PowerWindows

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Chapter 1

PowerWindows

1.1   PowerWindows V1.1 (C) Copyright 1997 by Georg Steger

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            ##################                              made in South- ←
                Tyrol
 ###################
                 ####  ##    #  #  ##   #  #####   ###  ##    #   ####
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```

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                    Other Stuff
                 Read   Important   first!
```

1.2 Introduction

- Some thought it is impossible to do ...

  That's wrong, it WAS impossible to do!

- Some dreamt of it ...

  Most did not even do that!

- It was the most wanted utility of the Amiga-World ...

  and here it is! Let's get ready for


```
                      PowerWindows V 1.1
                      ------------------
```

PowerWindows is a little utility, that allows you to move windows out of
the Screen. With this program that patches some System-Functions you will
finally know where to move your windows when you have opened a lot of them.

PowerWindows is especially useful for those of us who don't have a GFX-
Board (like me). With the Screen-Resolutions the ECS/AGA-Chipset offers,
after having opened two or three Windows you already have to start sizing
and moving the windows to get to the desired one.

Well, that's over now. With PowerWindows you simply move the windows you
actually don't need out of the Screen.

You also get another incredible Feature: You can iconify ALL your Windows
, 100 % compatible, hundreds of Configuration-Options, very few Memory
Usage!!

Read the documentation VERY carefully because PowerWindows installs some
very dangerous Patches and you have to configure it correctly before using!

My English is terrible. Hope you have a lot of fun with it.

                      PowerWindows is SHAREWARRE!

The preferences program uses MUI which is copyrighted by Stefan Stuntz!

1.3 Requirements

PowerWindows should run on any machine with Amiga OS 2 or higher. It has
been reported to be compatible with GFX-Boards.

PowerWindows was developped on:

    AMIGA 1200 Kickstart 3.0 Workbench 3.0
    CPU 68030-50 FPU 68882-50 (Blizzard 1230/IV)
    2 MB CHIP / 8 MB FAST
    WESTERN DIGITAL 540 MB HD
    WEARNES CD 120-A DOUBLE-SPEED CD-ROM
    TRUST COMMUNICATOR 14K4 - MODEM

PowerWindows was created using the following Software:

    MaxonCPP Pro 4.0
    Hispeed Pascal

1.4 Legal Stuff

                        PowerWindows is Shareware!!!

To register send me:

        7,5 DM (5 US $) (5.000 Lire) : If you like it

        15 DM (10 US $) (10.000 Lire): If you love it

        30 DM (20 US $) (20.000 Lire): If you think it's the best and most
                                       useful utility ever created.

If you do not it's very unlikely that I continue development.

        Send everything to: Georg Steger
                                 Hochlercher 30

                                 I-39030 St. Johann/Ahrntal

                                 ITALY

        EMail: steger@pass.dnet.it

        Important: PowerWindows has not been tested very much. Test it for
                   a while and send me Bug Reports.

Copyright

PowerWindows is written and copyright © 1997 by Georg Steger. No parts
of this program may be altered by any means (this includes editing,

reprogramming, crunching, resourceing etc.), except archiving.

Disclaimer

The author is in no way liable for any changes made to any part of the
program, or consequences thereof as he is in no way liable for damages
or loss of data directly or indirectly caused by this software.

Distribution

Neither fees may be charged nor profits may be made by distributing this
piece of software. Only a nominal fee for costs of magnetic media may
be accepted, the amount of US $5 shouldn't be exceeded for a disk
containing PowerWindows. CD Manufactures are specifically granted the
right to include this program on CD collections, as long as they are for
the Public Domain. I would be very nice if they sent me a copy of the CD.

The preferences program uses MUI which is copyrighted by Stefan Stuntz!

1.5 Installation

PowerWindows installs some very critical Patches so it has to be ←
started
at the right time. Before installing it you should try whether it works
on you configuration. To do this simply launch it from the Workbench or
Shell.

– As a first test, open a window and move it out of the Screen at the right.

    Important:

    You can move the Windows out of the Screen only at the right or
    at the bottom. This is because the Operating System doesn't seem
    to like negative Coordinates.

– Check whether at the left side of the Screens the part of the Window
  which should be out of the Screen appears in false Colors. If it doesn't
  you are O.K.!

– Open another Window and move it out of the Screen as well. Check again
  whether there is no graphical trash at the left side of the Screen.

– Now move the Windows to front and to back, close them and always repeat
  the check.

– If the display is trashed remove all patches installed on your System
  and try again.

Note:

– It is less dangerous to move Windows out of the Screen at the right be-
  cause the only thing that can happen is a destroyed display at the left
  side. (Exception: If the Window's TopEdge+Height=Screenheight then it

   is also possible that foreign memory is trashed!)

– Moving Windows out of the Screen at the bottom is more dangerous.

– If you don't see trashes when you move Windows out of the Screen at the
  right then moving it out of the Screen at the bottom will work, too.

– Make a lot of tests before installing it (with ALL your programs). I
  must repeat, this is a very dangerous program.

– In order to move the Windows out of the Screen, PowerWindows has to
  change the Screen's Width and Height for a short period of time to
  16383. This period is the most critical.

–
                  Configure
                  PowerWindows to avoid Programs that draw to the
  Screen-Rastport directly (like Deluxe Paint IV). Such programs will al-
  most certainly cause Crashes.

– Again, do a lot of tests and watch out for Crashes. Moving Windows out of
  the Screen at the bottom WILL NOT trash the Screen but MAY overwrite
  foreign memory!

– Remember. This is only Version 1.1!!! Expect some bugs and crashes!

– Don't force the Workbench-Screen to be closed/opened in critical si-
  tuations, this is when a program is going to close/open a Window on
  it.

– It is possible to quit Powerwindows by sending it a CTRL_C (in non-
  critical situations). Anyway you should not quit it.

Installing it:

For now you have to install it by hand. You can start it in the Startup-
Sequence, in the User-Startup or even in the WBStartup. It must be started
very lately in order to be the last program to patch layers.library, al-
though it depends on the patches and programs you have installed on your
Computer. You have to try it out. If you want to start it in the User-
Startup or Startup-Sequence use:

 run <>NIL: PowerWindows HOMEDIR {PowerWindows-Directory on HD}

{PowerWindows-Directory on HD} of course must be replaced with the
Home-Directory of PowerWindows. For example if you have copied the
PowerWindows-Drawer to "Work:" you will have to start it this
way:

 run <>NIL: Work:PowerWindows/PowerWindows HOMEDIR Work:PowerWindows

You can also specify which Configuration-File to use. It must be specified
with "CONFIGFILE". Example:

 run <>NIL: TOOLS:PowerWindows/PowerWindows HOMEDIR TOOLS:PowerWindows CONFIGFILE ←
    s:MyPowerWindows.config

If you move it in the WBStartUp-Drawer set the Icon-Tooltype "HOMEDIR" to
where the PowerWindows-Directory is. You must not use Quotation Marks,
if you do, the File will not be found! You can force PowerWindows to be
started very lately by changing the Tooltype "STARTPRI". It's a standard
Workbench-Tooltype accepting values from -128 to 127. The lower the value
the later it will be started. It's also possible to specify a File which
will be used as Configuration-File. You must specify it with the Tooltype
"CONFIGFILE". It's further possible to create Project-Icons, set their
Default Tool to "PowerWindows" and set in each one a different Config-File
. To start PowerWindows with a certain Config-File simply double-click the
right Project-Icon.

- PowerWindows MUST be started AFTER programs that replace Layer-Functions
  completely in order to speed up things.

- If you have installed a Opaque Move Commodity (which allows you to move
  Windows with their full Contents) it will not be possible to drag Windows
  out of Screen. Solution: You could set
                  NORMALQUALIFIER
                  to LALT+CONTROL,
  give PowerWindwow's Input-Handler a higher
                  Priority
                  than Commodities'
  one and would this way be allowed to drag Windows out of Screen when
  holding down "LALT+CONTROL" while clicking on the Dragbar and when you
  don't hold down these Keys you would get Opaque moving Windows.

- Starting with V 1.0 PowerWindows has it's own Opaque Mover. It allows you
  to opaque move Windows out of Screen. Read the
                  Opaque Options
                  Chapter
  before using it. There are some very important things you have to know!

If the computer crashes during Boot (because of PowerWindows) you can force
PowerWindows not to be started by holding down LEFT ALT + LEFT SHIFT + LEFT
MOUSE-BUTTON during Boot. You must hold down these keys until booting is
completely finished (and not release them as soon as you see the Workbench-
Screen) because PowerWindows usually starts very lately.

1.6 Configuration

                  To configure PowerWindows you have to edit PowerWindows.config. ↩
                      PowerWindows
will look for this file in "S:" and in it's HOMEDIR (see
                  Installation
)!
If you have used CONFIGFILE (Cli-Argument/WB-Tooltype) to use another
Configuration-File, of course that one will be used by PowerWindows.

If you have AmigaOS 3.0 and MUI you can also use the program

