2.Creating your first program

As we discussed earlier, with Allegro we could create games. In fact, if you can create a game, you can create a program. So we can even create cool programs to use them when they are needed. Right now we have created nothing, but at least the error thing. I know is not much, but that is the most difficult part of it. Everything that will come next will be great fun!

For now, your have to remember two rows:

```
#include <allegro5\allegro_native_dialog >
```

and

```
al_show_native_message_box(P1,P2,P3,P4,P5,P6)
```

P stands for parameter. As you can see we have 6 parameters to include. I am going to list the parameters so you will have it easier to memorize them and make the learning more clearer:

P1 -> Display

P2 -> Title

P3 -> Header

P4 -> Text

P5 -> Buttons

P6 -> Flags

You better learn these 6 before going further as I am going to reference them by numbers, not by meaning. P1 is used for the display which can be Null as a value, otherwise the given display is treated as the parent if possible. The next one is used for the title of the native message box. It gives a title to the message box. Being a string, you will have to put in between parentheses in order for it to work. Strings are considered as characters, so even numbers inside the parentheses will work. The same thing goes to the third parameter and the fourth. As soon as you modify them you will understand the result immediately. We have to understand a bit more the 5th and the 6th parameter as they are a bit different in meaning. The 5th parameter will change the buttons naming at whatever you typed in. For example if you type in “World” the first button will be named World. To rename 2 buttons you will have to put the | symbol in order for it to work. For example:

“Hello|World”

This will change the buttons naming. You will have to choose the type of dialog box and the number of buttons using the 6th parameter which is very useful. Let’s start learning it.

The 6th parameter is the type of the dialog box. There are some options which you will have to recognize them. The more you learn them the better you will become.

ALLEGRO_MESSAGEBOX_WARN

The message is a warning. This may cause a different icon (or other effects).

ALLEGRO_MESSAGEBOX_ERROR

The message is an error.

ALLEGRO_MESSAGEBOX_QUESTION

The message is a question.

ALLEGRO_MESSAGEBOX_OK_CANCEL

Instead of the “OK” button also display a cancel button. Ignored if buttons is not NULL.

ALLEGRO_MESSAGEBOX_YES_NO

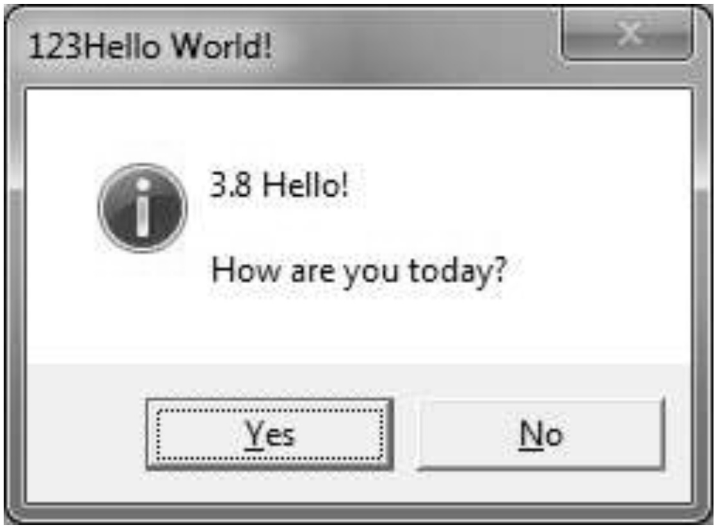
Instead of the “OK” button display Yes/No buttons. Ignored if buttons is not NULL.

This makes you choose which kind of dialog and how many buttons you want to choose. If you need a yes or no than choose the last one. You can change their names as much as you want and there is no need for more programming.

