10. Summary of Exported Objects and Slots

This chapter provides a summary of all the objects and slots exported by Amulet that the normal Amulet programmer will use. The specifics of the operation of the objects are discussed in other chapters of this manual.

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10.1 Am_Style

10.1.1 Constructors and Creators

```
Am_Style (float red, float green, float blue,          //color part
        short thickness = 0,
        Am_Line_Cap_Style_Flag cap_flag = Am_CAP_BUTT,
        Am_Join_Style_Flag join_flag = Am_JOIN_MITER,
        Am_Line_Solid_Flag line_flag = Am_LINE_SOLID,
        const char* dash_list = Am_DEFAULT_DASH_LIST,
        int dash_list_length = Am_DEFAULT_DASH_LIST_LENGTH,
        Am_Fill_Solid_Flag fill_flag = Am_FILL_SOLID,
        Am_Fill_Poly_Flag poly_flag = Am_FILL_POLY_EVEN_ODD,
        Am_Image_Array stipple = Am_No_Image)

Am_Style (const char* color_name,                       //color part
        short thickness = 0,
        Am_Line_Cap_Style_Flag cap_flag = Am_CAP_BUTT,
        Am_Join_Style_Flag join_flag = Am_JOIN_MITER,
        Am_Line_Solid_Flag line_flag = Am_LINE_SOLID,
        const char *dash_list = Am_DEFAULT_DASH_LIST,
        int dash_list_length = Am_DEFAULT_DASH_LIST_LENGTH,
        Am_Fill_Solid_Flag fill_flag = Am_FILL_SOLID,
        Am_Fill_Poly_Flag poly_flag = Am_FILL_POLY_EVEN_ODD,
        Am_Image_Array stipple = Am_No_Image)

static Am_Style Thick_Line (unsigned short thickness);
static Am_Style Halftone_Stipple (int percent,
        Am_Fill_Solid_Flag fill_flag = Am_FILL_STIPPLED);
```

10.1.2 Style Accessors

The following methods of `Am_Style` are available to query the properties of styles:

```
void Get_Values (float& red, float& green, float& blue) const;
void Get_Values (short& thickness,
        Am_Line_Cap_Style_Flag& cap, Am_Join_Style_Flag& join,
        Am_Line_Solid_Flag& line_flag,const char*& dash_l,
        int& dash_l_length, Am_Fill_Solid_Flag& fill_flag,
        Am_Fill_Poly_Flag& poly, Am_Image_Array& stipple) const;

void Get_Values (float& r, float& g, float& b, short& thickness,
        Am_Line_Cap_Style_Flag& cap, Am_Join_Style_Flag& join,
        Am_Line_Solid_Flag& line_flag, const char*& dash_l,
        int& dash_l_length,Am_Fill_Solid_Flag& fill_flag,
        Am_Fill_Poly_Flag& poly,Am_Image_Array& stipple) const;

Am_Fill_Solid_Flag Get_Fill_Flag() const;
Am_Image_Array Get_Stipple() const;
Am_Fill_Poly_Flag Get_Fill_Poly_Flag () const;

//Get the properties needed to calculate the line width
void Get_Line_Thickness_Values (short& thickness,
        Am_Line_Cap_Style_Flag& cap) const;

const char* Get_Color_Name () const; //returns a pointer to the string, don't dealloc
```

10.1.3 Color styles

The following color styles have line thickness zero (which really means 1, as explained in Section 4.6.3.2)

`Am_Red`	`Am_Cyan`	`Am_Motif_Gray`	`Am_Motif_Light_Gray`
`Am_Green`	`Am_Orange`	`Am_Motif_Blue`	`Am_Motif_Light_Blue`
`Am_Blue`	`Am_Black`	`Am_Motif_Green`	`Am_Motif_Light_Green`
`Am_Yellow`	`Am_White`	`Am_Motif_Orange`	`Am_Motif_Light_Orange`
`Am_Purple`		`Am_Amulet_Purple`	

10.1.4 Thick and dashed line styles

The following styles are black.

`Am_Thin_Line`	`Am_Line_1`	`Am_Line_4`	`Am_Dashed_Line`
`Am_Line_0`	`Am_Line_2`	`Am_Line_8`	`Am_Dotted_Line`

10.1.5 Stippled styles

The following styles are all black transparent or black and white opaque fills

```
Am_Gray_Stipple               Am_Opaque_Gray_Stipple
Am_Light_Gray_Stipple         Am_Diamond_Stipple
Am_Dark_Gray_Stipple          Am_Opaque_Diamond_Stipple
```

10.1.6 Am_No_Style

The special `Am_Style` **`Am_No_Style`** is used when you do not want an object to have a line or fill style (transparent fill or line style). It can be used interchangeably with `NULL`.

10.2 Am_Font

10.2.1 Constructors

```
Am_Font (Am_Font_Family_Flag family = Am_FONT_FIXED,
         bool is_bold = false,
         bool is_italic = false,
         bool is_underline = false,
         Am_Font_Size_Flag size = Am_FONT_MEDIUM)

Am_Font (const char* the_name)
```

10.2.2 Predefined Font

`Am_Default_Font` – a fixed, medium-sized font

10.3 Predefined formula constraints

`Am_Fill_To_Bottom` - Put in an object's `Am_HEIGHT` slot, causes the object to size itself so it's tall enough to fill to the bottom of its owner. `Am_Fill_To_Bottom` leaves a border below the object, with a size equal to the object's `Am_Y_OFFSET` slot.

`Am_Fill_To_Right` - Analogous to `Am_Fill_To_Bottom`, used in the `Am_WIDTH` slot of an object. The `Am_X_OFFSET` slot of the object is used to measure the border to the right of the object.

`Am_Width_Of_Parts` - Useful for computing the width of a group: returns the distance between the group's left and the right of its rightmost part. You might put this into a group's `Am_WIDTH` slot.

