

MMBCommodity V1.6

COLLABORATORS

	<i>TITLE :</i> MMBCommodity V1.6		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 23, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MMBCommodity V1.6	1
1.1	MMBCommodity V1.6	1
1.2	disclaimer	2
1.3	copyright	2
1.4	distribution	2
1.5	purpose	2
1.6	requierments	3
1.7	faststart	3
1.8	features	3
1.9	installation	4
1.10	template	4
1.11	specialevents	7
1.12	bugs	9
1.13	problems	9
1.14	history	9

Chapter 1

MMBCommodity V1.6

1.1 MMBCommodity V1.6

MMBCommodity V1.6 Documentation

Jun, 1995

↔

Roland Janus
Sandgrubenstrasse 62
4058 Basel
SWITZERLAND
2:301/212.4@FidoNet

- The first 3 chapters were taken from the GadToolsBox-docs. More or less.
Thanxs Jan. (I hope you don't mind). :-)

- 1.) Disclaimer
 - 2.) Copyright/Distribution
 - 3.) Electronic Distribution
 - 4.) Purpose
 - 5.) Requierments
 - 6.) Fast start
 - 7.) Features
 - 8.) Installation/Removing
 - 9.) Template
 - 10.) Insert special events
 - 11.) Bugs
 - 12.) Problems
-

MMBCommodity is designed to create events especially to emulate events for other commodities, it should always be set higher, to make sure "I'm the first".

Default: 10

XPOS:

Defines the x-position of the small window with the available memory and the actual time.

Default: in the middle of the screen.

YPOS:

Defines the y-position of the... blah blah. See above.

Default: 0, at the top of the screen.

REFRESHRATE:

Defines the time between the update time of the free memory and the time.

Default: 2 seconds (values less than 1 will be ignored!)

TASKPRI:

Defines the priority of the task (process).

Default: 5 (values less than 0 will be ignored!)

WINDOW:

Memory / time-window? YES or NO.

Default: YES

SHUFFLER:

Screenshuffler? YES or NO.

This shuffler will activate the first window on the screen. But, if the screen is the workbench it ignores all WB-windows and the MMBCommodity-window. So, if there is no other window on the screen, it would activate the shell-window. I prefer this, so I did this shuffler for my WB. ;-). There is a special qualifier, which one cannot be changed in this version: LEFT_SHIFT. If you use the screenshuffler with LEFT_SHIFT down, the original shuffler-routine is used and no window will be activated by MMBCommodity.

Default: NO

MOUSELOCK:

Mouselock? YES or NO.

If you press CONTROL and move the mouse, all y-angle-movements will be disabled. The same works with the x-angle if you press LEFT_SHIFT.

Default: NO

WINDOWTOFRONT:

Memory / clock-window always in front of other WB-windows? YES or NO.

Default: YES

USEFRONTPUBSCREEN:

Let's the window jump to the pubscreen in front.
Only pubscreens, because doing this with other screens could cause a crash when they get closed and the window stayed open.
(Uses the value in REFRESHTIME for updatechecking)

Default: NO

WINDOWHOTKEY:

Open / close the window. Usefull for changing the Prefs/#?-files.
(Screenmode etc.)

The window will open always on the default publicscreen, so if you use an utility that changes the publicscreen according to the frontscreen, you could re-open the window on this screen with pressing the WINDOWHOTKEY twice. (Mayby this will be made automatically in a future version).

If you use the hotkey while you use another pubscreen as the Workbench, the window will open on the other screen.

Like for USEFRONTPUBSCREEN: Only pubscreens are used. If there is no other pubscreen available, the Workbench will be used again.

Default: CONTROL LALT j

LEFTYMOUSE:

Exchange the functions of the left and the right mousebuttons.

Default: NO

DOUBLEMMBKEY:

Add an event to the stream when double-clicking the midbutton

If you doubleclick the MIDBUTTON with the same clickspeed as you have set in 'Prefs/Input', MMBCommodity creates a single (!) event like defined.

