbers only

The text of small_object is stored in the element **uint8_t obj_text[65]**.

Launch SDL2 libraries and Settings

Let's start SDL:

```
if(SDL_Init(SDL_INIT_VIDEO|SDL_INIT_JOYSTICK) !=0)
{
    printf("SDL can not be initialized: %s\n", SDL_GetError());
}
```

Start SDL TTF for font support:

```
if(TTF_Init() == -1)
{
    printf("TTF_Init: %s\n", TTF_GetError());
}
```

Your Geeonx application is maintained with the **struct geeonx_appdata**. First of all with geeonx_appdata all information of your Geeonx application is gathered.

In particular some SDL relevant data is stored in this place. For example the pointer to the Geeonx standard font of your application:

```
TTF_Font *font;
```

Let's have some settings. First you should declare a **struct geeonx_appdata**. I normally use a pointer called myapp.

```
struct geeonx_appdata *myapp;
```

I recommend to reserve some memory from the heap:

```
/* Get memory ... */
```

```
myapp=(struct geeonx_appdata *)calloc(1, sizeof(struct geeonx_appdata));
```

After that you have got a nice pointer to work with.

First decide the resolution you want to use.

For example choose:

```
myapp->screen_w=1024;
myapp->screen_h=600;
```

Please tell Geeonx also the coordinates of your window rectangle:

```
myapp->hole_screen.x=0;
myapp->hole_screen.y=0;
myapp->hole_screen.w=1024;
myapp->hole_screen.h=600;
```

You have to do some SDL2 settings and provide Geeonx with the necessary information:

Define a SDL2 window for your application:

```
myapp->geeonx_window = SDL_CreateWindow("Geeonx Demo",
SDL_WINDOWPOS_UNDEFINED, SDL_WINDOWPOS_UNDEFINED,
myapp->screen_w, myapp->screen_h, SDL_WINDOW_SHOWN);
```

Furthermore a SDL2 32 bit color surface is required:

```
myapp->screen= SDL_CreateRGBSurface(0, myapp->screen_w, myapp-
>screen_h, 32, 0x00FF0000, 0x0000FF00, 0x000000FF, 0xFF000000);
```

After that connect your SDL2 window (your Geeonx screen) with renderer:

```
myapp->renderer = SDL_CreateRenderer(myapp->geeonx_window, -1, 0);
```

Make the rendering smoother:

```
SDL_SetHint(SDL_HINT_RENDER_SCALE_QUALITY, "linear");
```

Create a texture out of your bitmap surface:

```
myapp->texture=SDL_CreateTexture(myapp->renderer,
SDL_PIXELFORMAT_ARGB8888, SDL_TEXTUREACCESS_STREAMING,
myapp->screen_w, myapp-> screen_h);
```

That's all SDL2 stuff ;-)- for instance.

If you don't use a picture with size of your Geeonx screen as background, Geeonx will always redraw the background in your favorite color stored in:

```
myapp->background_r=50;
myapp->background_g=50;
myapp->background_b=50;
```

You have also to choose the colour of the outlines of a selected_window and the little selected_box for the case of size_mode is activated or scroll_mode is activated:

```
myapp->size_r=250;
myapp->size_g=150;
myapp->size_b=0;
```

```
myapp->scroll_r=110;
myapp->scroll_g=187;
myapp->scroll_b=245;
```

You can preselect size_mode with:

```
myapp->switch_st_scroll_size=0; /* You can size windows. */
```

Or you choose 1 for scroll_mode.

You may chose German as system language for support of the German ä, ö, ü and ß:

```
myapp->language=1; /* Chose German language. */
```

You may chose insert or delete modus for text editing. Set 0 for insert modus or 1 for delete modus.

```
myapp->insert_modus=0;
```

Furthermore you can adjust the scroll_speed:

```
myapp->scroll_speed=3;
```

Important: The variable active_windows should 0 at the beginning.

```
myapp->active_windows=0;
```

Getting started

Geeonx Creator will store the objects in an .gee file and the streams in an .gew file with the same name. Theoretical the names can differ.

```
/* Start geeonx ! */
```

```
gee_start_geeonx(myapp, 0,0,"your_app.gee", "your_app.gew");
```

Set your standard application font:

```
myapp->font=TTF_OpenFont("DroidSans.ttf", 11);
```

It is needed to activate window operators.

```
gee_set_operators(myapp);
```

It is necessary to draw a nice background for your application.

```
gee_draw_box(myapp, 0, 0, myapp->screen_w,myapp->screen_h,myapp->  
background_r,myapp->background_g,myapp-> background_b);
```

Do text forming and draw all Geeonx objects and update the screen with one function call.:

```
gee_draw_all_objects(myapp, 1, 1);
```

Congratulations – the work before is done. You should start with a loop for the examination of SDL events like the sample in `geeonx_demo.c`. It is important not to change or erase the function calls to Geeonx library functions to keep the Geeonx GUI working. You are allowed to use the `geeonx_demo.c` source code for your own applications. Don't hesitate to use it.