`Am_Height_Of_Parts` - Analogous to `Am_Width_Of_Parts`, but for the `Am_HEIGHT` of a group.

`Am_Right_Is_Right_Of_Owner` - Useful for keeping a part at the right of its owner. Put this formula in the `Am_LEFT` slot of the part.

`Am_Bottom_Is_Bottom_Of_Owner` - Useful for keeping a part at the bottom of its owner. Put this formula in the `Am_TOP` slot of the part.

`Am_Center_X_Is_Center_Of_Owner` - Useful for centering a part horizontally within its owner. Put this formula in the `Am_LEFT` slot of the part.

`Am_Center_Y_Is_Center_Of_Owner` - Useful for centering a part vertically within its owner. Put this formula in the `Am_TOP` slot of the part.

`Am_Center_X_Is_Center_Of` - Useful for horizontally centering `obj1` inside `obj2`. Put this formula in the `Am_LEFT` slot of `obj1`, and put `obj2` in the `Am_CENTER_X_OBJ` slot of `obj1`.

`Am_Center_Y_Is_Center_Of` - Useful for vertically centering `obj1` inside `obj2`. Put this formula in the `Am_TOP` slot of `obj1`, and put `obj2` in the `Am_CENTER_Y_OBJ` slot of `obj1`.

`Am_Horizontal_Layout` - Constraint which lays out the parts of a group horizontally in one or more rows. Put this into the `Am_LAYOUT` slot of a group.

`Am_Vertical_Layout` - Constraint which lays out the parts of a group vertically in one or more columns. Put this into the `Am_LAYOUT` slot of a group.

`Am_Same_As (Am_Slot_Key key)` - This slot gets its value from the specified slot (`key`) in the same object. Equivalent to `{ return self.GV(key); }`

`Am_From_Owner (Am_Slot_Key key)` - This slot gets its value from the specified slot (`key`) in the object's owner. Equivalent to `{ return self.GV_Owner().GV(key); }`

`Am_From_Part (Am_Slot_Key part, Am_Slot_Key key)` - This slot gets its value from the specified slot (`key`) in the specified part (`part`) of this object. Equivalent to `{ return self.GV_Part(part).GV(key); }`

10.4 Opal Graphical Objects

10.4.1 Am_Graphical_Object

Slot	Default Value	Type
Am_LEFT	0	int
Am_TOP	0	int
Am_WIDTH	10	int
Am_HEIGHT	10	int
Am_VISIBLE	true	bool

10.4.2 Am_Line

A single straight line segment from `(x1, y1)` to `(x2, y2)`.

Slot	Default Value	Type
Am_LINE_STYLE	Am_Black	Am_Style
Am_X1	0	int
Am_Y1	0	int
Am_X2	0	int
Am_Y2	0	int
Am_LEFT	0	int
Am_TOP	0	int
Am_WIDTH	1	int
Am_HEIGHT	1	int
Am_VISIBLE	true	bool
Am_HIT_THRESHOLD	0	int

Am_X1, Am_Y1, Am_X2, Am_Y2, Am_LEFT, Am_TOP, Am_WIDTH, and Am_HEIGHT are constrained in such a way that if any one of them changes, the rest will automatically be updated to reflect that change.

10.4.3 Am_Rectangle

Slot	Default Value	Type	
Am_VISIBLE	true	bool	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	10	int	
Am_HEIGHT	10	int	
Am_FILL_STYLE	Am_Black	Am_Style	*Inside of rectangle*
Am_LINE_STYLE	Am_Black	Am_Style	*Edge of rectangle*

10.4.4 Am_Arc

Am_Arc is used for circles, ellipses, and arc or pie shaped segments.

Slot	Default Value	Type	
Am_VISIBLE	true	bool	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	10	int	
Am_HEIGHT	10	int	
Am_ANGLE1	0	0..360	*Origin, degrees from 3 o'clock*
Am_ANGLE2	360	0..360	*Terminus, distance from origin*
Am_FILL_STYLE	Am_Black	Am_Style	*Inside of arc*
Am_LINE_STYLE	Am_Black	Am_Style	*Edge of arc*

10.4.5 Am_Roundtangle

A rectangle with rounded corners.

Slot	Default Value	Type	
Am_VISIBLE	true	bool	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	10	int	
Am_HEIGHT	10	int	
Am_RADIUS	Am_SMALL_RADIUS	Am_Radius_Flag or int	*{ Am_SMALL_RADIUS, Am_MEDIUM_RADIUS, Am_LARGE_RADIUS }*
Am_FILL_STYLE	Am_Black	Am_Style	*Inside of roundtangle*
Am_LINE_STYLE	Am_Black	Am_Style	*Edge of roundtangle*

10.4.6 Am_Polygon

A series of connected line segments, optionally filled.

Slot	Default Value	Type
Am_VISIBLE	true	bool
Am_LEFT	<formula>	int
Am_TOP	<formula>	int
Am_WIDTH	<formula>	int
Am_HEIGHT	<formula>	int
Am_POINT_LIST	empty Am_Point_List	Am_Point_List
Am_LINE_STYLE	Am_Black	Am_Style
Am_FILL_STYLE	Am_Black	Am_Style
Am_HIT_THRESHOLD	0	int
Am_WANT_PENDING_DELETE	false	bool
Am_SELECT_OUTLINE_ONLY	0	bool
Am_SELECT_FULL_INTERIOR	0	bool

10.4.7 Am_Text

A single line, single font text object.

Slot	Default Value	Type	
Am_VISIBLE	true	bool	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	<formula>	int	
Am_HEIGHT	<formula>	int	
Am_TEXT	""	Am_String	*String to display*
Am_FONT	Am_Default_Font	Am_Font	
Am_CURSOR_INDEX	Am_NO_CURSOR	int	*Position of cursor in string*
Am_LINE_STYLE	Am_Line_2	Am_Style	*Color of text, cursor*
Am_FILL_STYLE	Am_No_Style	Am_Style	*Background behind text*
Am_X_OFFSET	<formula>	int	
Am_INVERT	false	bool	*Exchanges line and fill style*

10.4.8 Am_Bitmap

An image, either color or monochrome.