These will make your day like a piece of cake if you learn them. Be sure that you put it in the 6th parameter and you can choose only one of them otherwise it wont work. Let’s examine all parameters and make a simple dialog box.

```
#include <allegro5\allegro.h>

#include <allegro5\allegro_native_dialog.h>

int main(void)

{

al_show_native_message_box(NULL, “3.5”,
“321World!”, “Hello world!”, “Whatever|Maybe”,
“ALLEGRO_MESSAGEBOX_YES_NO”);

  return -1;


  if(!al_init())

   {

    al_show_native_message_box(NULL, NULL,
    NULL, “Error!”, NULL, NULL);
    return -1;
   }
}
```

We included the libraries needed as before. Started the main class and inside of it we included 2 native dialog boxes. The first one is the costume native box. We learned before how to make it, so it will be easier if you have learned all the parameters. It will display a native dialog box with 3.5 as a title, 321World! as a header, Hello World! as text, Whatever is the first button and Maybe is the second. Actually there is a bug with it regarding windows, but don't get angry as it will be working after some of the developers discover it. Now we have our first program, which means a lot as a start. We could make a dialog box with just a line of coding!



123Hello World!

3.8 Hello!

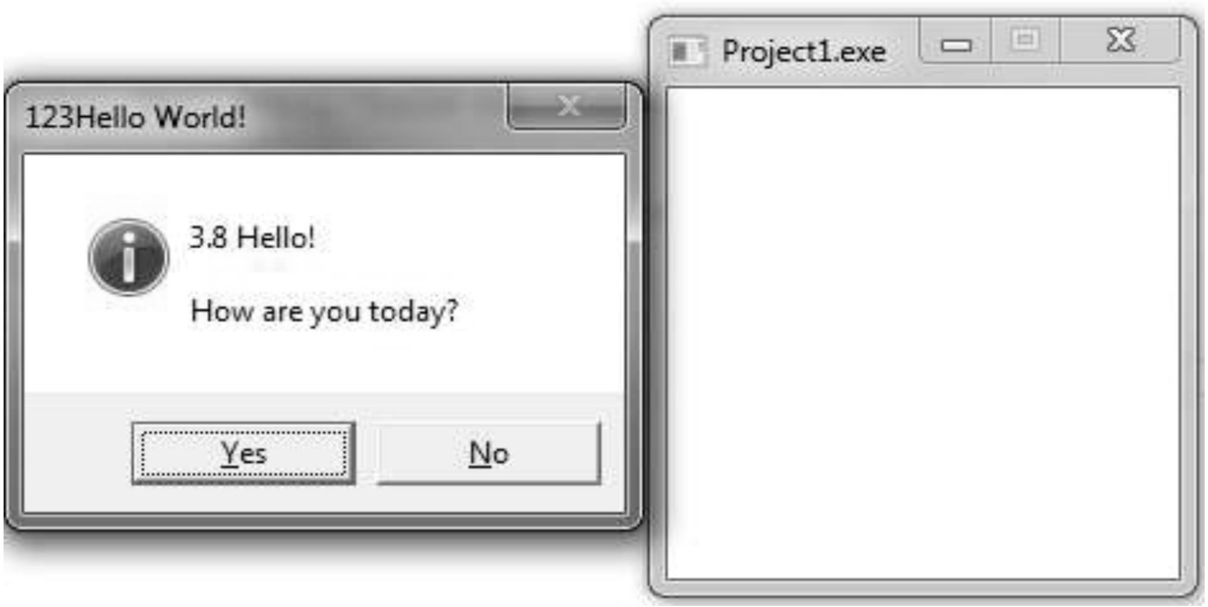
How are you today?

Now let’s try adding a display to our program.

Add this line of code after your last if statement:

display = al_create_display(800, 600);

Now instead of creating a new costum box for the display, we add the first parameter the variable display! The dialog box will appear on top of the window. If we didn’t add it in the first parameter it will be below the window and it wont be shown at all! If you tried to close the window, you couldn’t. This is because there is no command to do that. Instead, to close it, press any of the buttons in the dialog box.



123Hello World!

3.8 Hello!

How are you today?

Note: The screen I made is a lot smaller, because I didn't have space on the page. Now as you can see, we are quite adept in programming boxes. You will become very good at creating them as you practice alone. I would make a little test before we go on with the other sweet chapter:

Create 10 dialog boxes without watching the book, all made by yourself and as you want them.

You will understand something useful if you run multiple boxes at the same time. Try swapping their places, changing their names, add more or less buttons each time and you will learn a lot more than I know!

I hope you enjoyed this chapter and want to move on to the next one. That is going to be so easy, you will soon understand that you can create text immediately. All allegro programming is a lot the same. This was the hardest part of it. Let's continue to the next chapter.