

# **cdxSizer**

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**COLLABORATORS**

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# Chapter 1

## cdxSizer

### 1.1 Welcome, ladies and gentlemen 2 cdxSizer V3.20b

·C·O·D·E·X· ·D·E·S·I·G·N· ·S·O·F·T·W·A·R·E·  
presents:

cdxSizer V3.20b  
fine new window sizing facility for your Amiga system

Contents:

Introduction

Requirements/Installation

Control cdxSizer

About settings

Further information

Additional software

Bugs

History & future

(c)stuff

Author

This program is copyrighted by Codex Design Software in ↔  
1995.

You are allowed to distribute this program as long as you don't  
purchase money for distributing it.

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## 1.2 That's what I'm talking about !

### INTRODUCTION

cdxSizer is dedicated to all who never loved that poor sizing-gadget used by intuition.

It will give you the possibility to size/move a window by clicking at its borders. That means that you don't have to depth-arrange your windows to find this sizing-gadget anymore. It's enough you see one of its borders somewhere on your screen.

cdxSizer V3.20b offers you these features:

- 3 different sizing-modes.
- one/two click sizing
- move windows while using any qualifier
- 'deadlock' interception
- user-settings for various processes available
- force windows to have an IDCMP port
- possibility to remove the system sizing-gadget
- definable new width/height of windowborders
- font-sensitive gui
- doesn't need and third-party-products to run but will use some if available...
- commodity.library support
- pointers that show you that you're sizing a window
- (external) test program for your settings

If you mind about such features,  
read on !

### CDXSIZER AT WORK

Well, I think I first gonna explain what cdxSizer will do when it has been installed:

Everytime if you now open a window that is ought to be sizable, cdxSizer will add 4 gadgets to the borders of that window; one for every border.

You will notice that when a window appears which borders are slightly bigger than those from normal windows. If you decided to remove the system- sizing-gadget, you won't see any sizing-gadget - you don't need it anymore !

Now, when you click at the borders of the new window (you may test this by opening a Workbench-Drawer-window or anything), you will be faced to a glimmering box surrounding your window. Move your mouse to vary the size of the window.

When you release your left mousebutton, the window will be forced to the new size. If you click down your right mousebutton, you'll cancel the operation.

Furthermore, if you do not move your mouse a while, cdxSizer will abort the operation by itself in order to avoid  
system-deadlocks

.

If do click at the window-border while holding down a defined qualifier ('control'~by default), you will see a different kind of box around your window indicating that you now move your window...

All these things might be modified using the  
gui  
.

## 1.3 cdxSizer requirements

### REQUIREMENTS

cdxSizer won't need any additional software products not supplied to you by Amiga Technologies (AT).

It does only work with Kickstart V2.04 or higher (coded using Kick3.0) and expects to find the following files to run:

File	Version
LIBS:commodities.library	V37+
LIBS:icon.library	V37+

Additionally, these products are supported if found:

LIBS:regtools.library	V38+	
(c) Nico François		
PALIS - The patchlib solution Software	V1+	(c) Codex Design ↔

### INSTALLATION

Click at "install" ... the Installer will do everything for you !

## 1.4 control cdxSizer

### CONTROL CDXSIZER

This is the cdxSizer-gui. It will be opened automatically by default. If it is closed now, use AT's Exchange program to pop it up (or press the hotkey if you remember it ;^).

```

+-+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|·| cdxSizer V3.20b user interface (0 window(s) patched) | | |
+-+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
|
| GENERAL                                SETTINGS                                |
|
| Mode$^1$: [ @ | ..... ] +-----+-----+-----+-----+-----+-----+ | | | | |
| Move qualifier: [ @ | ..... ] | Settingslist$^1$ | # | |
| Use two clicks: [X] Show [X] | | | | # | |
|
| WINDOW CONTROL | | | | # | |
|
| Display hotkey: [ $ ..... ] | | | |
| Open interface: [X] | | | |
|
| +-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