Slot	Default Value	Type	
Am_VISIBLE	true	bool	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	<formula>	int	
Am_HEIGHT	<formula>	int	
Am_LINE_STYLE	Am_Black	Am_Style	*Color of on pixels*
Am_FILL_STYLE	Am_No_Style	Am_Style	*Color of off pixels if opaque stipple*
Am_IMAGE	Am_No_Image	Am_Image_Array	*Stipple pattern*

10.4.9 Am_Group

An invisible container object for grouping other graphical objects together.

Slot	Default Value	Type	
Am_VISIBLE	true	bool	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	10	int	
Am_HEIGHT	10	int	
Am_GRAPHICAL_PARTS	empty Am_Value_List	Am_Value_List	*Read only*
Am_X_OFFSET	0	int	
Am_Y_OFFSET	0	int	
Am_H_SPACING	0	int	
Am_V_SPACING	0	int	
Am_H_ALIGN	Am_CENTER_ALIGN	{Am_LEFT_ALIGN, Am_RIGHT_ALIGN, Am_CENTER_ALIGN}	
Am_V_ALIGN	Am_CENTER_ALIGN	{Am_TOP_ALIGN, Am_BOTTOM_ALIGN, Am_CENTER_ALIGN}	
Am_FIXED_WIDTH	Am_NOT_FIXED_SIZE	int	
Am_FIXED_HEIGHT	Am_NOT_FIXED_SIZE	int	
Am_INDENT	0	int	
Am_MAX_RANK	false	int, bool	
Am_MAX_SIZE	false	int, bool	

10.4.9.1 Am_Resize_Parts_Group

This group has the same slots as an Am_Group, but when resized, it resizes its parts proportionately, instead of simply clipping to the group's bounding box.

10.4.10 Am_Map

A group that creates its parts as many instances of a prototype object.

Slot	Default Value	Type
Am_VISIBLE	true	bool
Am_LEFT	0	int
Am_TOP	0	int
Am_WIDTH	Am_Width_Of_Parts	int
Am_HEIGHT	Am_Height_Of_Parts	int
Am_GRAPHICAL_PARTS	<formula>	Am_Value_List
Am_ITEMS	0	int, Am_Value_List
Am_ITEM_PROTOTYPE	Am_No_Object	Am_Object
Am_LAYOUT	NULL	<formula>
Am_X_OFFSET	0	int
Am_Y_OFFSET	0	int
Am_H_SPACING	0	int
Am_V_SPACING	0	int
Am_H_ALIGN	Am_CENTER_ALIGN	{Am_LEFT_ALIGN, Am_RIGHT_ALIGN, Am_CENTER_ALIGN}
Am_V_ALIGN	Am_CENTER_ALIGN	{Am_TOP_ALIGN, Am_BOTTOM_ALIGN, Am_CENTER_ALIGN}
Am_FIXED_WIDTH	Am_NOT_FIXED_SIZE	int
Am_FIXED_HEIGHT	Am_NOT_FIXED_SIZE	int
Am_INDENT	0	int
Am_MAX_RANK	false	int, bool
Am_MAX_SIZE	false	int, bool

10.4.11 Am_Window

Slot	Default Value	Type	
Am_VISIBLE	true	bool	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	100	int	
Am_HEIGHT	100	int	
Am_GRAPHICAL_PARTS	empty Am_Value_List	Am_Value_List	*read only*
Am_FILL_STYLE	Am_White	Am_Style	
Am_MAX_WIDTH	0	int	
Am_MAX_HEIGHT	0	int	
Am_MIN_WIDTH	1	int	
Am_MIN_HEIGHT	1	int	
Am_TITLE	"Amulet"	char*	
Am_ICON_TITLE	"Amulet"	char*	
Am_ICONIFIED	false	bool	
Am_USE_MIN_WIDTH	false	bool	
Am_USE_MIN_HEIGHT	false	bool	
Am_USE_MAX_WIDTH	false	bool	
Am_USE_MIN_HEIGHT	false	bool	
Am_QUERY_POSITION	false	bool	
Am_QUERY_SIZE	false	bool	
Am_IS_COLOR	formula	bool	*read only*
Am_OMIT_TITLE_BAR	false	bool	
Am_CLIP_CHILDREN	false	bool	
Am_DESTROY_WINDOW_ METHOD	Am_Default_Window_ Destroy_Method	Am_Object_ Method	
Am_DOUBLE_BUFFER	true	bool	
Am_SAVE_UNDER	false	false	

10.5 Interactors

10.5.1 Am_Interactor

Do not make instances of Am_Interactor. Instead, use the specific interactors described on the following pages. Am_Interactor is used to create custom interactors.

Slot	Default Value	Type	
Am_START_WHEN	Am_Default_ Start_Char	Am_Input_Char	
Am_START_WHERE_TEST	Am_Inter_In_ Object_Or_Part	Am_Where_ Method	
Am_ABORT_WHEN	Am_Input_Char ("CONTROL_g")	Am_Input_Char	
Am_INTER_BEEP_ON_ABORT	true	bool	
Am_RUNNING_WHERE_OBJECT	true	Am_Object, bool	
Am_RUNNING_WHERE_TEST	Am_Inter_In_ Object_Or_Part	Am_Where_ Method	
Am_STOP_WHEN	Am_Default_ Stop_Char	Am_Input_Char	
Am_ACTIVE	true	bool	*Section 5.3.3.3*
Am_START_OBJECT	0	Am_Object	*Section 5.4.1*
Am_START_CHAR	0	Am_Input_Char	*Section 5.4.1*
Am_CURRENT_OBJECT	0	Am_Object	*Section 5.4.1*
Am_RUN_ALSO	false	bool	*Section 5.4.2*
Am_PRIORITY	1.0	float	*Section 5.4.2*
Am_MULTI_OWNERS	NULL	Am_Value_List or NULL	*Section 5.4.3*
Am_MULTI_FEEDBACK_ OWNERS	NULL	Am_Value_List or NULL	*Section 5.4.3*
Am_WINDOW	NULL	Am_Window	*Set with current window*
Am_COMMAND	Am_Command	Am_Command	*Section 5.6*

