

## **MetaToolPrefs**

**COLLABORATORS**

	<i>TITLE :</i> MetaToolPrefs		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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## Chapter 1

# MetaToolPrefs

### 1.1 MetaToolPrefs

MetaToolPrefs V3.3 (16.3.2002) - a preferences program for [↔](#)  
metatool.

Introduction

Legalinfo

Requirements

Usage

History

Author

Thanks

### 1.2 Introduction

Meating Pearls III used the great program MetaTool to start/display/play everything in the way the user wishes. That was configured in a configfile specified by the environment variable \$METACONFIG.

Unfortunately the user had to use a installer script or his own editor to change that config file.

Some Meating Pearls admins thought it might be a good idea writing a preferences program for MetaTool. They asked for volunteers. I said: "Maybe, maybe." They answered: "OK, yes, move on, do it!" (Huhu, Angela;). So what could I do... I wrote this thing.

Hopefully MTPrefs does a bit to make Meating Pearls IV even easier to use

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than Meeting Pearls III.

### 1.3 Legalinfo

MetaToolPrefs is Copyright © 1996 by Martin Steigerwald. It is freeware. However I wont reject gifts for it ;) Maybe spending some money to ensure Meeting Pearls V would be also a good idea. Or just help ppl who need your help, there are many out there.

MetaToolPrefs is licensed under the GPL license beginning with version 3.

I reject any responsibility for damages that MetaToolPrefs may cause. This includes really everything that might or might not occur! This software is for free and I wanna be free of responsility in case of malfunction!

### 1.4 Requirements

- AmigaOS 2.04

- 

  - MUI  
3.6+

- A wonderful Amiga

optional:

- dospath.library (C) 1996 by Stefan Becker

You can find the complete DOSPath package on AmiNet under util/libs/DOSPath.lha for example!

dospath.library is "only" needed for the check config function

### 1.5 aboutmui

MetaToolPrefs uses

MUI - MagicUserInterface

(c) Copyright 1993-96 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing

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lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

## 1.6 Usage

Start it and use it. Its dead easy to do so. There is bubble help ↔  
all  
around ;)

Projects Menu

"Reload config" reloads config as if the program would have been started again. "Save config" saves the config without quitting the program. "Save config as..." saves the config in a file you specify.

Listview and contextmenu

The listview is multi-selectable and has context menu! ;)

In it you can find a function for checking the config. This function checks for each entry if the specified tool exists. Entries without existing tool will be selected. You could then easily edit the selected entries if you press the edit button. This function requires

```
dospath.library  
.
```

You can also specify which entries should be saved and which shouldnt. As a default MetaToolPrefs only saves entries it didnt get from the CD (so that with a new CD, the new entries from the CD will be used automatically.)

Double clicking on an entry opens/closes its edit window.

Buttons

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"Edit" and "Remove" accept more than one entry. "Edit" opens an edit window if closed and closes it if opened.

DragnDrop

You can drag and drop many things around. Just try it out. ;)

\$METACONFIG

MetaToolPrefs gets the name of your MetaToolPrefs config from the environment variable \$METACONFIG which is also used by MetaTool itself. When you change config file name, MetaToolPrefs changed \$METACONFIG automatically.

## 1.7 History

For those of you wanting to read the long story of how this program evolved ;)

3.3 (16.3.2002)

- now is licensed under the GPL license.
- complete with source code
- recompiled with StormC 4
- does not longer use StormAmiga.lib but Amiga.lib
- no functional change (hopefully;-)
- also added GlowIcon for MetaToolPrefs itself
- updated documentation
  - new email address and web page url
  - gpl license
  - history

3.2 (18.10.1999)

- dropped the release version numbering scheme. Now MetaToolPrefs version is always the version the program tells.
- make license less restrictive, now allows for Amiga Plus CD-ROMs and for AmiNet-CD-ROMs explicitly.
- removed a bug that one was able to delete an entry with an open edit window that has an open asl popup. A bug is still in it: The requester telling the user that he can't delete that entry does only show up when the entry that can't be deleted is the first entry in the list of entries to be deleted. I don't understand and do not really bother about that.
- updated catalog, cause it has a new cannot delete entry warning message.
- added GlowIcons and layouted icons

1.1            3.1    20.10.96    Completely broke the remove method.. edit windows of removed entries would not have been closed. Now first closes edit windows and then does remove them via above method. Creating a new entry will now open a edit window.