```

| DEADLOCK INTERCEPTION:          PName$^1$: [$.....][Add][Del][?] |
|
| Hardware: [X] Timeout: [..]     Patch win(s): [X] Make IDCMP: [X] |
|                               Standard gad: [X] Pointers: [X] |
| USER GFX                       Upper cdsgad: [X] Icon gad: [X] |
|                               Gadget width: [...|.....] 5 pix |
| [Icons] [Lines] [Pointers]     height: [...|.....] 3 pix |
|
+-----+
|
| [HIDE] [SAVE]  [@$...cdxSizer is active...] [ABOUT] [QUIT] |
|
+-----+

```

`^1$`: String not included in the gui but used to refer to the corresponding gadget.

Here's what those gadgets do for you. Assuming there's an additional line like `XYZ=OPTIONS` you're told which  
     tooltype  
     controls the corresponding  
 feature.

#### GENERAL:

Mode (upper cycle gadget) (SUPER/XWIN/SIMPLE):

I suggest you may check these three options out by testing them by yourself (see the "?" gadget description below; if you haven't installed `cdxSizer` with all its features (with `"S:cdxSizerData/cdxTest"`), open a workbench-window to check out which "mode" might be preferred by you ;^)  
 MODE=[SUPER|XWIN|SIMPLE]

Move qualifier (string):

Use that gadget to enter a qualifier which might be used to move a window instead of sizing it. If you hold down that qualifier while you click at a (patched) window-border you can move that window. Enter nothing if you prefer to move windows without using a qualifier (then, every other qualifier might be used to size a window).

Examples: 'control', 'lamiga', 'alt', 'rshift' etc...

QUALIFIER=<string>

Use two clicks (boolean):

is used to select how you want to size; "one click" says that you want to press button - size - release button. "two clicks" says: press button - release - size - press again (you may test this by yourself, too).

TWOCLICKS=[YES|NO]

Show coords (boolean): [this feature is not complete yet]

This gadget will allow you to decide whether you want to display the coordinates of a currently sized window. This does already work but it causes heavy problems when used with Workbench windows. Thus it is been disabled when sizing wb-windows.

Will be fixed as soon as possible.

COORDS=[YES|NO]

#### WINDOW CONTROL:

Display hotkey (string):

Enter a standard commodities-hotkey which you want to use to open/close the gui. Default is 'lalt lshift F1'.

Examples: 'shift a', 'control ESC',...

CX\_HOTKEY=<string>

Open interface (boolean):

This little gadget might be used to select whether cdxSizer shall automatically open its gui when starting or not.

CX\_POPUP=[YES|NO]

#### DEADLOCK INTERCEPTION:

Sometimes, when cdxSizer is drawing something (e.g. you're sizing a window ;^), intuition could be forced to a 'deadlock'. Use the following gadgets to adjust the deadlock interception.

NOTE: You can avoid such deadlocks if you neither open any window nor play around with the mouse-button keyboard equivalents 'lalt+lamiga'/'ralt+ramiga' while you're sizing a window.

Hardware (boolean):

If enabled, cdxSizer will check the right mousebutton by hardware access. Therefore you will always be able to terminate a deadlock by clicking at this button. Otherwise, you have to wait until cdxSizer "Timeouts" (see below).

NOTE: This option should only be used on raw Amiga machines. Clones like 'DraCo' may have problems here.

HARDWARE=[YES|NO]

Timeout (slider):

Use this slider-gadget to enter the time after which you want to cancel cdxSizer when the mouse is not been moved.

TIMEOUT=<number>

#### USER GFX:

All these things aren't available yet. Let me say what they should do (I will put them into external programs, so don't bother of a too large commodity):

Icons will invoke a little requester which can be used to define the icon used for window iconification (not yet implemented but planned for next version ;^)

Lines will be used to edit which color the lines cdxSizer will draw should have. I noted that these lines could look a bit tricky on 32bit gfx cards.

Pointers might be used to edit the pointers displayed when cdxSizer will change them.

#### SETTINGS:

For more detailed information on settings please  
click here

.

Settings-List:

This is the list of all currently defined settings. These settings are made for (single) processes. You may select one entry to modify it. The first three characters of each entry mean (you may adjust these using the



lower gadgets):