10.5.2 Am_Choice_Interactor

Slot	Default Value	Type	
All of ths slots of Am_Interactor, with the following changes:			
Am_RUNNING_WHERE_ OBJECT	<formula>	Am_Object, bool	*computes owner*
Am_RUNNING_WHERE_TEST	<formula>	Am_Where_ Method	*same as start*
Am_HOW_SET	Am_CHOICE_TOGGLE	Am_Choice_ How_Set	
Am_FIRST_ONE_ONLY	false	bool	*whether menu- or button-like*
Am_VALUE	NULL	Am_Object or Am_Value_List of objects	

10.5.3 Am_One_Shot_Interactor

Slot	Default Value	Type	
All of ths slots of Am_Interactor, with the following changes:			
Am_START_WHERE_TEST	Am_Inter_In	Am_Where_ Method	
Am_RUNNING_WHERE_OBJECT	<formula>	Am_Object, bool	*computes owner*
Am_RUNNING_WHERE_TEST	<formula>	Am_Where_ Method	*same as start*
Am_HOW_SET	Am_CHOICE_TOGGLE	Am_Choice_ How_Set	
Am_FIRST_ONE_ONLY	false	bool	*whether menu- or button-like*
Am_VALUE	NULL	Am_Object or Am_Value_List of objects	
Am_CONTINUOUS	false	bool	

10.5.4 Am_Text_Edit_Interactor

Slot	Default Value	Type
All of ths slots of Am_Interactor, with the following changes:		
Am_START_WHERE_TEST	Am_Inter_In_Text_ Object_Or_Part	Am_Where_Method
Am_STOP_WHEN	Am_Input_Char(“RETURN”)	Am_Input_Char
Am_VALUE	“”	Am_String
Am_WANT_PENDING_ DELETE	false	bool
Am_TEXT_EDIT_METHOD	Am_Default_Text_ Edit_Method	Am_Text_Edit_ Method
Am_EDIT_TRANSLATION_ TABLE	Am_Edit_Translation_ Table::Default_Table()	Am_Edit_ Translation_Table

10.5.5 Am_Move_Grow_Interactor

Slot	Default Value	Type	
All of ths slots of Am_Interactor, with the following changes:			
Am_GROWING	false	bool	
Am_AS_LINE	<formula>	bool	
Am_FEEDBACK_OBJECT	NULL	Am_Object	*interim feedback*
Am_GRID_X	0	int	
Am_GRID_Y	0	int	
Am_GRID_ORIGIN_X	0	int	
Am_GRID_ORIGIN_Y	0	int	
Am_GRID_METHOD	NULL	Am_Custom_ Gridding_Method	
Am_WHERE_ATTACH	Am_ATTACH_ WHERE_HIT	Am_Move_Grow_ Where_Attach	*Am_ATTACH_ .. {WHERE_HIT, NW, N, NE, E, SE, S, SW, W, END_1, END_2, CENTER}*
Am_MINIMUM_WIDTH	0	int	
Am_MINIMUM_HEIGHT	0	int	
Am_MINIMUM_LENGTH	0	int	
Am_VALUE	NULL	Am_Inter_Location	

10.5.6 Am_New_Points_Interactor

Slot	Default Value	Type	
All of ths slots of Am_Interactor, with the following changes:			
Am_AS_LINE	0	bool	
Am_FEEDBACK_OBJECT	NULL	Am_Object	
Am_HOW_MANY_POINTS	2	int	
Am_FLIP_IF_CHANGE_SIDES	true	bool	
Am_ABORT_IF_TOO_SMALL	false	bool	
Am_GRID_X	0	int	
Am_GRID_Y	0	int	
Am_GRID_ORIGIN_X	0	int	
Am_GRID_ORIGIN_Y	0	int	
Am_GRID_METHOD	0	Am_Custom_ Gridding_Method	
Am_MINIMUM_WIDTH	0	int	
Am_MINIMUM_HEIGHT	0	int	
Am_MINIMUM_LENGTH	0	int	
Am_CREATE_NEW_OBJECT_ METHOD	NULL	Am_Create_New_ Object_Method	
Am_START_WHERE_TEST	Am_Inter_In	Am_Where_Method	
Am_VALUE	NULL	Am_Object	*newly created object*

10.5.7 Am_Gesture_Interactor

Slot	Default Value	Type	
All of ths slots of Am_Interactor, with the following changes:			
Am_FEEDBACK_OBJECT	NULL	Am_Object	
Am_CLASSIFIER	NULL	Am_Gesture_ Classifier	
Am_MIN_NONAMBIGUITY_ PROB	0	float	
Am_MAX_DIST_TO_MEAN	0	float	
Am_ITEMS	0	Am_Value_List	
Am_POINT_LIST	Am_Point_List()	Am_Point_List	
Am_START_WHERE_TEST	Am_Inter_In	Am_Where_Method	
Am_VALUE	""	Am_String	*name of gesture*

10.6 Widget objects

10.6.1 Am_Border_Rectangle

A Motif-like rectangle with border.