```
                PW_Prefs

                .
```

Note:

– Lines starting with ";", "*" or Blanks/Tabulators are comments

– You can have blank lines

– Space-Characters are ignored (but don't add them at the start of a line,
  otherwise the line will be considered as a comment!)

– Syntax : KEYWORD=VALUE for "Specify-Keywords"
           KEYWORD   for "Activate-Keywords"


```
--------------------------------------------------------------------------------
```

```
                General Options
                   SCANSCREENS            Patch Screens that are already open
 INPUTPRI     Priority of PowerWindow's Input-Handler
 SAFEMOVEWINDOW  Slows down Window-Movings. Might be more safe!
 SAFELOCKLAYER   Probably a safer way to lock Layers while dragging
 NOMOUSEFREEZE   Don't freeze Mouse while moving the Windows
 MOUSEFACTOR   Might have to be adjusted if using NOMOUSEFREEZE
 MAXSPPERIOD   Windows are tried to be moved within this period
 NO_OUTOFSCREEN  No Out-Of-Screen Movings. Iconify still possible!
 NOREFRESHKILL   Don't clear LAYERREFRESH Bit in SIMPLEREFRESH Layers
 SMARTWIN    Force Windows to SMARTREFRESH


                Window-Drag Options
                   NORMALBUTTON    Mouse-Button used for Normal-Draggings (Dragbar)
 NORMALQUALIFIER Qualifier (Keys) to be pressed together with NB
 FORCEBUTTON   Mouse-Button used for Force-Draggings (anywhere)
 FORCEQUALIFIER  Qualifier (Keys) to be pressed together with FB
 AVOIDDOUBLECLICKS Avoids Screen-Trashing
 MARKER               Look of the Marker (when you drag a Window)
 ALLPLANES   Draw Marker in all Planes


                Screen-Patch Options
                   TASK      Tasks whose Screens shall (not) be patched
 TASKSONLY   Only Programs specified with TASK will be patched
 CASESENSITIVE   Do Checks casesensitive.


                Iconify Options
                   ICONIFYGADGET   Adds Iconify-Gadget to the Windows
 NOICONS    There will not be an Icon for iconified Windows
 IGLOOK     Look of the Iconify-Gadget
 ICONIFYTASK   Tasks whose Windows shall (not) get an Icfy-Gadget
 ICONIFYTASKSONLY  Only Programs specified with ICONIFYTASK will ...
 ICONIFYCASESENSITIVE  Do Checks casesensitive
```

```
DONTICONIFYWB   Workbench-Windows will not get an Iconify-Gadget
ICONIFYOFFSET   Iconified Wins are moved to SCREENWIDTH - ICONIFYOF
ICONWIDTH   Width of the Icons
MINICONWIDTH    Minimal Width of the Icons
ICONPOS   Position of the Icons
ICONPOS_OFFY    Offset-X to add to Position obtained via ICONPOS
ICONPOS_OFFX    Offset-Y to add to Position obtianed via ICONPOS
ICONPOS_SPACEX  X-Space between Icons (AUTO_?? only)
ICONPOS_SPACEY  Y-Space between Icons (AUTO_?? only)
MINWINWIDTH   Windows smaller than this don't get Iconify-Gadget
ICONDEPTH   Icons always in Front or like normal Windows
ICONCLOSEGAD    Icons get a Close-Gadget
WBICONPOPUP   Pop up Workbench-Drawers by double-clicking WB-Icon
ICONACTIVATE    Activate iconified Window by clicking on it's Icon
POPTOFRONT    Bring de-iconified Windows automatically to Front.
ICONFONT    Font for Icons' Title-Text
REFRESHIT   Refresh Icon-Title when title of parent Win changes


              Opaque Moving Options
               OPAQUEMOVE    Activate opaque moving
SAFEOPAQUE    Don't call MoveWindow() from Input-Handler
OPAQUE_SPEED    Speed. The higher the slower - 1 is fastest
OPAQUE_MAXDEPTH Screen with more Bitplanes than this have no opaque
OPAQUE_MAXPIXELS  No opaque for Windows whose Width x Height is greater
OPAQUE_MAXBYTES No o. for Wins whose Width x Height x Bytes per Pixel
OPAQUE_NOSIMPLE No opaque for SIMPLEREFRESH Windows
OPAQUE_NOSMART  No opaque for SMARTREFRESH Windows
OPAQUE_NOSUPER  No opaque for SUPERREFRESH Windows



              Deadlock-Hunting Options
               DEADLOCK_SEC    Every DEADLOCK_SEC secs + DEADLOCK_MIC mics ...
DEADLOCK_MIC    ... PowerWindows checks if Deadlocks have occured
DEADLOCK_PRI    Priority of Deadlock-Hunter (it's a separat Task!)



              External Routines
               EXT_WINDOWCHECKER Ext. R. telling PW if Window shall get an I- ↩
                  Gadget
EXT_SCREENCHECKER Ext. R. that tells PW if Screen shall be patched
EXT_ICONRENDERER  Ext. Routine that renders the Icons.



              Hotkeys
               HOT_ICONIFY   Hotkey to iconify active Window
HOT_ICONSTOFRONT  Hotkey to bring Icons to Front
HOT_ICONSTOBACK Hotkey to bring Icons to Back
HOT_DEICONIFYALL  Hotkey to deiconify all Windows
HOT_WINDOWIN    Hotkey to bring Window back into std. Area of Screen
HOT_ALLWINDOWSIN  Hotkey to bring all Wins back into std. Area of Scr



              MULTI Actions
               MULTIBUTTON   Mouse-Button used for MULTI Actions
MULTIQUALIFIER  Qualifier (Keys) to be pressed together with MB
```

```
                        Workarounds & misc Options
                         MAGICMENU_SH    Fixes problem with Magic Menu's Shadow
```

```
P.S.: o PowerWindows does not patch Tasks, it patches Screens!

      o "Trashing/Destroying the Screen" means that PowerWindows causes
        graphical Trash (Errors/remaining Lines from the Marker). This
        can not lead to a Crash!! Only the display is trashed, innocent
        (foreign) Memory is not!
```

1.7 Preferences program for PowerWindows

```
The preferences program can be configured with the following tooltypes/
CLI-Arguments.


GUIFILE   : Name of the GUI-File. Don't change this.

PIOFILE   : Name of the PIO-File. Don't change this.

PIOARGS   : Arguments for the PIO-File. Don't change this.

LOGO    : Logo shown in the window.

NOIMAGES  : If you don't want to have Image-Buttons. You could also
      change the Brushes with a paint program. They are loaded
      from the "Images"-Directory.

NOPOOLS   : Forces the program not to use Memory Pools for memory
      allocation.

HELPLINES : Number of text lines in Help-Box. Doesn't work?? :( :(

BUBBLEHELP  : Help will not be displayed in a Help-Box. You will get
      Bubble-Help, instead. Window will be smaller.