Do something

1. Addressing

The Geeonx objects are stored in a reserved part of the heap. The address is **myapp->object_data**. The first Geeonx object is stored at **myapp->object_data+1**.

So if you want to change the width of the Geeonx object with no. 103 to 200 px you just do the following:

```
(myapp->object_data+103)->obj_w=200;
```

The start address of the win_streams is stored at **myapp->win_stream**. The number of the win_stream that is connected with the big_object is stored in **(myapp->object_data+number)->stream_identifier**.

I recommend to first read the corresponding stream_identifier.

```
stream_identifier=(myapp->object_data+number)->stream_identifier;
```

Please keep in mind that stream_identifier is a dynamic value that may change during the execution of the program.

After reading of stream_identifier you can copy text into the stream like this:

```
gee_copy_st_last_part(&message_text[0], &(myapp-> win_stream  
+stream_identifier)->object_text[0]);
```

2. Drawing and screen update

With the function **gee_draw_all_objects** you can evoke and update all your Geeonx objects:

```
int gee_draw_all_objects(struct geeonx_appdata *myapp, unsigned int  
format, unsigned int redraw)
```

By setting format to 1 Geeonx will format all text of Geeonx objects. By setting redraw to one Geeonx will make a full screen update after the drawing work is done.

3. Work with windows

For serious work you will need windows. Of course you should first create and design your windows and all other Geeonx objects with the tool Geeonx Creator (see chapter 8).

If you want to use a window it is necessary to activate it before. You select the window to be activated with **myapp->in_new_object**:

```
myapp->in_new_object=8;
```

```
gee_activate_window(myapp);
```

After that you should do an update of Geeonx objects and screen.

```
gee_draw_all_objects(myapp,0,1); /* 1 for screen update */
```

To close a window use the function **void gee_close_win(struct geeonx_appdata *myapp, unsigned number)**. Number is of course the number of the Geeonx window to be closed. If you choose 0 as number the actual selected_window will be closed.

4. Window update

If you don't want to update the whole screen, you can use **void gee_draw_and_screenup_selected_window(struct geeonx_app- data *myapp)** to draw and screen update only the selected_window.

```
gee_draw_and_screenup_selected_window(myapp);
```

If you want to update selected_window without making a screenupdate use **void gee_draw_selected_window(struct geeonx_appdata *myapp)**.

Quite easy isn't it?

5. Click events

Any click on a Geeonx_object is stored into **myapp->in_new_object**. Hence, if you want to check if an user has clicked on a button or on a menu entry you simply have to examine the content of **myapp->in_new_object**.

That's what happens in geeonx_demo.c in function **myapp_exa_left_selected_object(struct geeonx_appdata *myapp)**.

For example it is checked if the "Okey" button of the "About"-Window is clicked by the user. In this case the window will be closed and a redraw and screen update

will follow:

```
if(myapp->in_new_object==20)
{
    /* Close window. */

    gee_close_win(myapp,0);

    /* Do complete redraw. */
    gee_draw_all_objects(myapp,0,1);
}
```

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Communicate with the user

1. Short message dialog without scrolling

If you want to have dialog window without scrolling, you should activate the **fix_dialog** functionality by choosing the setting 1.

```
(myapp->object_data+your_object)->fix_dialog=1;
```

In regard to such fixed dialogs Geeonx already support center formatting of text. For this feature you should set **text_align** to 1.

```
(myapp->object_data+your_object)text_align=1;
```

2. Force an user answer

Of course you can check clicks on window buttons by normal event checking. But sometimes your program really need answer to move on. Therefor you should use the functions

```
unsigned int gee_get_mono_mouse_selection(struct geeonx_appdata *myapp,  
unsigned int button);
```

or

```
unsigned int gee_get_mouse_selection(struct geeonx_appdata *myapp,  
unsigned int one, unsigned int two);
```