Slot	Default Value	Type	
`Am_SELECTED`	`false`	`bool`	
`Am_WIDGET_LOOK`	`Am_MOTIF_LOOK`	`Am_Widget_Look`	*{Am_MOTIF_LOOK, Am_MACINTOSH_LOOK, Am_WINDOWS_LOOK }*
`Am_WIDTH`	`50`	`int`	
`Am_HEIGHT`	`50`	`int`	
`Am_TOP`	`0`	`int`	
`Am_LEFT`	`0`	`int`	
`Am_VISIBLE`	`true`	`bool`	
`Am_FILL_STYLE`	`Am_Amulet_Purple`	`Am_Style`	

10.6.2 Am_Button

A single button

Slot	Default Value	Type	
Am_VALUE	NULL	Am_Value	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	<formula>	int	
Am_HEIGHT	<formula>	int	
Am_H_ALIGN	Am_CENTER_ALIGN	{Am_LEFT_ALIGN, Am_RIGHT_ALIGN, Am_CENTER_ALIGN}	
Am_FIXED_WIDTH	Am_NOT_FIXED_SIZE	int	
Am_FIXED_HEIGHT	Am_NOT_FIXED_SIZE	int	
Am_INDENT	0	int	
Am_MAX_RANK	false	bool	
Am_MAX_SIZE	false	bool	
Am_ITEM_OFFSET	5	int	
Am_ACTIVE	<formula>	bool	
Am_ACTIVE_2	true	bool	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	*{Am_MOTIF_LOOK, Am_MACINTOSH_LOOK, Am_WINDOWS_LOOK}*
Am_KEY_SELECTED	false	bool	
Am_FONT	Am_Default_Font	Am_Font	
Am_FINAL_ FEEDBACK_WANTED	false	bool	
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style	
Am_COMMAND	Am_Command	Am_Command	

10.6.3 Am_Button_Panel

Many related buttons, automatically laid out in a group, with one interactor running all of them.

Slot	Default Value	Type	
Am_VALUE	NULL	Am_Value	
Am_WIDTH	Am_Width_Of_Parts	int	
Am_HEIGHT	Am_Width_Of_Parts	int	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	<formula>	int	*Read-only*
Am_HEIGHT	<formula>	int	*Read-only*
Am_HOW_SET	Am_CHOICE_SET	Am_How_Set	
Am_ITEM_OFFSET	3	int	
Am_ACTIVE	<formula>	bool	
Am_ACTIVE_2	true	bool	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	*{Am_MOTIF_LOOK, Am_MACINTOSH_LOOK, Am_WINDOWS_LOOK}*
Am_KEY_SELECTED	false	bool	
Am_FONT	Am_Default_Font	Am_Font	
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style	
Am_FINAL_ FEEDBACK_WANTED	false	bool	
Am_LAYOUT	Am_Vertical_ Layout	{Am_Vertical_Layout, Am_Horizontal_Layout, NULL, etc.}	
Am_H_ALIGN	Am_LEFT_ALIGN	{Am_LEFT_ALIGN, Am_RIGHT_ALIGN, Am_CENTER_ALIGN}	
Am_ITEMS	0	int, Am_Value_List of commands or strings, etc.	
Am_COMMAND	Am_Command	Am_Command	

10.6.4 Am_Radio_Button_Panel: Am_Button_Panel

A group of mutually exclusive radio-button style selection buttons.

Slot	Default Value	Type
all the slots of the button panel, with the following changes		
Am_BOX_WIDTH	15	int
Am_BOX_HEIGHT	15	int
Am_BOX_ON_LEFT	true	bool
Am_FIXED_WIDTH	false	int, bool
Am_FINAL_FEEDBACK_WANTED	true	bool
Am_H_ALIGN	<formula>	{Am_LEFT_ALIGN, Am_RIGHT_ALIGN, Am_CENTER_ALIGN}

10.6.5 Am_Checkbox_Panel: Am_Button_Panel

A group of checkbox-style selection buttons.

Slot	Default Value	Type
all the slots of the button panel, with the following changes		
Am_HOW_SET	Am_CHOICE_LIST_TOGGLE	Am_How_Set
Am_BOX_WIDTH	15	int
Am_BOX_HEIGHT	15	int
Am_BOX_ON_LEFT	true	bool
Am_FIXED_WIDTH	false	int, bool
Am_FINAL_FEEDBACK_WANTED	true	bool
Am_H_ALIGN	<formula>	{Am_LEFT_ALIGN, Am_RIGHT_ALIGN, Am_CENTER_ALIGN}

10.6.6 Am_Menu: Am_Button_Panel

A single menu panel

Slot	Default Value	Type
all the slots of the button panel		
Am_FINAL_FEEDBACK_WANTED	false	bool
Am_WIDTH	<formula>	int
Am_HEIGHT	<formula>	int
Am_X_OFFSET	2	int
Am_Y_OFFSET	2	int
Am_V_SPACING	-2	int

10.6.7 Am_Menu_Bar: Am_Menu

A menubar and its submenus.

Slot	Default Value	Type	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	<formula>	int	*width of owner*
Am_HEIGHT	<formula>	int	*height of text in menubar*
Am_ACTIVE	<formula>	bool	
Am_ACTIVE_2	true	bool	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	
Am_FONT	Am_Default_Font	Am_Font	
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style	
Am_ITEMS	NULL	Am_Value_List	
Am_COMMAND	Am_Command	Am_Command	

10.6.8 Am_Vertical_Scroll_Bar

Slot	Default Value	Type	
Am_VALUE	50	Am_Value	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	20	int	
Am_HEIGHT	200	int	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style	
Am_VALUE_1	0	int or float	*Value at top*
Am_VALUE_2	100	int or float	*Value at bottom*
Am_SMALL_INCREMENT	1	int or float	*When click arrow*
Am_LARGE_INCREMENT	10	int or float	*When click "page"*
Am_PERCENT_VISIBLE	0.2	float	*Size of indicator*
Am_COMMAND	Am_Command	Am_Command	

10.6.9 Am_Horizontal_Scroll_Bar

Slot	Default Value	Type	
Am_VALUE	50	Am_Value	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	200	int	
Am_HEIGHT	20	int	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style	
Am_VALUE_1	0	int or float	*Value at left*
Am_VALUE_2	100	int or float	*Value at right*
Am_SMALL_INCREMENT	1	int or float	*When click arrow*
Am_LARGE_INCREMENT	10	int or float	*When click "page"*
Am_PERCENT_VISIBLE	0.2	float	*Size of indicator*
Am_COMMAND	Am_Command	Am_Command	

10.6.10 Am_Scrolling_Group

A group with scroll bars.