BUBBLEBREAK : Number of chars after which a line break ('\n') will
      be inserted in the Help-Text.
```

1.8 General Options

```
                       G E N E R A L   O P T I O N S
```

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_____
-------------------------------------------------------------------
```

SCANSCREENS   : ()   Default: OFF

               If active PowerWindows scans ALL already opened Screens
               and patches them to allow Out-Of-Screen Movings. The Tasks
               (well, its Screens) you don't want to be patched (the ones
               you have specified with TASK) will be patched, too.
               This is because PowerWindows does not know who's the owner
               of the already open Screens.

INPUTPRI   : (-128 .. 127)   Default: 51

               This Keyword allows you to specify the Priority of the
               Input-Handler created by PowerWindows. It should be
               higher than the Priority of Intuition's Input-Handler
               which is 50!

SAFEMOVEWINDOW : ()   Default: OFF

       By default, PowerWindows calls MoveWindow() in it's Input-
       Handler. One should not do that (call Intuition-Functions
       in an Input-Handler) usually. But as MoveWindow() seems
       only sending a Request to Intuition, it should not be
       that critical. Anyway if you get a lot of Deadlocks or
       even Crashes you can try specifying SAFEMOVEWINDOW.

       If active, PowerWindow's Input-Handler sends a Message to
       the PowerWindow's Task asking it to move the Window for it.
       The Window will be moved only after a short delay which
       might be annoying.

SAFELOCKLAYER : ()   Default: OFF

       As there is no AttemptLockLayers(), PowerWindows' Input-
       Handler before locking the Layers has to check if the
       LockLayers-Call will succeed, otherwise there might be
       a DeadLock. This can actually be done in two ways, but
       both are not really System-conform as they rely on
       System-private Structure-Fields. SAFELOCKLAYER uses the
       better way (at least I think so). If you get a lot of
       Deadlocks when trying to move a Window try specifying
       this.

NOMOUSEFREEZE : ()   Default: Off

       By default, PowerWindows kills MouseMove-Events while
       moving a Window. If you don't want that specify this
       option. If NOMOUSEFREEZE is ON it might happen that
       the Screen scrolls out of it's limits (because of
       PowerWindows changing it's Size while moving a Window).
       In such a case you will see appearing the left part of the

Screen in False Colors.
If this happens increase MOUSEFACTOR!

MOUSEFACTOR   : (1..100)   Default: 4

    If NOMOUSEFREEZE is ON PowerWindows does not freeze Mouse-
    Movements while moving a Window, but tries to not let the
    Mouse-Pointer reach any of the Screen's (visible) Borders
    which usually leads to Auto-Scrolling. As PowerWindows
    does not know what Intuition/Commodities/other Input-
    Handlers do with the Mouse-Events (with which factor they
    multiply the relative Coordinates in the Event-Structure)
    it might be necessary to increase the value by which
    PowerWindows multiplies for (checking reasons).

MAXSPPERIOD   : (0 .. 1000)   Default: 20

    When moving a Window out of Screen, PowerWindows changes
    the Screen's Dimension to 16383 * 16383. After that it
    waits until the Window has really arrived at the new
    Position. When this has happened it resets the Width and
    Height-Entries of the Screen-Structure to their original
    values.
    For some reasons it might happen that the Window never
    arrives at the new Position, so after the "Maximum Screen
    Patch Period" PowerWindows resets the Screen's Dimension
    anyway. The value you specify here is in 10th of a second!!

    Note: During the "Screen Patch Period" you cannot move the
          Mouse-Pointer or use the Keyboard.

NO_OUTOFSCREEN : ()   Default: OFF

    This Option disables Out-Of-Screen Movings. You won't be
    able to drag Windows out of Screen, anymore. It is still
    possible to iconify Windows. Some Options (the ones that
    have something to do with Dragging) will have no Effect,
    anymore: ALLPLANES, MARKER, SAFELOCKLAYER, ...

    This Option is equivalent to setting NORMALQUALIFIER and
    FORCEQUALIFIER to something "impossible" such as:

      LALT+RALT+LSHIFT+RSHIFT+CONTROL+LCOMMAND+RCOMMAND

NOREFRESHKILL : ()   Default: OFF

    In past there were some Problems with SIMPLE-REFRESH
    Windows. For example Multiview could cause Deadlocks
    (not being killed by the Deadlock-Hunter). Now Power-
    Windows clears the LAYERREFRESH Bit in Layer->Flags
    after having opened such a Window. If for some reason
    you don't want PowerWindows to do that use this Option!

```
SMARTWIN        : ()                            Default: OFF

    If you specify this Option, PowerWindows will force all
    Windows to get SMARTREFRESH Layers. By doing this Re-
    freshing Problems (
                known Bugs
                ) should disappear. On
    most machines you will also get a considerable Speed-Up.
    The disadvantage is, that SMARTREFRESH Windows need more
    Memory.
```

1.9 Window=Drag Options

```
------------------------------------------------------------------------
                  W I N D O W - D R A G   O P T I O N S
------------------------------------------------------------------------
------------------------------------------------------------------------


NORMALBUTTON   : (LEFT,RIGHT,MIDDLE)            Default: LEFT

    Here you can specify which Mouse-Button must be pressed
    together with NORMALQUALIFIER to allow dragging the Window
    out of Screen when clicking on a Drag-Gadget.


NORMALQUALIFIER: (..)                           Default: <NONE>

                Qualifier that must be pressed to allow Out-Of-Screen
                Movings. Multiple Qualifiers must be separated by a "+".

                Possible Qualifiers: LSHIFT,RSHIFT,SHIFT
                                     CAPSLOCK,CONTROL,
                                     LALT,RALT,ALT,
                                     LCOMMAND,RCOMMAND,COMMAND,

    You can also specify "NONE" or "OFF" which means, that
    no Qualifier needs to be pressed. Look at NORMALBUTTON.

    Note: SHIFT means BOTH Shift-Keys must be pressed,
                  ALT means BOTH Alt-Keys must be pressed,
                  COMMAND means BOTH Command-Keys must be pressed!


FORCEBUTTON    : (LEFT,RIGHT,MIDDLE)            Default: LEFT

    Here you can specify which Mouse-Button must be pressed
    together with FORCEQUALIFIER to allow dragging the Window
    out of Screen when clicking anywhere in the Window.


FORCEQUALIFIER : (..)                           Default: LSHIFT+LALT
```

                    Qualifier that must be pressed to allow Out-Of-Screen-
                    Movings. With this Qualifier you can click anywhere in
                    the Window to drag it. Multiple Qualifiers must be sepa-
                    rated by a "+".

                    Possible Qualifiers: LSHIFT,RSHIFT,SHIFT
                                         CAPSLOCK,CONTROL,
                                         LALT,RALT,ALT,
                                         LCOMMAND,RCOMMAND,COMMAND,

              You can also specify "NONE" or "OFF" which means, that
              no Qualifier needs to be pressed. Look at FORCEBUTTON

                 Note: SHIFT means BOTH Shift-Keys must be pressed,
                       ALT means BOTH Alt-Keys must be pressed,
                       COMMAND means BOTH Command-Keys must be pressed!

AVOIDDOUBLECLICKS: ()   Default: OFF

     If you have installed a Commodity that moves Windows to
     front or back when double-clicking the Mouse (for example
     MultiCX), you should specify this. It prevents the Screen
     from being trashed by PowerWindows' Marker.

MARKER   : (OFF|GADGET|NORMAL)   Default: NORMAL

                – OFF   : No marker when dragging windows. Prevents Dead-
                          Locks.
                – GADGET: The marker gets the coordinates of the Drag-
                          Gadget.
                – NORMAL: The marker gets the coordinates of the Window.
                          Just like Intuition does.

ALLPLANES   : ()   Default: OFF

                If active the marker renders to all planes. By default it
                just renders to Plane 1 to speed things up. If you have
                a GFX-Board you might have to activate this!

1.10 Screen-Patch Options

                 S C R E E N - P A T C H   O P T I O N S

TASK   : (..)   Default: <NONE>

                With TASK you can specify the Tasks whose Screens you DO
                want to be patched (if TASKSONLY is active) or the Tasks

whose Screens you DO NOT want to be patched (if TASKSONLY
is inactive). Programs that write directly to the Screen-
RastPort should (it depends on when and how they do it)
be stated not to be patched.

