

Padlock

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REVISION HISTORY

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Chapter 1

Padlock

1.1 main

Padlock is a small utility that I programmed in Blitz Basic 2. ↵
I was
trying to get the hang of the intuition commands, and decided to make a
locking program like this because :

A: It would not take long to implement the basic code, and
B: I'm sure I had a B when I started.

So

What is Padlock?

How do I use it?

What problems could I have with it?

So how does it work then, I mean really?

Any extra features?

What versions have there been?

Will there be any more then?

And

Do I really want to see the credits then?

I suppose I'd better write a disclaimer.

I will not be held responsible for any damage caused by this program (I
won't) (I won't). It wouldn't anyway (hopefully).

This program is FreeWare. Anybody who tries to sell it will get a visit
from Da Boys (I have contacts) (I will know) (I will).

It can be distributed freely as long it is distributed completely. I.E.

Files should be :

Padlock

Padlock.info (I like my icon, but if you make a better one I
suppose you can use that)

Padlock.guide (This doc)

Padlock.guide.info

If you don't get these files then send for Da Boys.

Iain King.

N.B. Sorry for being crap at writing docs.

1.2 whatsit

Padlock is a locking utility. If you are a secretive person and you do not want anybody else to see your work then this is the solution! It allows YOU! - the user to lock up workbench at the touch of a button. Background processes (all processes) keep running, but noone can use anythin till the password is entered. HA.
This is handy if you are on a network and want to go for a cup of tea without having to logout.

1.3 howuse

Padlock is designed with ease of use in mind. In its simplest form it is incredibly easy to use. The inspiration for Padlock was another locking program, but its interface had a horrible array of buttons. For this reason I have kept my interface simple - just two buttons.

The first time you use Padlock one will contain the word 'Password'. This is the input button. Hit this and you will be able to type in your password.

Now press Lock to Padlock your workbench. Where'd it go!?
Don't worry, simply type your password and *Bingo* back it comes.

1.4 probs

Problem? Dunno. Had lots of probs before (see version list). have'nt tested this out much though, so haven't found any. Uses up more memory than I would like.

1.5 howwork

Now, padlock works by opening a new screen. Nasty thing is it perpetually brings that screen to the front so you can't access any other screens. Probably hogs CPU time like a logic bomb, but it is the most effective way I've found of doing it. (see version list for failed past attempts)

* The password is case sensitive. This has ups and downs.

Downs:

Case sensitivity is a horrible, horrible thing (try using a BBC-B).

(oops, wrote this ages ago - case sens is cool - Unix freak now! :)

Ups:

You know the case you used - the other person does not. This makes it a lot, lot harder to guess your password, especially if you use YoYo case (I.E. lIkE tHiS)

I thought case sensitivety in this case was not that bad a handicap, and well worth the added security.

1.6 features

Extra features currently added are:

Runs from CLI. Parameters are <Password> or SET, HELP, ?
Help and ? display a little help message.

SET is used for the
Default
password

Padlock also includes a
Default password option.

Extended features are accessed via the menu's. There are ↔
three menus,

and these are:

Project

Lock	:	As in pressing the Lock button
Quit	:	Quits Padlock

Config

Snapshot	:	Saves current configuration
Set default	:	Saves current password as default
Restore	:	Restores Padlock to saved config

Options

Show/Hide password	:	Toggles whether password is visible in full display and while entering it when locked
(De)Iconify	:	Shrinks and enlarges Padlock window

Snapshot will save all user definable details about Padlock except the default password. 'Set default' will do this. Snapshot therefor saves:

- X/Y coords of normal window
- X/Y coords of small window
- Whether password is visible or not
- Whether window is small or large

These will be restored on startup. Alternatively, selecting the Restore menu option will restore Padlock to the previously saved options.

Show/Hide password is handy for those who like that little bit extra security.

(De)Iconify means you can get rid of Padlock (or at least make it as small as possible) if you have a crowded Workbench.

All prefs, including default password are saved as 'S:Padlock.config'. Please do not mess with this by hand. If Padlock gets screwy about the prefs (unlikely) then simply delete the file 'S:Padlock.config'. When next run Padlock will default to my in built prefs, and you can set it up and save it for yourself again.

N.B All menu functions can be accessed while in iconified mode.

1.7 default

The default password allows the user more speed in running Padlock. It means that rather than having to type your password in every time you run Padlock, you get a default for the password.

When Padlock is run from Workbench it automagically looks for your default password and uses it. If Padlock is run from the CLI and instead of a password you type 'SET' (remeber - upper case!!!!!!) then it will look for your default password and uses it.

Note: If you run from Workbench but there is no config file then Padlock defaults the password to 'Password'

Cool huh?!

1.8 version

There have not been many versions of Padlock (as if you hadn't guessed), but here you go :

Version 1.00	First release (to self)
	Initial locking method: Open a full screen window to hide all WB stuff Dont give window any gadgets so you cant lower it. This effectively stops any access to WB Also open smaller window for entering password
Version 1.01	Some bug was fixed (Input box I think)
Version 1.02	CLI startup added, as well as access to Padlock.Password

- Version 1.03 Quit and Config menus added. All file access to S:Padlock.config
- Version 1.04 Options menu added. Saves these extra features into config file. Got a nice e-mail pointing out that locking window does not open full screen, but opens 640x256 (my display setup). Anyone with larger display, well, the remaining three quarters (or whatever) is accessible.
- Version 1.05 Show/Hide Password now effects the entering of the password when in 'locked' mode. Got another lovely email (it wasn't scathing, honest). Sarcastic remarks (ta - it was pish (I forgot your name, but mail me it and I'll put it in here)) pointed out what Amiga+N and Amiga+M do :) oops. Oh, docs say your names Willi - again ta much
- Version 1.06 Completely changed the locking function. Changed it from opening huge windows to hide Workbench to going to Blitz mode. Urggg. Not only is Blitz mode screwy as hell - it bugged up ALL the time, but it single tasks everything. Sooner that's cleared up the better.
- Version 1.07 Changed it again. Opens a new screen and keeps it in front. I think (i.e. Hope and Pray to God) that this works fine. Ta for all who reported how cack my prog is (it is) and for all the constructive criticism. (Unfortunately my e-mail dir got scrubbed so I don't know anybody's addresses)

1.9 more

Any other ideas would be appreciated (but you can only take this idea so far)

1.10 credits

If you must.

Program, design (ha ha), and implementation by Iain King.

Written in Blitz Basic 2, which is by Acid software.

They also made the awesomely cool Skidmarks, and Guardian, and RoadKill, and Super Skidmarks, and.....

basically, their cool.

Blitz Basic 2 was given away free with Amiga Format a while ago, but to compile it I used a friend's registered version. I should be getting my own soon (hopefully).

Thanks to Willi (ta Willi) and somebody else who had a large WB screen.

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Bye Bye.