The difference between both functions is that `mono_mouse` is for dialogs with one

button and mouse_selection for dialogs with two buttons.

```
button=gee_get_mouse_selection(myapp, 141, 142);  
  
if(button==141)  
{  
    /* Do something. */  
}  
else if(button==142)  
{  
    /* Do something else. */  
}
```

3. Loading content to windows

With **gee_load_window_text** you can easily update window content. The content is copied into the stream and after that the text will be formatted. If you want to format additionally two buttons use **gee_load_window_text_buttons**.

```
void gee_load_window_text(struct geeonx_appdata *myapp, unsigned int  
window_number, unsigned char *main_content_p)
```

```
void gee_load_window_text_buttons(struct geeonx_appdata *myapp, unsigned  
int window_number, unsigned char *main_content_p, unsigned int  
button_one, unsigned int button_two)
```

```
strcpy(&content[0], "Can't open gee-file. Try again or quit ?");  
  
strcpy(&(myapp->object_data+141)->obj_text[0], "Retry");  
  
strcpy(&(myapp->object_data+142)->obj_text[0], "Quit");  
  
gee_load_window_text_buttons(myapp, 140, &content[0], 141, 142);
```

4. Simple user notification

For a simple user notification with a window dialog use

```
void gee_notice_window(struct geeonx_appdata *myapp, unsigned int  
number, unsigned int mono_button).
```

Number is the number of the window. Mono_button is the number of the button to be clicked by the user. Geeonx will draw the dialog and wait for the user to click the button. After that Geeonx will erase the dialog window. For you remains to do a redraw.

```
gee_notice_window(myapp, 406, 409);  
gee_draw_all_objects(myapp, 0, 1);
```

5. Menus

First of all you should design an Geeonx menu object as container. Define the outlines and chose obj_status=7. Disable the object as default. Define the menu entries as dependent objects.

With the function

```
int gee_move_out_menu(struct geeonx_appdata *myapp, unsigned int  
number, unsigned int function)
```

you can use your created menu. The function enables and draws the menu. It has got its own event checking functionality. If the user moves with mouse out of the menu, it closes itself. The selection (clicked entry) will be returned as unsigned int value. In case of selection or users moves out of the menu, the menu object erases and disables itself. You only should do redraw afterwards. Of course you can do some other drawing stuff before doing a redraw and screen update.

```
selection=gee_move_out_menu(myapp, 31, 1);
```

```
/* Redraw and screen update. */
```

```
gee_draw_all_objects(myapp,0,1);
```

```
if(selection==32)
```

```
{
```

```
    /* Do something. */
```

```
}
```

```
else if(selection==33)
```

```
{
```

```
    /* Do something else. */
```

```
}
```

6. Input forms

First create a Geeonx form object. This could be a small object with status 5 or a small object with status 6 for input forms for numbers only.

You must set Geeonx object variable **cursor_input_range** to a value higher than 0 but smaller than 65. **Cursor_input_range** represents the number of letters that can be inserted at maximum.

You must also switch the Geeonx variable **cursor_status** to 1. If you make a **big_object** editable by also setting **cursor_status** to 1 and give **cursor_input_range** a value larger than 0 and smaller than 1000.

That's it. Geeonx will do the rest. Of course you find the user input in the corresponding **obj_text** (**small_object**) or in the corresponding **win_stream** (**big_object**).

After changing the input text by the program (not by the user) it is necessary to update the internal cursor and line data. Please use for this purpose or for any other reset:

```
void gee_reset_textobject(struct geeonx_appdata *myapp, unsigned int big_object, unsigned int number)
```

For small input forms set **big_object=0** for **big_objects** set **big_object=1**.

7. Getting numbers out of char forms and vice versa

Use **void gee_transform_str_to_num(unsigned char *string, unsigned int *number)**

to make an unsigned int out of the char input of your form. For example your form has got the number 225 and you want **x** to receive the unsigned int value:

```
gee_transform_str_to_num(&(myapp->object_data+225)->obj_text[0], &x);
```

Vice versa:

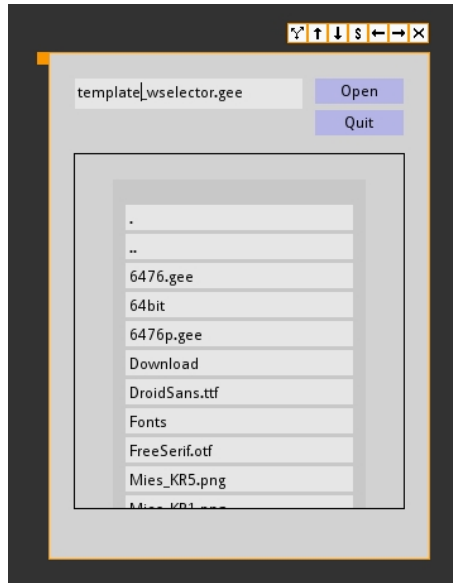
```
gee_transform_num_to_str(&x, &(myapp->object_data+225)->obj_text[0]);
```

```
int gee_transform_num_to_str(unsigned int *number, unsigned char *string)
```

Function will return -1 if the number is higher than 1000000000.