Notes:

- You can specify a Pattern (For Example: #?dpaint#?)
- The Workbench-Screen is opened by "« IPrefs »"
- This Keyword can be used more than once. For example:

                    TASK=#?Workbench#?
                    TASK=#?dpaint#?
                    TASK=visage

TASKSONLY   : ()   Default: OFF

If active the Screens opened by Tasks specified with TASK
will be the only ones to be patched. By default the Screens
opened by Tasks specified with TASK are the ones NOT to
be patched!!

CASESENSITIVE   : ()   Default: OFF

If active Pattern-Matching (for checking if the actual Task
that is going to open a Screen is one of those specified
with TASK) is case sensitive.

Important: You MUST specify this if you have a
           DOS-Version lower than 36.147

1.11 Iconify Options

```
------------------------------------------------------------------------------
                    I C O N I F Y   O P T I O N S
------------------------------------------------------------------------------
```


ICONIFYGADGET   : ()   Default: OFF

    If you want to have an Iconify-Gadget in your Windows,
    specify this Keyword. Only Windows that are opened on a
    patched Screen will get an Iconify-Gadget. If you want
    certain programs not to get Iconify-Gadgets for its' Win-
    dows look at the Keywords: ICONIFYTASK
            ICONIFYTASKSONLY
          ICONIFYCASESENSITIVE

    By pressing the Iconify-Gadget the Window will move out of
    Screen and on it's Position an Icon (no real Icon, but a
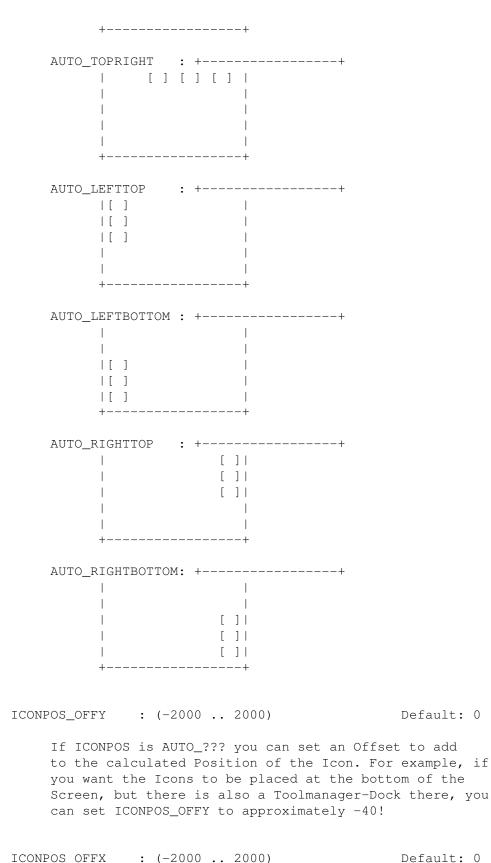
little Window) will appear. By clicking this Icon twice
the Window will reappear on it's old Position and the
Icon will disappear.

NOICONS   : ()   Default: OFF

    If you specify this, iconified Windows will NOT be re-
    placed by an Icon. Has only sense, if you specify a
    ICONIFYOFFSET > 0;

IGLOOK   : (..)   Default: NORMAL

    The Iconify-Gadget can have different looks. The available
    ones are:

     NORMAL : The gadget will look like the ones in MUI.

     NICE   : Custom-Look designed by me. (Very nice!)

     SYSI   : SysiHack-Version of "NORMAL"

     SYSINICE: SysiHack-Version of "NICE"

     Screenshot

ICONIFYTASK   : (..)   Default: <NONE>

            With ICONIFYTASK you can specify the Tasks whose Windows
            you want to get an Iconify-Gadget (if ICONIFYTASKSONLY is
            active) or the Tasks whose Windows you DO NOT want to get
            an Iconify-Gadget (if ICONIFYTASKSONLY is inactive).

            Notes:

            - You can specify a Pattern (For Example: #?dpaint#?)
            - Only Windows that are opened on a patched Screen can
              get an Iconify-Gadget
            - This Keyword can be used more than once. For example:

                        ICONIFYTASK=PPaint
                        ICONIFYTASK=#?dpaint#?
                        ICONIFYTASK=#?visage

ICONIFYTASKSONLY: ()   Default: OFF

            If active the Windows opened by Tasks specified with
            ICONIFYTASK will be the only ones to get an Iconify-
            Gadget. By default the Windows opened by Tasks specified
            with ICONIFYTASK are the ones NOT get an Iconify-Task.

ICONIFYCASESENSITIVE: ()   Default: OFF

If active Pattern-Matching (for checking if the actual Task
is one of those specified with ICONIFYTASK) is case
sensitive.

Important: You MUST specify this if you have a
          DOS-Version lower than 36.147

DONTICONIFYWB : ()   Default: OFF

    If you don't want Workbench-Windows (WFLG_WBENCHWINDOW) to
    get an Iconify-Gadget set this in the Config-File.

ICONIFYOFFSET : (0 .. 1000)   Default: 0

    When you iconify a Window, PowerWindows moves it to the
    Position (ScreenWidth - IconifyOffset,WindowTop). By
    default ICONIFYOFFSET is 0. In this case the Window will
    be completely invisible. If you specify a value > 1 you
    will still be able to reach (and see a part of) the Window
    and drag it using the FORCEQUALIFIER.

ICONWIDTH   : (..)   Default: 1/6

    ICONWIDTH sets the Width of the Icons. There are several
    possibilities to get the desired Dimension:

    - A single value indicates the Width in Pixels:

     ;We want the Icons'Width to be 100 Pixels!
     ;
     ICONWIDTH = 100

    - Two values separated by a "/" means that you want the
      Icons' Width in some way be relative to their Screen's
      Width:

       ;If we want the Icon's Width to be half the Screen-
       ;Width we use:
       ICONWIDTH = 1/2

       ;If we want the Icons' Width to be ScreenWidth*5/31
       ;we use:
       ICONWIDTH = 5/31

    - WINWIDTH means that the Icon will have the same Width as
      the Window.

       ;The Icon's Width shall be equal to the Window's
       ;Width:
       ICONWIDTH = WinWidth

    - "WINWIDTH / x" means that the Icon's Width will be
      Window-Width / x:

```
     ;We want the Icons' Width to be half the Width of
     ;their Windows:
     ICONWIDTH = WinWidth / 2
```

MINICONWIDTH   : (0..2000)   Default: 100

    By default the Icons get the Width according to what is
    specified with ICONWIDTH. Nevertheless their minimum Width
    will always be MINICONWIDTH.

ICONPOS   : (..)   Default: AUTO_BOTTOMLEFT

    With ICONPOS you can select on which Position you want the
    Icons appear. These are the possibilites:

    UPPERLEFT : The Icon will appear in the upperleft edge of
                 the Window you have iconified.

    UPPERRIGHT : The Icon will appear in the upperright edge
                 of the Window.

    LOWERLEFT : The Icon will appear in the lowerleft edge of
                 the Window.

    LOWERRIGHT : The Icon will appear in the lowerright edge
                 of the Window.

    CENTER   : The Icon will appear in the center of the
                 Window.