Slot	Default Value	Type	
Am_LEFT	0	int	
Am_TOP	0	int	
Am_WIDTH	150	int	
Am_HEIGHT	150	int	
Am_X_OFFSET	0	int	*Where scrolled to*
Am_Y_OFFSET	0	int	*Where scrolled to*
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style	
Am_INNER_FILL_STYLE	0	Am_Style or 0	*If 0 uses FILL_STYLE*
Am_LINE_STYLE	Am_Thin_Line	Am_Style	*Border of scrolling area*
Am_H_SCROLL_BAR	true	bool	*Whether show horiz bar*
Am_V_SCROLL_BAR	true	bool	*Whether show vertical bar*
Am_H_SCROLL_BAR_ON_TOP	false	bool	
Am_V_SCROLL_BAR_ON_LEFT	false	bool	
Am_H_SMALL_INCREMENT	10	int	
Am_H_LARGE_INCREMENT	<formula>	int	*Computed from page size*
Am_V_SMALL_INCREMENT	10	int	
Am_V_LARGE_INCREMENT	<formula>	int	*Computed from page size*
Am_INNER_WIDTH	400	int	*Size of scrollable area*
Am_INNER_HEIGHT	400	int	*Size of scrollable area*

10.6.11 Am_Text_Input_Widget

A labeled text input field, for getting a single line of text from a user.

Slot	Default Value	Type
Am_VALUE	“”	Am_String
Am_LEFT	0	int
Am_TOP	0	int
Am_WIDTH	150	int
Am_HEIGHT	<formula>	int
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look
Am_FONT	Am_Default_Font	Am_Font
Am_LABEL_FONT	bold_font	Am_Font
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style
Am_ACTIVE_2	true	bool
Am_COMMAND	Am_Command	Am_Command

10.6.11.1 Am_Tab_To_Next_Widget_Interactor

Add this interactor to a window to allow the user to go from one Am_Text_Input_Widget to the next using the TAB key..

Slot	Default Value	Type	
Am_START_WHEN	Am_Input_Char (“ANY_TAB”)	Am_Input_Char	*how starts*
Am_LIST_OF_TEXT_ WIDGETS	<formula>	Am_Value_List of Am_Text_Input_ Widgets	*default is all parts of owner of Interactor that are text widgets*
Am_PRIORITY	105	float or int	*should be larger than running priority (100)*

10.6.12 Am_Selection_Widget

Selection handles used to move and grow standard graphical objects.

Slot	Default Value	Type	
Am_VALUE	NULL	Am_Value_List	*list of selected objects*
Am_START_WHEN	Am_Input_Char ("ANY_LEFT_DOWN")	Am_Input_Char	
Am_FILL_STYLE	Am_Black	Am_Style	*color of handles*
Am_VALUE	Am_Value_List()	Am_Value_List	
Am_ACTIVE	true	bool	
Am_OPERATES_ON	NULL	Am_Object	*group to select from*
Am_START_WHERE_TEST	Am_Inter_In_Part	Am_Where_Method	
Am_COMMAND	Am_Command	Am_Command	*object selected*
Am_MOVE_GROW_COMMAND	Am_Command	Am_Command	*object moved/ grown*

10.6.13 Am_Option_Button

A button that brings up a menu of options to choose from.

Slot	Default Value	Type
Am_VALUE	<formula>	Am_Value
Am_ITEMS	NULL	Am_Value_List
Am_WIDTH	<formula>	int
Am_COMMAND	Am_Command	Am_Command

10.6.14 Am_Alert_Dialog

A dialog box that displays informational text and an "Okay" button.

Slot	Default Value	Type	
Am_TITLE	"Alert"	Am_String	
Am_ICON_TITLE	"Alert"	Am_String	
Am_ITEMS	NULL	Am_Value_List	*Am_Strings to display*
Am_FILL_STYLE	Am_Motif_Gray	Am_Style	
Am_V_SPACING	5	int	
Am_H_SPACING	10	int	
Am_H_ALIGN	Am_CENTER_ALIGN	Am_LEFT_ALIGN, Am_CENTER_ALIGN, Am_RIGHT_ALIGN	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	

10.6.15 Am_Text_Input_Dialog

A dialog box that displays informational text,a text input widget, and "Okay" and "Cancel" buttons.

Slot	Default Value	Type	
Am_TITLE	"Text Input Dialog"	Am_String	
Am_ICON_TITLE	"Text Input Dialog"	Am_String	
Am_ITEMS	NULL	Am_Value_List	*Am_Strings to display*
Am_VALID_INPUT	true	bool	*Is text input valid?*
Am_VALUE	""	Am_String	*String in text field*
Am_FILL_STYLE	Am_Motif_Gray	Am_Style	
Am_V_SPACING	5	int	
Am_H_SPACING	10	int	
Am_H_ALIGN	Am_CENTER_ALIGN	Am_LEFT_ALIGN, Am_CENTER_ALIGN, Am_RIGHT_ALIGN	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	

10.6.16 Am_Choice_Dialog

A dialog box that displays informational text and "Okay" and "Cancel" buttons.

Slot	Default Value	Type	
Am_TITLE	"Choice Dialog"	Am_String	
Am_ICON_TITLE	"Choice Dialog"	Am_String	
Am_ITEMS	NULL	Am_Value_List	*Am_Strings to display*
Am_FILL_STYLE	Am_Motif_Gray	Am_Style	
Am_V_SPACING	5	int	
Am_VALUE	""	Am_String	*"Okay" or "Cancel"*
Am_H_SPACING	10	int	
Am_H_ALIGN	Am_CENTER_ALIGN	Am_LEFT_ALIGN, Am_CENTER_ALIGN, Am_RIGHT_ALIGN	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	

10.7 Command Objects

10.7.1 Am_Command

Use this command object as a prototype for your custom commands.