```

---  - cdxSizer is been disabled for that process.
G    - cdxSizer will not attempt to remove the standard system sizing-gad
      (see gadget 'standard gad'~for more information).
I    - cdxSizer will install an IDCMP port for these windows if none
      is been requested by the original process.
      Don't use this if you don't need it...
      ?
      P    - cdxSizer will change the mouse-ptr if you're going to ←
            size the
            window
            (see gadget 'pointers'~for more information).
<name>- name of the process which is to be looked for.

```

PName (string):

This gadget might be used to change the name of the process which the current settings-entry describes.

Note 1: cdxSizer will check the name of the process or - if possible - the name of the CLI command being executed.

Note 2: cdxSizer will check whether the name supplied matches the head of the current process name. That means if you enter 'A' only, this setting will be used for all processes that start with a capitol A except they may have their own entry above this entry.

Note 3: Process-names are handled case-sensitive !

If you installed the program

```
chkwin
```

~which is distributed along with

cdxSizer, you may use this program to determine which process controls a window you want to modify.

Add / Del (action):

Use these gadgets to remove/add an entry. Note that you cannot remove the <default> entry.

? = Test (action):

Click here to launch an external program that opens a window using your currently selected settings.

Note that this feature is only available if you copied the module 'cdxTest' along by using the "install"-script. Otherwise the gadget cannot be selected.

Patch win(s) (boolean):

Use it to choose whether windows opened by the process described by the string gadget 'PName' will be patched or not. You may don't want some window(s) to be patched by cdxSizer ;-(

```
DEF_PATCH=[YES|NO] (for the <default> setting)
```

Make IDCMP (boolean):

If "enabled", cdxSizer will generate an IDCMP port for all windows the described process opens.

DO NOT USE THIS OPTION IF IT WORKS WITHOUT IT !!!!!!!!

The problem is that some programs open a window but do not set any IDCMP-Flag. While cdxSizer does not generate those flags by itself normally (Make IDCMP is OFF) that means that you may see a patched window but cannot size it or anything. One example are all CON: and RAW: windows. In that case use this option.

Please note additional information.

DEF\_MAKEIDCMP=[YES|NO] (for the <default> setting)

Standard gadget (boolean):

If you switch this option off, cdxSizer will try to find out whether the standard system-sizing gadget can be removed or not. cdxSizer will do so if it finds out that there are no further gadgets set to the borders of that window.

E.g: Using this options along with CON: or RAW: windows your windows won't have a standard sizing-gadget (since CON: and RAW: don't add any further gadgets to their window-borders); then, there's more space for text in such a window.

If you select to have a standard gadget, nothing will be removed.

DEF\_SIZEGAD=[YES|NO] (for the <default> setting)

Pointers (boolean):

Select this option if you want cdxSizer to change the mouse-pointer if you're going to size a window. Thus you won't accidentally change a window-size (I guess).

While cdxSizer makes use of a Kick2.0+ compatible way (via SetPointer()) a custom window-pointer might not be restored (although cdxSizer will make appropriate steps for such cases; it seems it doesn't work with pointerclass pointers from Kick3.0). Thus, if you see that a pointer is not set back after you sized the window, uncheck this option.

DEF\_CHGPOINTER=[YES|NO] (for the <default> setting)