Geeonx fileselector

Take a look at the Geeonx fileselector:



If you use the template “template_wselector.gee” the objects 8-12 and 20 are used for the fileselector. 8 is the fileselector-window, 10 is used for the input form and 11, 12 for the buttons. Number 9 is used for the darker glider. 20 is daughter of 9. It is used as first entry of the directory list and template for the others. All entries are stored in daughters of 9 beginning with (myapp->object_data+9)->move_with[0]=20. Hence at maximum 100 [0-99] directory entries are supported within this system.

Before using the fileselector Geeonx must once design all entries according to the template object 20. Therefore you must tell Geeonx the number of the last daughter to be used as entry.

```
void gee_prepare_fileselector(struct geeonx_appdata *myapp, unsigned int  
number, unsigned int last_move_with)
```

```
gee_prepare_fileselector(myapp, 9, 39);
```

Here the dependent objects 0-39 are used as directory entries. Geeonx will use the object stored in `move_with[0]` as template and will use the following numbers as space for further entries. In our example 20 is the first entry. Geeonx will use the following objects as entries [20, 21 59].

Before each use of the fileselector you should read the actual directory and copy it into the entries of the selector. Geeonx offers for this purpose the functions:

```
void gee_read_app_dir(struct geeonx_appdata *myapp)
```

```
void gee_load_dir_entries(struct geeonx_appdata *myapp, unsigned int number)
```

Number is the `mother_object` of the entry objects.

For example:

```
gee_read_app_dir(myapp);
```

```
gee_load_dir_entries(myapp,9);
```

Here is an example to realize the selection of the entries by mouse click within the normal click examination:

```
/* Check if fileselector is selected_window. */  
  
if(myapp->selected_window==8)  
{  
    counter=0;  
  
    while(counter<=39 && finished==0)  
    {  
        depending_object=(myapp->object_data+9)->  
        move_with[counter];  
  
        if(myapp->in_new_object==depending_object)  
        {  
            finished=1; /* File selected */  
        }  
        counter++;  
    }  
  
    /* Copy text of selected_object to fbox of filename. */  
  
    if(finished==1)  
    {
```

```
        strcpy((myapp->object_data+10)->obj_text,(myapp->
object_data+depending_object)->obj_text);

        gee_reset_textobject(myapp,0,10);

        gee_draw_and_screenup_selected_window(myapp);
    }

    if(myapp->in_new_object==11) /* Load or Save! */
    {
        /* Do some load or save action. */
    }
}
```

Compiling

You can use or adapt the options out of the makefile provided with your Geeonx package:

For Linux users:

geeonx_demo2-64:

```
gcc `sdl2-config --cflags` -m64 -c geeonx_demo2.c
```

```
gcc `sdl2-config --libs` -o geeonx_demo geeonx_demo2.o -lSDL2 -lSDL2_ttf -lgeeonx
```

For Mac users:

demo2_mac:

```
gcc -I/Library/Frameworks/SDL2.framework/Headers  
-I/Library/Frameworks/SDL2_image.framework/Headers  
-I/Library/Frameworks/SDL2_ttf.framework/Headers  
-I/Library/Frameworks/geeonx.framework -c -geeonx_demo2.c
```

```
gcc -I/Library/Frameworks/SDL2.framework/Headers  
-L/Library/Frameworks/geeonx.framework -o geeonx_demo  
geeonx_demo2.o -framework SDL2 -framework SDL2_image -  
framework SDL2_ttf -lgeeonx
```

Please take care that copies of the Geeonx icons

Important: icon_move.png, icon_close.png, icon_switch.png, icon_left.png, icon_right.png, icon_up.png, icon_down.png and your .gee and .gew file are in the path of your application.