    There are also some amazing Auto-Positioning-Possibilities:

```
    AUTO_BOTTOMLEFT : +----------------+
                      |                |
                      |                |
                      |                |
                      |                |
                      |[ ] [ ] [ ]     |
                      +----------------+


    AUTO_BOTTOMRIGHT: +----------------+
                      |                |
                      |                |
                      |                |
                      |                |
                      |     [ ] [ ] [ ]|
                      +----------------+


    AUTO_TOPLEFT    : +----------------+
                      |[ ] [ ] [ ]     |
                      |                |
                      |                |
                      |                |
                      |                |
```

```
        +----------------+

  AUTO_TOPRIGHT   : +----------------+
        |      [ ] [ ] [ ] |
        |                  |
        |                  |
        |                  |
        |                  |
        +----------------+

  AUTO_LEFTTOP    : +----------------+
        |[ ]               |
        |[ ]               |
        |[ ]               |
        |                  |
        |                  |
        +----------------+

  AUTO_LEFTBOTTOM : +----------------+
        |                  |
        |                  |
        |[ ]               |
        |[ ]               |
        |[ ]               |
        +----------------+

  AUTO_RIGHTTOP   : +----------------+
        |               [ ]|
        |               [ ]|
        |               [ ]|
        |                  |
        |                  |
        +----------------+

  AUTO_RIGHTBOTTOM: +----------------+
        |                  |
        |                  |
        |               [ ]|
        |               [ ]|
        |               [ ]|
        +----------------+
```

```
ICONPOS_OFFY    : (-2000 .. 2000)                    Default: 0
```

    If ICONPOS is AUTO_??? you can set an Offset to add
    to the calculated Position of the Icon. For example, if
    you want the Icons to be placed at the bottom of the
    Screen, but there is also a Toolmanager-Dock there, you
    can set ICONPOS_OFFY to approximately -40!

```
ICONPOS_OFFX    : (-2000 .. 2000)                    Default: 0
```

    Just like ICONPOS_OFFY, but for the X-Postion.

```
ICONPOS_SPACEX : (0..2000)                    Default: 1

    X-Space in Pixels between Icons if ICONPOS is AUTO_???.


ICONPOS_SPACEY : (0..2000)                    Default: 1

    Y-Space in Pixels between Icons if ICONPOS is AUTO_???.


MINWINWIDTH    : (0.. 2000)                   Default: 50

    In order to get an Iconify-Gadget Windows must be at least
    MINWINWIDTH Pixels wide. Windows that have a Size-Gadget
    are not taken into consideration by this Check.


ICONDEPTH      : (ALWAYSFRONT|NORMAL|         Default: ALWAYSFRONT
    NORMALBEHIND)

    By default the Icons of an iconified Window are always in
    Front of everything. If you prefer them to behave like a
    normal Window in order to be able to depth-arrange them
    you can set this to NORMAL. If you do so the Icons will
    get a little Depth-Gadget in the right upper corner.
    NORMALBEHIND does the same. The difference is that the
    Icons are opened behind all normal Windows (but in Front
    of all Backdrop-Windows)


ICONCLOSEGAD   : ()                           Default: OFF

    With this Option Icons of Windows that have a Close-Gadget
    will get one, too. This allows you to close an iconified
    Window without having to de-iconify it first.


WBICONPOPUP    : ()                           Default: OFF

    If you want iconified Workbench-Drawers to be de-iconified
    when you double-click its' WB-Icon use this Option. As to
    implement this I used a rather tricky way, there might
    still be some problems/bugs. Anyway, upto now I didn't
    notice any. Actually this Option doesn't work if NOICONS
    is activated.

    Note: This will probably not work if you are using DOpus
          5.x as a Workbench-Replacement.


ICONACTIVATE   : ()                           Default: OFF

    With this Option you can force PowerWindows to activate
    an iconified (hidden) Window, when you click on it's Icon.
    This way you can use the Menus of the iconified Windows.
    Further the Key-Presses will be sent to the iconified
    Window, too. For example you could close a Window by
```

```
        pressing ESC (if the Program the iconfied Window belongs
        to, does this when you press ESC in it's Window) after
        having activated it's Icon.


POPTOFRONT    : ()                                    Default: OFF

        By default when you de-iconify a Window it will pop up in
        Front, behind or between other Windows, depending on where
        it was when you iconified the Window. If you want your
        Windows pop up always in Front of other Windows, use this
        Option.


ICONFONT      : (..)                                  Default: <Screen-Font>

        By default PowerWindows uses the Screen-Font to print the
        Title-Text of it's Icons. If you want to use another Font
        use this Option. You must specify it the following way:

           ICONFONT=FontName/FontSize[/FontStyle]

        FontStyle is optional. It can be a combination of [B]old,
        [I]talic,[U]nderlined.

        Examples: ICONFONT=topaz.font/8
            ICONFONT=helvetica.font/13/I
            ICONFONT=courier.font/13/UIB


REFRESHIT     : ()                                    Default: OFF

        When the title of an iconified Window gets changed PW will
        change (update) the title of the Icon, too. You should use
        this option only if you have a fast machine. Windows whose
        titles are changing a lot will slow down the computer.
```

1.12 Opaque Moving Options

```
-------------------------------------------------------------------------------
                O P A Q U E   M O V I N G   O P T I O N S
-------------------------------------------------------------------------------
```

If you want your Windows to be opaque moved (= moved with the Window's full
content) you have to keep in mind the following things:

o Opaque moving a Window is more dangerous than the standard method. The
  Screen's Width and Height must be kept changed for the whold time you
  move the Window around. If in the meantime another program tries to get
  the Size of the Screen it will get the wrong values (16384 x 16384). It
  might then try to open a Window somewhere in the completely invisible
  part of the Screen (for example if the program wants to open the Window

in the center of the Screen). This will not lead to a crash! But you
might not see or notice the Window. Anyway you can bring such Windows
back to the visible part of the Screen using a

                    Hotkey

                    .

o There's no need to lock the Layers when opaque moving is activated. You
  should not get any Deadlocks.

o Maybe you prefer using another program for opaque movings. These programs
  won't allow you to opaque move Windows out of Screen. The Windows will
  stop at the Screen Bounds. Anyway with these programs the Screen's Width
  and Height are correct during Dragging – therefore their opaque moving is
  much less dangerous. So if you don't want to opaque move Windows out of
  Screen but prefer using a

                    Qualifier
                    for moving the Windows out of
  Screen (with no opaque) use the program you prefer and deactivate Power-
  Windows' opaque moving: when you want to move a Window within the stan-
  dard area of the Screen you will have opaque moving – when you need to
  move a Window out of Screen you will have to hold down the Keys spe-
  cified with NORMALQUALIFIER or FORCEQUALIFIER and by doing this the
  Window will be dragged the standard way.

o If you were using another program for opaque moving (solid window moving)
  deactivate that program (or the corresponding option)!

o Opaque moving has not been tested very much. It's just too slow on my
  Amiga :-(

OPAQUEMOVE   : ()   Default: OFF

    Activate opaque (solid) Window moving. This is very slow
    on standard Amigas without GFX-Board except in 1-Bitplane
    mode.

SAFEOPAQUE   : ()   Default: OFF

    By default PowerWindows calls MoveWindow() from the Input-
    Handler. This is not legal but in some cases a little bit
    faster. If you activate this option MoveWindow() will be
    called from the main program which fixes also the delayed
    refresh of SIMPLE REFRESH Windows.

OPAQUE_SPEED   : (1..1000)   Default: 1

    This changes the speed of opaque moving. PowerWindows
    moves the Window every OPAQUE_SPEED mouse events. If
    you set this to 1, refreshing of SIMPLE REFRESH Windows

is delayed while you keep moving. This happens only if
SAFEOPAQUE is deactivated. You have to stop moving the
pointer for a while to see this Windows being refreshed.
Higher values slow down movings but refreshing won't be
delayed. A side-effect of delayed refreshing is an in-
creasing slow-down if you move the Window around for
a long time without stopping.

OPAQUE_MAXDEPTH : (1..32)   Default: 8

    Windows on Screens having more than OPAQUE_MAXDEPTH Bits
    per Pixel (Bitplanes) will not be opaque moved. By default
    this is 8 meaning all Screens having not more than 256
    (2^8=256) Colors will allow opaque moving Windows.

OPAQUE_MAXPIXELS: (1..2000000000)   Default: 2147483647

    Windows whose Width x Height is greater than this will not
    be opaque moved.

OPAQUE_MAXBYTES : (1..2000000000)   Default: 2147483647

    Windows whose Width x Height x Bytes per Pixel is greater
    than this will not be opaque moved.

OPAQUE_NOSIMPLE : ()   Default: OFF

    No opaque moving for Windows that are simple refreshed.

OPAQUE_NOSMART : ()   Default: OFF

    No opaque moving for Windows that are smart refreshed.