Upper cdxgad (boolean):

By default (off), cdxSizer won't install a sizing-gadget to a windows top border; i.e. you cannot size a window by clicking at its top border. But you may prefer to have such a gadget - here you can get it !

Note that the upper gadget will be as high as been set by 'Gadget height' but won't be higher than the half of the title bar (=> you can move a window as you're used to by clicking just a little more lower than before).

DEF\_TOPGAD=[YES|NO] (for the <default> setting)

Icon gad (boolean):

[this feature is not available yet]

Soon, cdxSizer will offer you to add a little gadget left to the zoom-gadget which will allow you to iconify the window as known from operating systems like

Windoof

.

Gadget width / height (sliders):

These gadgets might be used to define how big the new window-border (i.e. your clicking-area) should be for all windows of that process.

DEF\_BWID=<number>

DEF\_BHI=<number> (for the <default> setting)

#### COMMAND GADGETS:

"cdxSizer is active" (cycle; boolean):

Select whether cdxSizer is active or not. If you disable it, no windows will be patched but of course window-sizing will continue to work.

You may change this status by AT's Exchange too.

Note that Exchange won't note that cdxSizer is turning into active status although it does.

"Hide:" closes the window but does not terminate cdxSizer.

"Save:" saves all settings to the  
icon  
file.

"About:" ;^)

"Quit:"

quits  
cdxSizer.

Note that you cannot quit if there are any windows that have  
been patched by cdxSizer !

## 1.5 Icon file keywords

### ICON TOOLTYPES:

Tooltype	Function	GUI Gadget
MODE	Mode of cdxSizer (SUPER/XWIN/SIMPLE)	"Mode"
QUALIFIER\$^3\$	Extra key(s) to activate move-mode	"Move qualifier"
TWOCLICKS\$^1\$	How many lmb clicks you need to size a window	"Use two clicks"
COORDS\$^1\$	--- not yet functional ---	"Show coords"
CX_HOTKEY\$^2\$	Hotkey to pop up the gui	"Display hotkey"
CX_POPUP\$^1\$	Pop up window when getting started	"Open interface"
TIMEOUT	Timeout to avoid system deadlocks	"Timeout"
HARDWARE\$^1\$	Enable/disable hardware checks	"Hardware"
DEF_PATCH\$^1\$	Patch windows of all processes that do not match any user-defined entry	"Patch win(s)"
DEF_SIZEGAD\$^1\$	Keep the standard-sizing gadget for all windows that do not match any entry.	"Standard gad"
DEF_MAKEIDCMP\$^1\$	Creates an IDCMP port for all windows by a process not matching any user defined entry.	"Make IDCMP"
	See extra information !	
	DEF_CHGPOINTER\$^1\$ Change mouse-pters for all windows which " Pointers" doesn't mach any entry.	" ←
DEF_TOPGAD\$^1\$	Get a top sizing-gadget for...	"Upper cdxgad"
DEF_ICONGAD\$^1\$	--- not yet functional ---	"Icon Gad"
DEF_BWID	Width of window-border	"Brd wid"
DEF_BHI	Height of window-border	"Hi"
PALISMSG\$^1\$	When starting, cdxSizer will search for - a program called PALIS which is used to savely patch your system. If you select NO here, you will not receive an errormessage if PALIS can't be found.	
WINX	GUI window left edge	(will automatically

WINY	GUI window top edge	be saved)
CX_PRI	Priority of cx keyboard handler & start-priority for workbench if loads program from SYS:WBstartup/	-
DONOTWAIT	<no function for cdxSizer> causes workbench to proceed work when loading this program from SYS:WBstartup/; will always be set when you save settings.	-

\$^1\$: Boolean value expected; use YES or NO.

\$^2\$: Standard AmigaOS/CX hotkey description (like 'control shift F1').

\$^3\$: Standard AmigaOS/CX qualifier expression (shift, lalt, etc.).

You may use these keywords when starting cdxSizer from the commandshell, too. Unfortunately, you're forced to quote the whole substring if it contains spaces. E.g. write