Slot	Default Value	Type
Am_DO_METHOD	NULL	Am_Object_Method
Am_UNDO_METHOD	NULL	Am_Object_Method
Am_REDO_METHOD	NULL	Am_Object_Method
Am_SELECTIVE_UNDO_ ALLOWED	<formula>	Am_Selective_ Allowed_Method
Am_SELECTIVE_UNDO_ METHOD	NULL	Am_Object_Method
Am_SELECTIVE_REPEAT_ SAME_ALLOWED	<formula>	Am_Selective_ Allowed_Method
Am_SELECTIVE_REPEAT_ SAME_METHOD	NULL	Am_Object_Method
Am_SELECTIVE_REPEAT_ NEW_ALLOWED	<formula>	Am_Selective_New_ Allowed_Method
Am_SELECTIVE_REPEAT_ ON_NEW_METHOD	NULL	Am_Selected_Repeat_ New_Method
Am_LABEL	“A command”	Am_String or Am_Object
Am_SHORT_LABEL	0	Am_String or 0
Am_ACTIVE	true	bool
Am_VALUE	0	any
Am_IMPLEMENTATION_ PARENT	0	Am_Command object

10.7.2 Am_Menu_Line_Command

A menu line command is used to put a horizontal line in an Am_Menu or submenu widget.

Slot	Default Value	Type
Am_LABEL	“Menu_Line_Command”	Am_String
Am_ACTIVE	false	bool
Am_VALUE	NULL	Am_Value

10.7.3 Am_Selection_Widget_Select_All_Command

Select all of the widgets Am_SELECTION_WIDGET is allowed to select.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Object	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_a")	Am_Input_Char	
Am_LABEL	"Select All"	Am_String or Am_Object	
Am_IMPLEMENTATION_ PARENT	<formula>	Am_Command object	*Parent of selection widget's command*
Am_ACTIVE	true	bool	

10.7.4 Am_Graphics_Set_Property_Command

Set the property of object(s) currently selected by Am_SELECTION_WIDGET.

Slot	Default Value	Type	
Am_GET_WIDGET_VALUE_ METHOD	<method>	Am_Get_Widget_Property_ Method	
Am_GET_OBJECT_VALUE_ METHOD	<method>	Am_Get_Object_Property_ Value_Method	
Am_SET_OBJECT_VALUE_ METHOD	<method>	Am_Set_Object_Property_ Value_Method	
Am_SLOT_FOR_VALUE	Am_FILL_STYLE	Am_Slot_Key	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_LABEL	"Change Property"	Am_String or Am_Object	
Am_IMPLEMENTATION_ PARENT	0	Am_Command object	
Am_ACTIVE	true	bool	

10.7.5 Am_Graphics_Clear_Command

Delete the objects currently selected by Am_SELECTION_WIDGET.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("DELETE")	Am_Input_Char	
Am_LABEL	"Clear"	Am_String or Am_Object	
Am_IMPLEMENTATION_ PARENT	0	Am_Command object	
Am_ACTIVE	<formula>	bool	*active if selection*

10.7.6 Am_Graphics_Clear_All_Command

Delete all of the objects `Am_SELECTION_WIDGET` is allowed to select.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_DELETE")	Am_Input_Char	
Am_LABEL	"Clear All"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_ACTIVE	<formula>	bool	

10.7.7 Am_Graphics_Cut_Command

Cut object(s) currently selected by `Am_SELECTION_WIDGET` to `Am_CLIPBOARD`.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_x")	Am_Input_Char	
Am_CLIPBOARD	NULL	Am_Clipboard	*NULL means Am_Global_Clipboard*
Am_LABEL	"Cut"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_ACTIVE	<formula>	bool	

10.7.8 Am_Graphics_Copy_Command

Copy object(s) currently selected by `Am_SELECTION_WIDGET` to `Am_CLIPBOARD`

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_c")	Am_Input_Char	
Am_CLIPBOARD	NULL	Am_Clipboard	*NULL means Am_Global_Clipboard*
Am_ACTIVE	<formula>	bool	
Am_LABEL	"Copy"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	

10.7.9 Am_Graphics_Paste_Command

Paste object(s) from Am_CLIPBOARD.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_y")	Am_Input_Char	
Am_CLIPBOARD	NULL	Am_Clipboard	*NULL meand Am_Global_Clipboard*
Am_LABEL	"Paste"	Am_String or Am_Object	
Am_VALUE	0	any	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_ACTIVE	<formula>	bool	

10.7.10 Am_Graphics_Duplicate_Command

Duplicate objects selected by Am_SELECTION_WIDGET.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_d")	Am_Input_Char	
Am_LABEL	"Duplicate"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_ACTIVE	<formula>	bool	

10.7.11 Am_Graphics_Group_Command

Create an Am_Resize_Group containing the currently selected objects.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_p")	Am_Input_Char	
Am_LABEL	"Group"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_ACTIVE	<formula>	bool	

10.7.12 Am_Graphics_Ungroup_Command

Ungroup a group created with the `Group_Command`.

Slot	Default Value	Type	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_h")	Am_Input_Char	
Am_LABEL	"Ungroup"	Am_String or Am_Object	
Am_IMPLEMENTATION_ PARENT	0	Am_Command object	
Am_ACTIVE	<formula>	bool	

10.7.13 Am_Undo_Command

Undo the last command on the undo stack.

Slot	Default Value	Type	
Am_LABEL	"Undo"	Am_String or Am_Object	
Am_IMPLEMENTATION_ PARENT	0	Am_Command object	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Optional*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_z")	Am_Input_Char	
Am_ACTIVE	<formula>	bool	

10.7.14 Am_Redo_Command

Redo the last undone command on the undo stack.