Using Geeonx Creator

After starting Geeonx Creator you should open the file `template.gee` or `template_wselector.gee`, if you like to work with the Geeonx fileselector. The Geeonx objects 1 – 7 are used for the window operators. The objects 8-12 and 20 are used for the fileselector. 13 bis 19 are reserved for future functions of the fileselector.

1. Select the object to be edited

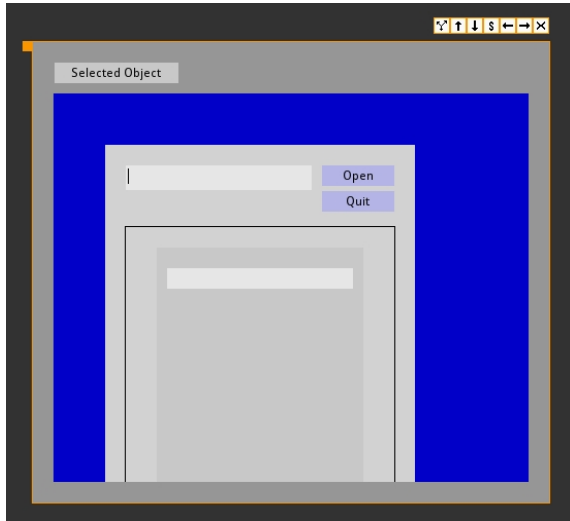
Geeonx itself will first select the first `mother_object` as `selected_object`. You can select yourself the Geeonx object to edit with the Geeonx control unit.



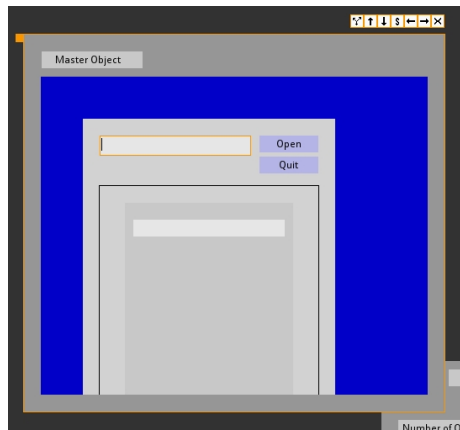
The input form in the center shows the selected object. If there is a `mother_object`, it will be shown above the up-arrow. The first daughter object (stored in `move_with[0]`) is displayed under the down-arrow. Sister objects are displayed next to the left- or right-arrows. You can move through the Geeonx objects with the arrows and/or by typing the number of the wanted object and click the Go-button afterwards.

2. The show-window

The working_object will be displayed in a show-window.



In this example the Geeonx fileselector is displayed. The view modus is switched on selected object as you can see at the button in the top of the window. If you click on the button, Geeonx Creator will switch into master view mode. In this case the master_object of the edited object is shown. A master_object is the mother_object in a chain of of mother_objects that itself hasn't got any mother. This is normally a window. The selected_object itself is outlined orange. Here it is the editing field.



If the selected_object is already a master_object, it is not possible to switch into master view mode.

3. Editing objects

You can edit some basic values within the Object Status dialog of the Object Menu. Furthermore you should edit the size of the object and the text space within the Object Size menu. You can edit text parameter within the dialog with the same name. All the editing dialogs are placed in the Object pull-down-menu.

Object Status	
object_status	1
fix_dialog	0
mother_object	0000
disabled	0
linked_file	
cursor_status	0
cursor_input_range	0000
visible_effects	1
out_of_textborders	0

OK Apply Restore Cancel

Object Size	
obj_x	0100
obj_y	0100
obj_w	0300
obj_h	0400
distance_top	0080
distance_bottom	0040
distance_left	0020
distance_right	0020
border_distance	0000

OK Apply Restore Cancel

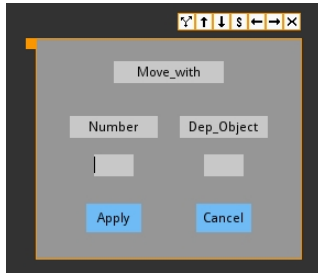
4. Erase, copy objects

In the Action pull-down-menu you find the dialogs for the above mentioned actions.

5. Edit move_with

If you select a new mother_object within the object status dialog, the selected object is added automatically as daughter object of the new mother. Furthermore you can edit move_with entries manually. If you erase object data, the mother and daughter relationship is not erased. Also in case of copying the mother and daughter relationship is not copied. Hence, manually editing is necessary.

Chose the menu entry Move_with in the Object menu to do so:



6. Add or take away objects

With the functions add or take away objects in the Action menu you can increase or decrease the number of objects to edit.