

COLLABORATORS						
	TITLE :					
	MMBCommodity V1.6					
ACTION	NAME	DATE	SIGNATURE			
WRITTEN BY		October 23, 2022				

	REVISION HISTORY						
E DESCRIPTION	NAME						
	E DESCRIPTION						

# **Contents**

1	MM	BCommodity 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	0

# **Chapter 1**

# **MMBCommodity V1.6**

# 1.1 MMBCommodity V1.6

MMBCommodity V1.6 Documentation Jun, 1995

 $\leftarrow$ 

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 V1.6 2/10

13.) History

## 1.2 disclaimer

# 1.3 copyright

## 1.4 distribution

MMBCommodity/MMBCommodity info MMBCommodity/MMBCommodity.guide MMBCommodity/MMBCommodity.guide.info

## 1.5 purpose

 MMBCommodity V1.6 3 / 10

I always thought there was no program which satisfied my needs to use my 3-button-mouse.

This is not only a 'if middlemousebutton pressed then do shift'-commodity.

This is the ultimative 3-buttons-mouse-commodity. ;-)

## 1.6 requierments

## 1.7 faststart

### V--- b----

You have to read the docs, because some of the settings may not be correct or not set at all. I know this is boring, but believe me, it's worth it. CONWINDOWPATTERN has no default if started from a shell.

## 1.8 features

- Commodity.
- Almost freely setable definitions (wise ones!) for the MIDBUTTON (MMB).
- 3 more qualifiers/codes in conjunction with the RIGHTBUTTON.
- Releasing the MIDBUTTON inserts the marked text from the shell in the

MMBCommodity V1.6 4 / 10

shell-window. (Mark the text with the mouse and press MIDBUTTON once (see CONWINDOWPATTERN)).

- Double-clicking with the MIDBUTTON could be the same (or something else you want) as clicking the MIDBUTTON once. (MagicFileRequester).
- Leftymouse.
- Font-sensitive memory / clock-window.
- Mouselock for x or y-mousemovements.
- Windowtofront.

  The Window is always in front of all other windows on the WB.
- Shuffler. Again ;-).
- WindowHotKey -> Memory / clock-window.
- Tested with Enforcer and Mungwall.
- Just using about 0.2% CPU-time (XOper) on my A2000, GVP, OS3.1.
- Removes the last linefeed in the clipboard-buffer if using the midbutton, so the line isn't executed immediately

## 1.9 installation

Move the icon to SYS:WBStartup and edit the tooltypes. That's all. But you have to edit the tooltypes!

To quit MMBCommodity start it again or use Exchange.

# 1.10 template

C=CX\_PRIORITY/K/N, X=XPOS/K/N, Y=YPOS/K/N, R=REFRESHRATE/K/N,
T=TASKPRI/K/N, W=WINDOW/K, S=SHUFFLER/K, L=MOUSELOCK/K, F=WINDOWTOFRONT/K,
U=USEFRONTPUBSCREEN/K, Y=LEFTYMOUSE/K, D=DOUBLEMMBKEY/K, M=MMBKEY/K,
1=FIRSTKEY/K, 2=SECONDKEY/K, 3=THIRDKEY/K, P=CONWINDOWPATTERN/K,
H=WINDOWHOTKEY/K

### CX\_PRIORITY:

\_\_\_\_\_

Most of the commodities which I know of use the priority 0, but because

MMBCommodity V1.6 5 / 10

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

MMBCommodity V1.6 6 / 10

#### 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

MMBCommodity V1.6 7 / 10

using this feature too and I've seen no problem so far.

Because MFR is using ie\_Code instead of ie\_Qualifier and I know no easy way to translate an event-definition, like the one provided by ParseIX() in commodities.library, the ie\_Code field will be filled with the corresponding value if there is an left, mid or rightbutton-definition.

Note: There is no checking for reasonable values (except the checking ParseIX() does), but I guess nothing will happen if you try some out.

Default: RAWMOUSE MIDBUTTON

#### CONWINDOWPATTERN:

-----

This defines the name for the shell-windows you are using. My shell-windows have always the name "AmigaShell", but I've heard there are really weird titles used. But this should be no problem. You can use all possible patterns that are supported by AmigaDos. If you have done this, mark text in your shell-window with your mouse and press the MIDBUTTON. After you released (!) the button AND the pointer is still in the shell-window, the marked text will be inserted into the window. I saw this feature on HPs with HP-Unix. I just had to add this. If you have "ConClip" in your startup-sequence the text is automatically copied in the clipboard, so it is possible to insert the marked text with SNAP or POWERSNAP into other applications, too. This feature simulates, of course, the "RIGHT\_COMMAND c" and "RIGHT\_COMMAND v" keys.

# 1.11 specialevents

Now the tougher things:

First example:

There are a lot of programs (inputhandler / commodities) which need a qualifier to activate some functions. So, everytime you want to use this in conjuction with the mouse, you have to press a few keys at the same time on the keyboard. In my case this is 'Snap V1.64' from Mikael Karlsson. MMBCommodity is designed to create events for other programs. The best way for you to understand this feature, is an example:

My settings for Snap are: TEXTQUAL (textsnapping): LALT GFXQUAL (gfxsnapping): RALT

INSERTKEY (write text): LCOMMAND i

This means you could have these settings for MMBCommodity:

MMBKEY=SHIFT
FIRSTKEY=LALT
SECONDKEY=RALT
THIRDKEY=LCOMMAND i

## 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  $\times$ ) in FIRSTKEY and then a qualifier in SECONDKEY, all keys after a RAWKEY definition will be ignored and the original RIGHTBUTTON will be untouched.

WHY THIS?

Because, every time you define a CODE-event-definition, you will create a event which creates almost a visible (!) event itself. Like a letter in a Shell-window or editor etc.

So, it's necessary to use RAWKEYS with a CODE at the end of all definitions, to prevent a conflict with other events.

I can remove this if someone insists. ;-)

# 1.12 bugs

# 1.13 problems

- LeftyMouse could cause a few problems:

Programs which do special things with the mousebuttons like DirectoryOpus and DPaint react strange. But as I noticed, this seems to be a problem with any "leftymouse"-program.

However, I'm righthanded. ;-)

If anybody discovers (or doesn't) this problems with other programs using a leftymouse-feature, I will be happy to hear (or read) about it.

- If you have problems controling other programs like KCommodity, this could be because KCommodity uses an inputhandler with a priority higher (standard 55) then the commodity-network (53) itself.

Set the inputhandler-priority for the naughty program lower then 53 and it should work.

# 1.14 history

MMBCommodity V1.6 10 / 10

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 addings to the line are possible

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

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!

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#?)

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

 added USEFRONTPUBSCREEN which allows automatic jumping to the pubscreen in front