OPAQUE_NOSUPER : ()   Default: OFF

    No opaque moving for Windows that are super refreshed
    (SuperBitMap Windows).

1.13 Deadlock-Hunting


```
--------------------------------------------------------------------------
          D E A D L O C K - H U N T I N G   O P T I O N S
--------------------------------------------------------------------------
--------------------------------------------------------------------------
```


DEADLOCK_SEC   : (0 .. 100)   Default: 1

```
    PowerWindows' SubTask checks every DEADLOCK_SEC Seconds
    + DEADLOCK_MIC Micro-Seconds if a Deadlock has occured.


DEADLOCK_MIC    : (0 .. 1,000,000)                    Default: 0

    PowerWindows' SubTask checks every DEADLOCK_SEC Seconds
    + DEADLOCK_MIC Micro-Seconds if a Deadlock has occured.
    A Second = 1,000,000 Micro-Seconds!


DEADLOCK_PRI    : (-128 .. 127)                       Default: 0

                   Specifies the Task-Priority of PowerWindows' DeadLock-
                   hunting Sub-Task.
```

1.14 External Routines

```
-----------------------------------------------------------------------------
                   E X T E R N A L   R O U T I N E S
_____
-----------------------------------------------------------------------------


EXT_WINDOWCHECKER: (<Filename>[,Parameters])     Default: <NONE>

    PowerWindows allows you to use external Routines that are
    used for several Operations. This one is for checking
    whether a Window shall get an Iconify-Gadget or not. A
    Window-Checker Routine can also do the Rendering of the
    Iconify-Gadget. If the Routine requires some Parameters
    specify them after a ','.

    Examples: Ext_WindowChecker = ram:mychecker
        Ext_WindowChecker = ram:mychecker,COOLMODE
        Ext_WindowChecker = "ram:mychecker" , COOLMODE

    Note    : There's an example Routine in "ExtRoutines/".
              Check it out, the Iconify-Gadgets will get a
              Smiley Look!


EXT_SCREENCHECKER: (<Filename>[,Parameters])     Default: <NONE>

    External Routine for checking whether a Screen shall be
    patched or not. If the Routine requires some Parameters
    specify them after a ','.


EXT_ICONRENDERER : (<Filename>[,Parameters])     Default: <NONE>

    External Routine that is supposed to do the Rendering
    of the Icons (Mini-Window of an iconified Window). If the
```

```
    Routine requires some Parameters specify them after a ','.

    There are some nice IconRenderers in the "ExtRoutines"-
    Directory. Check them out. They take also some Parameters.
    Read their
                Documentation
              .
```

1.15 Hotkeys

```
          _____

--------------------------------------------------------------------------
                            H O T K E Y S
          _____
--------------------------------------------------------------------------


You can use Hotkeys for several useful Operations. The Hotkey-Description
must follow the Commodity-Standard and must be written between quotation
marks. If your Hotkey-Description is illegal, you will get an Error when
you start PowerWindows. By default all Hotkeys are disabled. They will
be activated if you state them in the Configuration-File (with a legal
Hotkey-Description, of course). Examples for what you could write in the
Configuration-File:

  HOT_ICONSTOFRONT = "CTRL ALT i"
  HOT_ICONSTOBACK  = "LSHIFT LCOMMAND u"

Note: There seems to be a Bug in the commodities.library. Some Hotkeys
      don't work. For example "RALT RSHIFT i" is O.K., but "RALT RSHIFT I"
      is not. I don't know if in OS 3.1 this has been fixed.



          _____
--------------------------------------------------------------------------


HOT_ICONIFY     : ("Hotkey-Description")         Default: <NONE>

    Hotkey to iconify active Window. Only works if the Window
    has an Iconify-Gadget!


HOT_ICONSTOFRONT: ("Hotkey-Description")         Default: <NONE>

    Hotkey to bring all Icons on the active Screen to Front.
    Only works if
                ICONDEPTH
                is not set to ALWAYSFRONT!


HOT_ICONSTOBACK : ("Hotkey-Description")         Default: <NONE>

    Hotkey to bring all Icons on the active Screen to Back.
```

```
      Only works if
                 ICONDEPTH
                 is not set to ALWAYSFRONT!



HOT_DEICONIFYALL: ("Hotkey-Description")        Default: <NONE>


      Hotkey to de-iconify all Windows on the active Screen.



HOT_WINDOWIN    : ("Hotkey-Description")        Default: <NONE>


      Hotkey to move the active Window back into the Screen's
      "standard" Area, if the Window was partly out of it. If
      the Window wasn't it will be moved to Front and centered
      on the Screen.



HOT_ALLWINDOWSIN: ("Hotkey-Description")        Default: <NONE>


      Hotkey to move all Windows of the active Screen back
      into the Screen's "standard" Area.
```

1.16 MULTI Actions

```
------------------------------------------------------------------------------
                        M U L T I    A C T I O N S
------------------------------------------------------------------------------
------------------------------------------------------------------------------


PowerWindows allows you to iconify and de-iconify more Windows all at once.
When you click the Mouse-Button specified with MULTIBUTTON while holding
down the Keys specified with MULTIQUALIFIER PowerWindows activates it's
MULTI Action Mode. Depending on whether there's an Icon or a normal
Window under the Mouse Pointer when doing this, you will activate MULTI
Iconify Mode or MULTI De-Iconify Mode. You can move around with the Mouse
and all Windows (if the Mouse-Click was over a Window) or all Icons (if
the Mouse-Click was over an Icon) you touch will get a scrolling Frame.
This helps you seeing which Windows/Icons will be iconified/de-iconified
when you release the Mouse-Button. You can abort MULTI Action Mode by
clicking another Mouse-Button. MULTI Action Mode can be very comfortable
for iconifying/de-iconifying a single Window, too. You can click anywhere
in the Window to iconify it and don't need double-clicking to de-iconify
it again.



------------------------------------------------------------------------------



MULTIBUTTON    : (LEFT,RIGHT,MIDDLE)            Default: LEFT
```

```
Here you can specify which Mouse-Button must be pressed
together with MULTIQUALIFIER to activate MULTI Action
Mode.
```

```
MULTIQUALIFIER : (..)                              Default: LALT+CONTROL
```

```
             Qualifier that must be pressed to activate MULTI Action
             Mode. Multiple Qualifiers must be separated by a "+".

             Possible Qualifiers: LSHIFT,RSHIFT,SHIFT
                                  CAPSLOCK,CONTROL,
                                  LALT,RALT,ALT,
                                  LCOMMAND,RCOMMAND,COMMAND,
```

```
You can also specify "NONE" or "OFF" which means, that
no Qualifier needs to be pressed.

Note: SHIFT means BOTH Shift-Keys must be pressed,
               ALT means BOTH Alt-Keys must be pressed,
               COMMAND means BOTH Command-Keys must be pressed!
```

1.17 Workarounds & misc Options

```
-----------------------------------------------------------------------------
          W O R K A R O U N D S   &   M I S C   O P T I O N S
-----------------------------------------------------------------------------
```

```
MAGICMENU_SH   ()                                   Default: OFF
```

```
    If you are using MagicMenu together with PowerWindows
    there is a problem with it's Shadow-Option. The shadow
    sometimes is not transparent. Set this Option to fix
    this.

    Note: The program name of MagicMenu must be "MagicMenu",
          otherwise this Option does not work. So if on
          your computer it's called "MagicMenu_20+" or some-
          thing similiar rename it to "MagicMenu"!
```

1.18 Technical Info/Bugs

```
            PowerWindows patches the following System-Routines:
```

```
Layers/UpFrontLayer
Layers/CreateUpFrontLayer
Layers/CreateUpFrontHookLayer
Layers/MoveLayerInFrontOf
```

```
    Intuition/OpenScreen
    Intuition/OpenScreenTagList
    Intuition/CloseScreen
    Intuition/OpenWorkbench
    Intuition/CloseWorkbench
    Intuition/OpenWindow
    Intuition/OpenWindowTagList
    Intuition/CloseWindow
    Intuition/ActivateWindow
    Intuition/ActivateGadget
    Intuition/WindowToFront
    Intuition/WindowToBack
    Intuition/FreeSysRequest
    Intuition/EasyRequestArgs
    Intuition/AutoRequest
```

How it works:

I don't want to tell you how it exactly works. Anyway here are some Hints:

- It does not replace Layer-Functions.