```
cdxSizer "CX_HOTKEY=lamiga shift F1" PUBSCREEN=pub_screen
```

Note that the icon's tooltypes will be loaded, however. That means if you want to start cdxSizer with some non-default settings, start it, change them using the gui and save these settings to its icon - then everything will be alright also when you start it from the CLI.

## 1.6 Additional information on how to use the user-settings

### HOW TO DEFINE YOUR USER-SETTINGS

Well, here're some information about how to design you settings. Since there's version 3.10 of cdxSizer you're able to define special settings for each process. The required setting is been selected by comparing the name of the process or of the CLI-command (if it's a CLI process) with each entry. If none of your entries matches to the currently examined process, the <default> entry will be used.

#### Processnames

In fact, cdxSizer will not compare the whole processname but its head to each entry's name. That means if you want to define a setting for two processes called

```
cdxSizer:operator and
cdxSizer
```

you can handle them equally by using 'cdxSizer'~as identification name. You may also treat all processes starting with the same string by using that string only.

Note that cdxSizer will start to search for a name from top to bottom of the entry-list. That means if you define a setting for

```
cdxSizer
```

and, afterwards, one for

```
cdxSizer:operator
```

cdxSizer will match the process 'cdxSizer:operator'~to the first entry 'cdxSizer'~but not to the latter one.

Additionally please note that processnames handled by cdxSizer are case-sensitive. I.e. 'A'~is not 'a' !!

The reason why cdxSizer does not allow AmigaOS patterns to be used within

the definition is that Match..() might make extensive use of the stack and I cannot rely on other programmes to have enough stack for such operations...

Note that there's an additional program which is been programmed to find out which process/task/command controls a window.

[Click here for more information.](#)

Disabling cdxSizer for special processes

If you want cdxSizer to ignore some processes type in their names using 'Add'~and set the gadget "Patch window(s)" to "disabled".

On the other hand, if you want cdxSizer to patch windows from some special processes only (e.g. Workbench, CON, RAW) select the <default> entry, disable window-patching and enable patches for all processes you want.

Making an IDCMP port

cdxSizer is able to add an IDCMP port to windows which usually don't have one. All windows used to be processed by cdxSizer need to have an IDCMP port. Sometimes some processes do not use an IDCMP port but open windows. Select "Make IDCMP port = enabled" for processes that do behave like this. Two examples are CON: and RAW:, but do not use it generally. I advise you to check whether cdxSizer works without "Making IDCMP port" and leave it that way if everything is fine.

Some examples

Here are some programmes that should have their own setting:

Process	Problem	Patch window(s)	Sizing gadget	make IDCMP port
CON: RAW:	No IDCMP port will be generated e.g. Shell-wins	ENABLED	OFF	ENABLED

If you find further necessary settings,  
contact me  
!

Testing settings

In general, if you used the "install"-script to install cdxSizer, there'll be a little programm ("S:cdxSizerData/modules/cdxTest) which will allow you to check out your currently selected settings: Simply click on the "?"-gadget. That might be useful to check out you favourite settings (NOTE: this program won't take care of the "Make IDCMP" option !!!).

## 1.7 Some technical details

FURTHER INFORMATION:

Quitting cdxSizer

It is not very suitable to quit cdxSizer. That sounds a bit strange, but cdxSizer is needed to patch some system-libraries. The following functions

will be modified:

- exec/PutMsg()
- intuition/OpenWindow()
- intuition/OpenWindowTagList()
- intuition/CloseWindow()
- intuition/ModifyIDCMP()

Therefore it is not save to terminate cdxSizer when other programms patched these functions after cdxSizer done so. When you're just testing cdxSizer, there won't be any problems because I assume that it is the latest patch ran under your system. Otherwise, when you start it from SYS:WBStartup/ or anything there could be further patches to the libraries mentioned above.

Additionally, cdxSizer will of course not terminate when some patched windows are still open. cdxSizer will inform you about such things and will wait until every patched window is been closed before it will quit.

From V3.00 on, another tool of mine, called PALIS is supported to manage most system-friendly library-patches.

If you've installed PALIS you won't have any problems !

## 1.8 Additional software for cdxSizer...

ADDITIONAL SOFTWARE:

Along with V3+ the following additional (and optional) tools are provided:

```
ChkWin V1.00
-> it's only one now ;^)
```

## 1.9 ChkWin V1.00 by Codex Design Software

CHKWIN

Task:

ChkWin is a little commodity that allows you to determine which process controls a window by pressing a user-definable hotkey. It might be used to define