Slot	Default Value	Type	
Am_LABEL	"Redo"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Optional*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_Z")	Am_Input_Char	
Am_ACTIVE	<formula>	bool	

10.7.15 Am_Graphics_To_Top_Command

Move the currently selected object(s) to the top of the Z-ordering.

Slot	Default Value	Type	
Am_LABEL	"To_Top"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_>")	Am_Input_Char	
Am_ACTIVE	<formula>	bool	

10.7.16 Am_Graphics_To_Bottom_Command

Move the currently selected object(s) to the bottom of the Z-ordering.

Slot	Default Value	Type	
Am_LABEL	"To_Bottom"	Am_String or Am_Object	
Am_IMPLEMENTATION_PARENT	0	Am_Command object	
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	*Must be set!*
Am_ACCELERATOR	Am_Input_Char ("CONTROL_<")	Am_Input_Char	
Am_ACTIVE	<formula>	bool	

10.7.17 Am_Show_Undo_Dialog_Box_Command

Show the selective undo dialog box. You need to `#include UNDO_DIALOG__H` to use this (see Section 1.6).

Slot	Default Value	Type	
Am_LABEL	"Undo/Redo/ Repeat"	Am_String or Am_Object	
Am_IMPLEMENTATION_ PARENT	Am_NOT_USUALLY_ UNDONE	Am_Command object	
Am_UNDO_DIALOG_BOX	NULL	Am_Undo_Dialog_Box	*Must be set!*
Am_ACTIVE	NULL	bool	

10.7.18 Am_Quit_No_Ask_Command

Quit the current application right now by calling `Am_Exit_Main_Event_Loop()`.

Slot	Default Value	Type
Am_LABEL	"Quit"	Am_String or Am_Object
Am_ACCELERATOR	Am_Input_Char ("CONTROL_q")	Am_Input_Char
Am_IMPLEMENTATION_PARENT	0	Am_Command object
Am_ACTIVE	true	bool

10.8 Undo objects

10.8.1 Am_Undo_Handler

Instantiate this object to create custom undo handlers. Normally you should use an Am_Single_Undo_Object

Slot	Default Value	Type
Am_REGISTER_COMMAND	NULL	Am_Register_Command_ Method
Am_UNDO_ALLOWED	NULL	Am_Object or NULL
Am_PERFORM_UNDO	NULL	Am_Object_Method
Am_REDO_ALLOWED	NULL	Am_Object or NULL
Am_PERFORM_REDO	NULL	Am_Object_Method
AM_SELECTIVE_UNDO_ ALLOWED	NULL	Am_Selective_Allowed_ Method
Am_SELECTIVE_UNDO_METHOD	NULL	Am_Object_Method
AM_SELECTIVE_REPEAT_ SAME_ALLOWED	NULL	Am_Selective_Allowed_ Method
AM_SELECTIVE_REPEAT_ SAME_METHOD	NULL	Am_Object_Method
AM_SELECTIVE_REPEAT_ NEW_ALLOWED	NULL	Am_Selective_New_ Allowed_Method
AM_SELECTIVE_REPEAT_ ON_NEW_METHOD	NULL	Am_Object_Method

10.8.2 Am_Single_Undo_Object

Undo or redo only a single command Add thiis as a part to a window.

Slot	Default Value	Type
Am_REGISTER_COMMAND	<method>	Am_Register_ Command_Method
Am_REDO_ALLOWED	<formula>	Am_Object or 0
Am_UNDO_ALLOWED	<formula>	Am_Object or 0
Am_PERFORM_UNDO	<method>	Am_Object_Method
Am_PERFORM_REDO	<method>	Am_Object_Method

10.8.3 Am_Multiple_Undo_Object

Undo multiple commands, and redo only the last undone command. Add this as a part to a window.:

Slot	Default Value	Type
Am_REGISTER_COMMAND	<method>	Am_Register_ Command_Method
Am_UNDO_ALLOWED	<formula>	Am_Object or 0
Am_REDO_ALLOWED	<formula>	Am_Object or 0
Am_PERFORM_UNDO	<method>	Am_Object_Method
Am_PERFORM_REDO	<method>	Am_Object_Method
Am_LAST_UNDONE_COMMAND	0	Am_Command
Am_SELECTIVE_UNDO_METHOD	<method>	Am_Object_Method
Am_SELECTIVE_REPEAT_ SAME_METHOD	<method>	Am_Object_Method
Am_SELECTIVE_REPEAT_ON_NEW_METHOD	<method>	Am_Object_Method
Am_SELECTIVE_UNDO_ALLOWED	<method>	Am_Selective_Allowed_ Method
Am_SELECTIVE_REPEAT_ SAME_ALLOWED	<method>	Am_Selective_Allowed_ Method
Am_SELECTIVE_REPEAT_ NEW_ALLOWED	<method>	Am_Selective_New_ Allowed_Method

10.8.4 Am_Undo_Dialog_Box

This is a complete dialog box used to handle selective undo of various commands. You need to `#include UNDO_DIALOG__H` to use this (see Section 1.6).

Slot	Default Value	Type	
Am_WIDTH	425	int	
Am_HEIGHT	400	int	
Am_TITLE	"Amulet Selective Undo/Redo/Repeat"	Am_String	
Am_FONT	Am_Default_Font	Am_Font	
Am_FILL_STYLE	Am_Amulet_Purple	Am_Style	
Am_WIDGET_LOOK	Am_MOTIF_LOOK	Am_Widget_Look	
Am_UNDO_HANDLER_TO_ DISPLAY	NULL	Am_Undo_Handler	*handler to show values for*
Am_SELECTION_WIDGET	NULL	Am_Selection_Widget	
Am_SCROLLING_GROUP	NULL	Am_Scrolling_Group	