- Moving Layers out of Screen is very easy.

- The most difficult thing is disabling (or fooling) Intuition's Screen
  Bounds Checkings.

- If I had the Source-Code of the Operating System it would not take me
  more than some hours to implement Out-Of-Screen Draggings.

Known Bugs:

- Windows that are out of Screen can't be brought to Back with the Window's
  Depth-Gadget:

  This is because Intuition always thinks it has to bring it to front be-
  cause such a Window is never the frontmost Layer. (PowerWindows creates
  some hidden Layers which are always in front of all normal Window-
  Layers)

- The marker can trash the Screen (but not foreign memory):

  This is because my Input-Handler does the LockLayers() Call before
  drawing the Marker and Intuition's Input-Handler being the same
  Task is allowed to brake it.

- Deadlocks can occure when you try to drag a Window while there is
  a lot of "Activity". Anyway PowerWindows intercepts them and after
  a short delay (1 second or so) you should be able to continue.

- If Intuition tries to close the Workbench-Screen, PowerWindows un-patches
  the Screen and WILL NOT re-patch it if closing fails (because of not
  closed Windows or something similiar). This will be fixed soon!

– Refreshing-Problems with SIMPLEREFRESH Windows. For example if you
  display a C-Source in Multiview (with a C-Datatype) when you try to
  scroll up and down, the whole Content will be refreshed. By moving
  the Multiview-Window to Back and then to Front again, everything
  works as it should. If you quit PowerWindows or try to close the
  Workbench-Screen (by changing it's Screenmode) and there is a SIMPLE-
  REFRESH WINDOW partly out of Screen, this Window will start refreshing
  again and again, without stopping. This can be stopped by moving such a
  Window to Back, too. The
                    SMARTWIN
                    Option might be a better solution.

– Directory Opus 4.11 seems to remove all Gadgets from the Window when you
  resize it, free them all (including PowerWindows' Iconify-Gadget) and
  re-create them after that. The Iconify-Gadget will not re-appear. The
  Gadget and it's Image will never be disposed and therefore you lose
  some Memory every time you resize the Window.

– If you have a Commodity that replaces the Requester popping up when you
  select the "About ..." (Version/Copyright) Menu of the Workbench you
  will get the normal Requester and not the one from the Commodity. You
  will get the one from the Commodity if PowerWindows is started before
  the Commodity, but then PowerWindows might not work (correctly). Have
  a look at
                    FAQ
                    !

Hints:

– Don't use Patterns with TASK and ICONIFYTASK if you know the real Names
  of the Programs. Pattern-Matching needs a lot of Stack and nobody knows
  what happens, if the Task opening the Screen/Window is too low on Stack.

  Note: As a program opening a Screen/Window has/might have to scan all the
        Names, all the Names you specify must not have any Pattern in order
        to avoid this!

1.19 IconRenderers

 IconLook.gif

Mac_IconRenderer

The Icons will get the look of Mac windows. The Routine has the following
argument template:

 FONTNAME=F/K,FONTSIZE=FS/K/N,FONTSTYLE/K/N,FONTYOFFSET=FY/K/N,
 FONTXOFFSET=FX/K/N,MINBARWIDTH=MBW/K/N,OUTERBARWIDTH=OBW/K/N,

```
 TITLEGAP=TG/K/N,PRECISION=P/N
```

FONTNAME   : Font to be used for the title. If not specified the Font of
                the Screens on which the Icon pops up will be used.

FONTSIZE   : Size of the Font. Should be 13.

FONTSTYLE   : Style of the Font - 1 is Underlined
                                    2 is Bold
                                    4 is Italic

                To combine two styles add their number.
                Example: 3 is Underlined Bold

FONTYOFFSET : Change this if the title is not centered correctly (y)

FONTXOFFSET : Change this if the title is not centered correctly (x)

MINBARWIDTH : Minimal width of the inner bars.

OUTERBARWIDTH: Width of the outer bars.

TITLEGAP   : Space between title and bars.

PRECISION   : Precision for ObtainBestPen - 0 is PRECISION_IMAGE
                16 is PRECISION_ICON
                32 is PRECISION_GUI
                -1 is PRECISION_EXACT (def)

_____

Mac2_IconRenderer
_____

The Icons will get the look of Mac windows (the one from MacOS>7.5). The
Routine has the following argument template:

 FONTNAME=F/K,FONTSIZE=FS/K/N,FONTSTYLE/K/N,FONTYOFFSET=FY/K/N,
 FONTXOFFSET=FX/K/N,DEPTHLOOK=D/N,MINBARWIDTH=MBW/K/N,GADGETGAP=GG/K/N,
 TITLEGAP=TG/K/N,PRECISION=P/N

FONTNAME   : Font to be used for the title. If not specified the Font of
                the Screens on which the Icon pops up will be used.

FONTSIZE   : Size of the Font. Should be 13.

FONTSTYLE   : Style of the Font - 1 is Underlined
                                    2 is Bold
                                    4 is Italic

                To combine two styles add their number.
                Example: 3 is Underlined Bold

FONTYOFFSET : Change this if the title is not centered correctly (y)

```
FONTXOFFSET  : Change this if the title is not centered correctly (x)

DEPTHLOOK    : Look of Depth-Gadget. 0 or 1.

MINBARWIDTH  : Minimal width of the bars.

GADGETGAP    : Space between Gadgets and bars.

TITLEGAP     : Space between title and bars.

PRECISION    : Precision for ObtainBestPen -  0 is PRECISION_IMAGE
                 16 is PRECISION_ICON
                 32 is PRECISION_GUI
                 -1 is PRECISION_EXACT (def)
```

Ami_IconRenderer

The Icons will get the look of standard Amiga Windows. The Routine has the
following argument template:

```
 FONTNAME=F/K,FONTSIZE=FS/K/N,FONTSTYLE/K/N,FONTYOFFSET=FY/K/N,
 FONTXOFFSET=FX/K/N,TITLEGAP=TG/K/N,BACKCOL=BC/K,TITLECOL=TC/K,
 GADGETSGREY=GG/S,BACKGROUNDGREY=BG/S,CENTERTITLE=CT/S,P=PRECISION/K/N
```

```
FONTNAME     : Font to be used for the title. If not specified the Font of
        the Screens on which the Icon pops up will be used.

FONTSIZE     : Size of the Font.

FONTSTYLE    : Style of the Font - 1 is Underlined
                                   2 is Bold
                                   4 is Italic

               To combine two styles add their number.
               Example: 3 is Underlined Bold

FONTYOFFSET  : Change this if the title is not centered correctly (y)

FONTXOFFSET  : Change this if the title is not centered correctly (x)

TITLEGAP     : Space between title and gadgets.

BACKCOL      : RGB of Color to be used for Icon background. This
                 must be a 32-Bit value. You can (and should) state it in
        hex form. Example:

        BACKCOL=0xFFFF00

TITLECOL     : RGB of Color to be used for Icon title. This must
        be a 32-Bit value. You can (and should) state it in hex
```

```
        form. Example:

     BACKCOL=0xFFFF00

GADGETSGREY  : The gadgets will be grey, just like standard gadgets
          in inactive windows.

BACKGROUNDGREY: Color of Icon background will be grey, just like the
          standard border of inactive windows.

CENTERTITLE  : Title of Icon will be centered.

PRECISION    : Precision for ObtainBestPen -  0 is PRECISION_IMAGE
               16 is PRECISION_ICON
               32 is PRECISION_GUI
               -1 is PRECISION_EXACT (def)
```

1.20   First Aid - FAQ - Trouble Shooting

```
          With PW my Computer crashes every once and then (or with certain  ←
              Progs

          PW doesn't work at all or only when it's not started during Boot

          The Depth-Gadgets of the Screens are moved one Pixel to the left

          I want Workbench Windows to pop up, when i click on it's WB-Icon

          Sometimes I can't drag Wins out of Screen. Marker stops at Scr-  ←
              Bounds

          Clicking Windows to Front/Back trashes Screen, when clicking  ←
              Titlebar

          Sometimes Windows refresh again and again, without stopping

          I don't want the Icons to be always in Front of everything

          I don't want the Out-Of-Screen-Feature, just the Iconify Bit

          I want to use LMB for standard Draggings and MMB for Out-Of-  ←
              Screen Dr

          I tried to use the TASK/ICONIFYTASK Options, but it doesn't work

          PowerWindows doesn't work with my OpaqueMove Commodity

          1 of my Commodities replaces the About-Req of WB. With PW it  ←
              disappears

          I use MagicMenu by Olaf Barthel. With PW MenuShadows aren't  ←
              transparent
```

                    I like Arq but with PowerWindows it doesn't work.