- Stefan Gybas.  
 Added context menu function to select which entries should be saved  
 Entries that should be saved are now displayed in bold softstyle.  
 Bumped version to 3.  
 Bug left: Popstring MetaTypePop doesnt close at first click on its button. (Dont know how to solve this.)  
 This will most certainly be the version that will come on the Meating Pearls IV, hopefully I didnt introduce new bugs.  
 Updated documentation, reversed order of this history section, new entries first  
 Laid out icons.  
 Lets hope and pray that this version does it! ;)  
 Added start script (so that a version from hard disc can be used), just in case there is a serious bug to be fixed, or there will be a even more over-featured version of MTPrefs ;) exec size: 20068
- 2.7 19.10.96 replaced my buggy MTEEntryPanel\_Remove method with MUIM\_List\_Remove, MUIV\_List\_Remove\_Selected, thanks Klaus!! (MUIV\_List\_Remove\_Selected isnt actually be mentioned in the MUI 3.6 AutoDocs!!!!)
- 2.6 10.10.96 checkconfig now works with WB, thanks to Stefan Becker for his RTFM --> CopyWorkbenchPath mail ;) one can drag an listview metatype entry upon one of the string gadgets in an editwindow routines for d&d-support in the complete EditWindow written, but commented in, cause the wont work directly with a subclass of window class as d&d support is in area class. Will investigate how to get this working, maybe there is a way without adding another class  
 all windows now have MSG\_APP\_TITLE as Window\_ScreenTitle
- 2.5 3.10.96 updated manual for MUI and dospath copyrights improved checkconfig routine, now works with dospath.library to get real "c:which"- functionality, thanks Stefan for dospath ;) and disables requester during config check thanks Nessy  
 all requester now are opening center to their windows  
 exec size: 19056 (argh, I need -O2;))  
 BUG detected: checkconfig works not, when MTPrefs is started from Workbench, guess I have to get the pathlist in another way then... Will investigate.
- 2.4 2.10.96 corrected bug with doubleclick on a listviews entry opening and closing edit windows from all selected windows, thanks kmel ;) set some default window width and height. Tron and kmel requested this.
- 2.3 30. 9.96 edit window now cannot not be closed if popasl
-



object is open, thanks kmel  
 app now would not quit, if a popasl object is open  
 kmel reported that  
 app would not quit, if user selected save and  
 config file could not be written to disc  
 detected possible mui bug: mui listview doesnt  
 return return codes correctly when called with  
 method that belong to the connected list  
 2.2 26. 9.96 hopefully fixed enforcer hit when changing  
 config file name and hitting cancel then  
 thanks kmel ;)

2.1 exec size: 17964  
 env var would be saved more than once after a  
 change when the user saved config more than once  
 exec size: 17948

1.0 2.0 25. 9.96 implement possibility to change config file name  
 made file requesters remembering old file- and  
 pathnames  
 editwindows now have (mostly unique) Window IDs  
 implemented Settings/MUI  
 restructured menus a bit  
 added Project/New  
 env var will be saved permanently to ENVARC: too  
 but via simply writing a file.. so this might not  
 work with env handlers like HappyENV  
 (GetVar() could only set non-permanently)  
 put hook structures into instance data structures  
 added listview bubble help  
 added context menu  
 added close all edit windows  
 made listview multi-selectable  
 changed button behavior to work on all selected  
 entries  
 added context menu  
 added simple configuration check, checks if all  
 given tools do really exist  
 bumped catalog version  
 documentation not yet updates, beside this history  
 1.17 added amigaguide documentation  
 so only a few thinks left, and then it is ready,  
 finally.  
 exec length: 16200 bytes ;-( (-O2 isnt working see  
 above.)

1.16 implemented project menu completely, erm, OK, not  
 completely: quit doesnt work, but I did enough  
 programming for today  
 implemented about requester

1.15 21. 9.96 removed bug when starting from workbench  
 (didnt CurrentDir to sm\_Arg->bla\_Block)

1.14 added drap&drop support for the string gadgets  
 in the editwindows via my own DragString Class ;)  
 changed optimizing option to -O only, this works  
 and dont gives any compiler error... and it gains  
 as much as 6.5 KB executable size  
 now it has a size of 13676 bytes ;)  
 improved makedist to include a lzx archive  
 and its uucoded form

---

- 1.13 localized the whole thing, and bubble helped it
- 1.12 localized mainwindow and mtenrypanel
- added localized shorthelp to mainwindow and mtenrypanel
- compiled non-optimizing, cause optimizing compiling caused following compiler error:

MetaToolPrefs.c: In function 'main':

MetaToolPrefs.c:1045: fixed or forbidden register was spilled.