```
user-settings
for some windows...;)
```

Start:

Double-click or enter name in CLI.

Tooltypes/CLI options:

CX\_POPUP: Immediately pop up information requester when starting.

CX\_HOTKEY: Keystroke to invoke chkwin for active window.  
 CX\_PRI: Priority of commodity.

Bugs:

None known.

Notes:

regtools.library © Nico François will be used if available.

## 1.10 Murphy's page

BUG REPORT:

- cdxSizer will refuse to patch windows that are using IDCMP\_SIZEVERIFY.
- 'Show coords' will not work with windows from the workbench.

If you find further bugs please  
 contact me  
 !

## 1.11 Flow of time

CHANGES TO CDXSIZER:

History:

- |      |              |   |  |
|------|--------------|---|--|
| 0.01 | (01.05.1995) | : | Annoyed about window-sizing-gadget. Made one of my programs capable to be sized from wherever the user may want to.  |
| 0.02 | (10.05.1995) | : | Thought about a program allowing me to size every window in several ways. Coded a little "input.device"-tool that does such stuff. Heavy problems.   |
| 0.10 | (12.05.1995) | : | Changed to a mostly CX-controlled system. Tracing the mouse is also done using CX.   |
| 1.00 | (17.05.1995) | : | Mouse tracking done using input.device again. One-process-system. In general, everything's fine, but I'm sometimes faced to deadlocks. Still problems with locking output.   |
| 1.01 | (18.05.1995) | : | ttProcessArgs() used to parse all user settings. GUI added.  |
| 2.00 | (25.05.1995) | : | Initial release. Changed to a two-process system. Does work very well. Nearly no more deadlocks found anymore. Right mouse button now available to abort cdxSizer. Sometimes problems (workbench windows without qualifier), but I'm satisfied that far. |

- Interested in opinions from other users.  
I gonna release this version now.
- 2.01 (01.06.1995) : (minor bug-fix)  
Thanks to Christian Selter (name correct ?);  
No more problems when locking other window's  
output.
- 3.00 (17.06.1995) : planned release 2 (provided to beta-testers)-  
New features:  
- Own gadgets will be added to new windows.  
- No more mousebutton-tracking while you do  
not size a window.  
- Deadlock interception added.  
- System sizing gadget might be removed.  
- Windows can be moved.  
- reqtools.library used if found  
- 'shift'~is also a valid qualifier for cdxSizer  
(new qualifier-routine).  
- Count windows patched  
- New gui  
- Internal bug-fixes.
- 3.10 (22.09.1995) : New features:  
- User-definable settings for processes.  
Fixes:  
- Tooltype PUBLICSCREEN removed since I got  
several hints: A commodity has to open i#  
window on the standard screen.
- 3.11 (23.09.1995) : again planned Release 2.1 (V3.00 works well)  
- CLI command name checked if CLI process found.
- 3.12 (01.10.1995) : - Completely new GUI + fx.  
- Coordinates work, but WB windows seem to have a  
problem with that.
- 3.20b (23.11.1995) : New features:  
- Adjust height of upper gadget to avoid  
conflicts with the drag-bar.  
- Checks whether

## PALIS

can be found to manage  
save library patching.  
Generates errorrequest if something went wrong  
while un-patching "my" libraries,  
- Mouse ptr is changing if you want it to do so.  
- Show coords added for non-workbench windows.  
<< this is release 2 >>  
I'm using it and it doesn't seem to have  
any more problems.... ;^)

## Future plannings:

- Possibility to patch windows that are using IDCMP\_SIZEVERIFY
- Possibility to change pos/size of window by keyboard.
- Display coordinates of window for all windows (optional).
- ttProcessArgs() should use ReadArgs() for commandline parameters.
- Iconification for all windows having been patched by cdxSizer.
- Adjust: - color/look when sizing windows.  
- icons used for iconification.
- Support CodexDesign library to decrease memory-usage....



library is complete, but I'm somewhat lazy to do what I'm meant to...;-)

## 1.12 cdxSizer V3.20b (c)1995 by Codex Design Software

### COPYRIGHTS/DISCLAIMER:

#### Disclaimer

The author cannot be held liable for the suitability or accuracy of this manual and/or the program(s) it describes. Any damage directly or indirectly caused by the use or misuse of this manual and/or the program it describes is the sole responsibility of the user her/him self.

#### Copyrights

cdxSizer V3.20b (c)Copyrighted 1995 by Codex Design Software, cdx:

Hans Bühler  
Kirchstr.22,  
10557 Berlin 21,  
FRGermany.

You may use this program as long as you want without any restrictions except that I expect you not to edit/lame/patch anything in it.

#### GUI

The window GUI has been designed using GadToolsBox V2.0c (c) Jaba Development (source have automatically been patched using gtp1.06 by Codex Deesign Software (aminet:dev/gui)).

#### Requesters

reqtools.library (c)Nico François will be used if found.

## 1.13 Windoof '95

Was sagt ein Intel-Entwickler zu Neujahr 1996 ?  
- Schönes neues 1995,9997889998899988999999.....  
- was ist kooperatives Multitasking ?`  
antwort: schieße.

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## 1.14 Have a chat with me.

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