

サカキバラUI

API and library documentation



English version

This documentation applies to:

- XCMD.LIB revision 218
- サカキバラUI version 0.3.8

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Chapter 1: XCMD.LIB

This library is packed with various commands by the community.

1.1 Usage of the library

If you want to use the XCMD.LIB library in your own programs, make sure you type the following piece of code into your program:

```
exec "prg3:xcmd.lib"
```

Optional lines for setup of some commands:

Enable rendering of GPRINT and GPRINT_NEW

```
SetGPRINTrender true
```

Initialize the font width for GPRINT_NEW

(you need the DAT:SYSFNT.BIN file to use this command and the GPRINT_NEW command)

```
IF !IsFontInitialized() THEN INITFNT
```

Disable error dialogs (including the INITFNT dialog when DAT:SYSFNT.BIN is not found)

```
ShowErrDlgs false
```

Return variables of the library:

- | | | |
|-----------------------|---|--|
| IsFontInitialized() | - | Returns, whether the font width data is loaded |
| GetGPRINTsize out x,y | - | Returns the width and height of the box that GPRINT and GPRINT_NEW rendered the text |
| LibErr() | - | Returns an error ID of a specific command |
| IsSKKBAUI() | - | Returns whether the library runs from
サカキバラUI (foolable) |

(R-OS V, R-OS永遠に and other programs will return 0, but サカキバラUI returns 1.)

This manual applies to Revision 210 of XCMD.LIB and may not present all commands that are available or some that were removed.

1.2 Library commands

Here are all commands listed that are currently in the library

If the examples are used in a program, make sure you initialized the library before use of the commands, otherwise a `Syntax error` occurs.

Note: Only commands intended to be used will be explained.

Graphic commands

GLINE2 <i>startx, starty, endx, endy, thickness, color</i> - Command by GMAGE_LOVEmarine
Draw a thick line
<i>startx, starty</i> – Start point coordinate (X: 0-511, Y: 0-511) <i>endx, endy</i> – End point coordinate (X: 0-511, Y: 0-511) <i>thickness</i> – Thickness in pixel units – 1 <i>color</i> – Color code (See SB's GCOLOR for further help)
GBOX2 <i>startx, starty, endx, endy, border_radius, color</i> - Command by GMAGE_LOVEmarine
Draw a box with rounded corners
<i>startx, starty</i> – Start point coordinate (X: 0-511, Y: 0-511) <i>endx, endy</i> – End point coordinate (X: 0-511, Y: 0-511) <i>border_radius</i> – Border radius in pixels <i>color</i> – Color code (See SB's GCOLOR for further help)
GCIRCLE2 <i>centerx, centery, radius, color, fill_flag</i> - Command by GMAGE_LOVEmarine
Draw a better circle
<i>centerx, centery</i> – Center point coordinate (X: 0-511, Y: 0-511) <i>radius</i> – Radius of circle <i>color</i> – Color code (See SB's GCOLOR for further help) <i>fill_flag</i> – Fill circle (TRUE : Fill, FALSE : don't fill)
GPUTCHR3 <i>x, y, string\$, width, height, color, space</i> - Command by GMAGE_LOVEmarine
Draw text with a set character width
<i>x, y</i> – Top left coordinate of text (X: 0-511, Y: 0-511) <i>string\$</i> – String to display as text <i>width, height</i> – Draw size (1 : 100%, 2 : 200%, ...) – Integer scale only <i>color</i> – Color code (See SB's GCOLOR for further help) <i>space</i> – Space between characters (negative : closer, positive : further apart, zero : normal)

GPRINT *fid*, *x*, *y*, *string*\$, *width*, *height*, *color* - Command by CyberYoshi64

Draw text with special formatting

fid - Initial styling (see **bitmask 1**)

x, *y* - Top left coordinate of text (X: 0-511, Y: 0-511)

string\$ - String to display as text (see **String formatting**)

width, *height* - Draw size (**1**: 100%, **2**: 200%, ...) - Integer scale only

color - Color code (See SB's GCOLOR for further help)

Note from CyberYoshi64: Do not use this command in a desktop app as it slows down the performance to a snail's pace. Recommended use is for a game and other non-desktop application.

Bitmask 1:	0 (no) - normal (no styling) 1 (b0) - bold 2 (b1) - monospacing 4 (b2) - underlining 8 (b3) - strikethrough	If <i>fid</i> is above 15 or below 0, it'll either give an error or it won't run entirely. The string "%S4F" will be interpreted as "E", basically only 1 char is read as hexadecimal as the styling ID. (Note: <i>Italic is not supported.</i>)
String formatting	%S[id] - Set styling	See Bitmask 1; id is hexadecimal Example: "%S5Link" → <u>Link</u>
	%C[rrggbb] - Change color	The values are rr,gg,bb which are hexadecimal. Transparent text is impossible. Example: "%CFF8000Hello!" → Hello! Default is set by <i>color</i> (see argument explanation)
	%W[wdt] - Change spacing between characters	Spacing: Standard + wdt Negative numbers are allowed wdt = 0 is default
	%L[hgt] - Change line height	Height should be 8 or higher but other values are supported. "%L-10" will add lines above each other. hgt = 8 is default
	%% - Draw a % sign	Self-explanatory
	%E - Add line break	Self-explanatory
	%Q - Add quotation mark	Self-explanatory
	%g - Rainbow color	<small>Only text only not, BG, FG</small> Will cycle through colors when drawn constantly
	%p - Randomized color	Apply a random color to the text coming after it
	%g[r] - Change wave radius	Create a wave effect by setting it non-zero Remove the wave effect by setting it to 0.

Warning: When using **FORMAT\$** as *string*\$, use "%%" for one relevant instance of a % sign, e.g. **FORMAT\$("%S1%S%S0 lol", "Hello")** → **Hello lol**

This includes a simple % sign, being 4 % signs instead: **FORMAT\$("5%%")** → 5%

More command help coming soon

Chapter 3: Other information

3.1 Sources & Special Thanks

Sources

3DS OS:

<http://smilebasicsource.com/page?pid=516>

GIMAGE graphic commands:

<http://web.archive.org/web/20171030120739/https://miiverse.nintendo.net/posts/AYMHAAADAAB2V0gbizqdxA>

R-OS Classic 3.5:

<https://smilebasicsource.com/page?pid=1121>

Alpha OS X:

<http://wiki.hosiken.jp/petc3gou/?Toukou%2FALPHA%20OS%20X>

Midori-OS:

<https://smilebasicsource.com/page?pid=1213>

Solid Gunner:

<https://smilebasicsource.com/page?pid=1331>

<http://smilebasic.com/en/library/publickey/>

Any other piece of data, code or text belongs to either CyberYoshi64 or SmileBoom Co.Ltd.

Special Thanks

SmileBASIC Source members – bugreports, programming-wise help

andritolion – Inspiration to make サカキバラUI with 3DS OS as the oldest base for it

Autz64 – Permission to use Midori-OS v0 as current base

HTV04 – Suggestions and some decision choices

the_squat1115 – Suggestions

GamerCymreig – Translations into Welsh and Japanese

RGamesOfficial – Suggestions

SmileBoom Co.Ltd. – Opportunity to learn programming & sharing my work for the first time

2015-2017 andritolion

2017-2020 CyberYoshi64, Mr. OH

2018-2020 RGamesOfficial

2018-2020 Autz64

Thank you for reading this documentation. When my Nintendo Switch arrives, I'll make sure the documentation is ready unlike this documentation for the Nintendo 3DS version. :(