This may be due to a compiler bug or to impossible asm statements or clauses.

thus large executable: 19852 bytes

- added script for automagically generating localization info and german .catalog = makecat
- added script for automagically generating a distribution archive = makedist
- 1.11 19. 9.96 Made removing entries save, added DoubleClick on ListView opens Editwindow, added activating of already opened editwindows when accessed again
- Started Locale Support, only a few strings by now.
- 1.10 18. 9.96 Now it works... oh that was a dead silly mistake that comes from looking into other sources (psi & monthnavigator-demo) and dont looking close enough, and not reading all needed docs ;)
- Thanks to Willy to the hint that

```
MTEEntryPanel_Class = MUI_CreateCustomClass(NULL, MUIC_Group, NULL,
sizeof(struct MTEEntryPanel_Data), MTEEntryPanel_Dispatcher);
if(!MTEEntryPanel_Class) goto exit;
```

- you must give size of instance data if you have instance data, and not just use 0L... I saw this 0L in monthnav sources and thought this isnt a important value... I was wrong...
- After a few slight changes to whole edit thing works now... whoa... multithreaded editing! ;)
- Now I will add some more stuff for convenience ;)
- and I will make removing an entry saving (if there is a running edit window, it must be closed before removing the entry actually...)
- Oh, MUI classes are fun fun fun ;)
- 1.9 Edit scheme added, but it crashes, and crashes all over again.
- 1.8 all but metatype editing in classes now... now I have to add a new metatype edit scheme
- 1.7 17. 9.96 the list for metatype entries is a class now ;)
- dunno why I had to do a MUIM\_List\_Sort even when I insert the entries with MUIV\_List\_Insert\_Sorted
- 1.6 added a missing \_\_saveds leading to a line emulator guru
- 1.5 15. 9.96 fixed enforcer hit... god damned silly mistake

```
i=0; equal=FALSE;
while ((i<=entries) && (equal == FALSE))
```

```

{
    DoMethod(MTPrefs.MetaTypeEntryListView, MUIM_List_GetEntry, i,
            &cmpentry);
    if(!strcmp(cmpentry->MetaType, entry->MetaType)) equal=TRUE;
    i++;
}

```

hit was by i=entries ;)

thanks to Fionn Behrens for the right clue!

1.4 12. 9.96 added \_\_saves's, optimizing compile with  
fbase-rel, msmall-code, fomit-frame-pointer,  
9644 bytes ;)  
changed config file name to names without "-HD"  
;-)

tried to locate enforcer hits reported by  
Stefan Gybas via poor mans Printf() debugging  
to no extent.

tried using gdb to no extent (I simple dont  
understand gdb completely).

1.3 tuned compiler settings! saved nearly 3K ;-)  
10516 bytes... (it would be 9524 bytes if I  
could get a working small code/data binary)  
added icon: gcc compiled the damn thing so that  
it could be started from WB with the help of  
libnix since the first version of it  
(I just dont need any special WB support to  
create WB startable programs.)

1.2 using env var METACONFIG now... (huh, I never  
tested it with MetaTool nor read the doc very  
carefully I guess.)

1.1 8. 9.96 fixed bug in switch statement in the  
routine that reacts on user input in the  
edit gadget (wb mode is not toggling  
anymore when you type e.g. into the tool  
gadget;-)

1.0beta 1.0 7. 9.96 first beta release

## 1.8 Author

Martin Steigerwald

Email: Martin.Steigerwald@web.de  
Helios@Lichtvollst.de

WWW: www.lichtvollst.de  
home.pages.de/~helios

## 1.9 Thanks

Go to:

All friends for beeing there.

Matthias Scheler for his MetaTool (and his IntuiNews, CyberWindow, CyberView... ;) and betatesting...

Thomas Wilhelmi, Jeroen Smits, Sebastioan Rittau, Stefan Tiemann for helping with mui classes problems ;)

Fionn Behrens, Stefan Gybas, Christoph 'chrisdi' Dietz and Klaus 'kmel' Melchior for beta testing.

All the other meating pearls admins for working on such a great CD.

Stefan Stuntz for

    MUI

        and his example source psi.c!

Peter Stegemann for his Monthnavigator-Demo source. I learned a lot from this sources and took a bit from them in my source ;)

Stefan Becker for his

    dospath.library

    ! Without it

the check config function wouldnt be that good.

All the ppl from who develop for ADE! The program was compiled with ADE GCC 2.7.2, a damned good compiler.

All ppl who do something good for the Amiga!

Olaf Olsen Barthel and all the ppl who created the Amiga Developer CD 1.1! Great Work. Helped a lot.

And all I forgot. ;)

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