I did this because the MagicFileRequester uses this to go to the parent directory and I would really miss this feature. A few other programs are

What happens:

- If you press the MIDBUTTON this will emulate the shift key for use on menus and icon's.
- If you hold the MIDBUTTON and press the RIGHTBUTTON once, this will emulate LEFT_ALT. So you can mark the text with the LEFTBUTTON and then release the MIDBUTTON.
- If you press the RIGHTBUTTON the second time, (the time between the clicks is meaningless!), it will emulate RIGHT_ALT.

And, of course, at the third time this will be 'LEFT_COMMAND i' and the text is inserted in the active input. This means you don't have to touch the keyboard and you could, with a few mousemoves and clicks, copy text and gfx. (Of course these are my settings for Snap).

Second Example:

Asuming you're using a tool which can move windows without using the dragbar, like DragIt. If you did set the qualifier for DragIt to RIGHT_SHIFT, you could set "MMBKEY" for MMBCommodity to "LEFT_SHIFT" and "FIRSTKEY" to RIGHT_SHIFT. Now, you could use the MidButton as the MultiChoice-key further and with two mouseclicks (hold the MIDBUTTON and click RIGHT_BUTTON once) move and resize windows.

BUT: There are a few restrictions!

FIRST:

Only RAWKEY codes with this qualifiers are allowed and usefull!

- LSHIFT
- RSHIFT
- SHIFT (LSHIFT!RSHIFT)
- CAPSLOCK
- CAPS (SHIFT!CAPSLOCK)
- CONTROL
- LALT
- RALT
- ALT (LALT!RALT)
- LCOMMAND
- RCOMMAND

Instead of L and R, LEFT_ and RIGHT_ are also allowed.

Others will be ignored WITHOUT NOTICE.

SECOND:

Because it's really senseless to create a RAWKEY event with a code (like SHIFT x) in FIRSTKEY and then a qualifier in SECONDKEY, all keys after a RAWKEY definition will be ignored and the original RIGHTBUTTON will be untouched.

The last linefeed in the clipboard-buffer (R-Command 'c','v') will be deleted if using the midbutton for the copying, so the line isn't executed immediately and some additions to the line are possible

===== 07. May. 95 =====

V1.5

Not publiced

- Replaced DOUBLEMMB with DOUBLEMMBKEY (default RAWMOUSE MIDBUTTON), it's now possible to define the action for double-clicking the Midbutton. Because some programs (like MFR, well I believe it's the only one) need the midbutton-event as an ie_Code-event instead of an ie_qualifier, the tooltype-translation does copy the 3 events (left, mid and rightbutton) into the ie_code-field.
- Some internal changes

===== 19. Feb. 95 =====

V1.4

Not publiced

- Well, removed 3 bugs. I don't believe it, 3 bugs. ;-)
 1. Had a line which really should not be there. Better tell nobody. ;)
 2. Forgot TAG_DONE for the windows-definitions.
Caused no problems AFAIK
 3. The windowtitle will now be set correctly. The title wasn't updated properly

===== 21. Dec. 94 =====

V1.3

Not publiced

- Doubleclick on the MidButton created a MidButton-event (IECODE), but DirectoryOpus needs the MIDBUTTON-Qualifier too for the Hotkey. Fixed. For use with DOpus, CX_PRIORITY has to be over 100!

===== 1. Sep. 94 =====

V1.2 - Now the memory and time will only be refreshed when they changed.
(CPU-Usage down from 2% to 0.2%)

- Added an application-example
- Changed the default (icon) for CONWINDOWPATTERN
to (#?Shell#|#?Dos#?)

===== 13. May 94 =====

V1.1 - bug removed which caused ignoring the "WINDOW"-tooltype.

- added USEFRONTPUBSCREEN which allows automatic jumping to the pubscreen in front

===== 12. Feb. 94 =====

V1.0 first publiced version