1.21 FAQ

The first thing you should do when you have problems with PW (such as
seeing more crashes as usual) is to install StackAttack. You can find
this program in the "Tools/Shell"-Directory. Have a look at the ReadMe
there. To install it simply copy it to "C:" and add the following line
to your Startup-Sequence (somewhere after SetPatch – the earlier the
better):

  run <>NIL: C:StackAttack MIN=6000 ADD=500

If you are still having problems try to increase the values. You can also
try changing some of PW's options.

1.22 FAQ

If it doesn't work at all:

Try removing all your Patches/Commodities one by one. It must work!

If it doesn't work when you start it in the Startup-Sequence/User-Startup
or WBStartup:

Probably there are one or more Programs patching Functions, PowerWindows
patches too. PowerWindows doesn't seem to like that if these Programs are
started after PW. Not all Programs will cause problems, but certain ones
will create big Trouble. Try starting PowerWindows from WBStartup and set
the Tooltype "STARTPRI" of it's Icon to a low value (-100).

1.23 FAQ

This problem has been fixed with Version 1.0! No workaround for programs
such as MCP is needed anymore. It was a bug in PowerWindows. I forgot to
check whether the Images' LeftEdge is <> 0. If you have set SDEPTH_OFFSET
to 1 remove the corresponding Line from the Configuration File!

1.24 FAQ

                This can be done by specifying
                 WBICONPOPUP
                in the Configuration-File. If
you are running DOpus 5.x as a Workbench-Replacement then this might not
work or create Trouble. As I don't own it, I don't know it.

1.25 FAQ

PowerWindows, in order to prevent Deadlocks uses some Tricks to be ←
                  sure,
that when it does a LockLayers() in it's Input-Handlers, this call will
succeed, otherwise a Deadlock would occure. If it thinks that LockLayers()
will not succeed (succeed = return soon, without having to wait for another
Task that is actually locking the Layers to unlock the Layers), Power-
Windows' personal Drag-Routine will abort, and instead of it, Intuition's
original Drag-Routine will jump in.

There are several Possibilities to "fix" this:

1) Set
                  MARKER
                  to OFF. The Marker will be invisible --> no LockLayers()
   needed, looks ugly :-(

2) Disable
                  SAFELOCKLAYER
                  . By doing so you might get more Deadlocks!!

3) Wait for a future Release of PowerWindows. I have several ideas about
   how to fix this.

1.26 FAQ

Activate
 AVOIDDOUBLECLICKS
 .

1.27 FAQ

There are some Problems with SIMPLE-REFRESH Windows. Have a look ←
   at

 known Bugs
. You could also try setting the
 SMARTWIN
 Option.

1.28 FAQ

Have a look at the
 ICONDEPTH
 Option.

1.29 FAQ

Use the Option NO_OUTOFSCREEN .

1.30 FAQ

                Have a look at the
                 Window Dragging Options
                .

1.31 FAQ

Are you sure the Task-Name you stated is correct? There are some very nice
Utilities in the "Tools"-Directory. Check them out.

The TASK Option is meant for Programs that open a Screen. It is not
possible on a patched Screen to allow some Windows to be dragged off
Screen and others not. On a patched Screen all Windows can be dragged
off Screen, and on a non-patched Screen no Window is allowed to do
that.

If you want to specify more than one Program, you can use the TASK Option
(or ICONIFYTASK Option) more than once. Example Config-File:

```
  SAFELOCKLAYER
  SAFEMOVEWINDOW

  TASK = #?DPaint#?
  TASK = #?Visage#?
  TASK = DirectoryOpus

  WBICONPOPUP
```

1.32 FAQ

                Have a look at
                 Installation
                !

1.33 FAQ

PowerWindows has to patch AutoRequest() and EasyRequestArgs(), because
they don't call CloseWindow(). In the older Versions of PowerWindows I
forgot to do this Patches and so you lost about 200 Bytes with each
Requester opened (if they call AutoRequest() or EasyRequestArgs()). If
I did not do that, the Iconify-Gadget and it's Image would never be
disposed, therefore the loss of memory. The new Functions redirect

AutoRequest() Calls to BuildSysRequest() and EasyRequestArgs() Calls
to BuildEasyRequestArgs(), otherwise PowerWindows does not get the
Chance to dispose the Iconify-Gadget and it's Image.

The side effect is, that Commodities that replace the About Requester of
the Workbench don't replace it anymore. They only check EasyRequestArgs()
Calls, but all EasyRequestArgs() Calls are redirected by PowerWindows to
BuildEasyRequestArgs(). Therefore when you select "About ..." from the
Workbench Menu the Commodity does not recognize it as the About-Requester.

If the Commodity does not other tricky Patches in layers.library you can
try starting the Commodity AFTER PowerWindows. You will get the Requester
from the Commodity again, but PowerWindows might stop working correctly.
You have to try it out.

If you have tons of memory and don't mind loosing about 200 Bytes each
Time a Requester is opened add the following Line to your Config-File:

  DP=13

This is a undocumented Option of PowerWindows!

1.34 FAQ

              Have a look at
               Workarounds and misc Options
              !

1.35 FAQ

Arq works when it's started after PowerWindows. If you start PowerWindows
from WBStartup, Arq must be started there, too. First you have to create an
Icon for Arq and set the following tooltypes.

  DONOTWAIT
  STARTPRI=-100

After that drag the Arq-Icon into the WBStartup-Drawer and remove it from
the User-Startup/Startup-Sequence if it was there.

1.36 History

              V 0.8   26.01.97: - First public release

                - Still in development

                - There are still some bugs

V 0.9   25.02.97: - Rewrote program in "C". First Version was in Pascal.

                          – Fixed Bug that caused trashing Screens' Depth-Gadget.
                            These gadgets are RELRIGHT by default and therefore
                            will not be correct while PowerWindows moves a window.
                            (PowerWindows changes the Screen's Width and Height
                            while doing this as you should know if you have read
                            the documentation!)

                          – Breaking the Program had a serious Bug. The Routine
                            that resets the Patches seems to have returned always
                            success even if it didn't succeed. Further, if it
                            found, that a function has been patched by another
                            program, it re-patched this function to PowerWindows'
                            Routine.

          – Windows can now be iconified. You get a nice Gadget
            for this, which either looks like the ones in MUI or
            has a new look designed by me.

          – Lots of Bug-Fixes that could cause the program to
            hang.

          – Now there should be very few Deadlocks (which anyway
            are intercepted by the Deadlock-Hunter)

          – Lots of new Configuration-Options

                    – Deadlock-Hunting is now done in a Sub-Task.

V 0.9.1 31.03.97: – Added my EMail Address to documentation!

      – HardDisk ceased to work on 20.03.97, the day I finally
            got access to Internet (Arrgh!).

          – Version 1.0 will be released a little later than ex-
            pected! (Need a new HardDisk!)

V 0.9.5 25.04.97: – The Release-Date of V0.9 (in "History") was wrong

      – New HardDisk :-) 12.04.97 (-:

        I didn't work on PowerWindows from 20.03.97 until
        13.04.97.

      – New Option: AVOIDDOUBLECLICKS. Prevents Screen from
        being trashed if you have installed some Commodity that
        brings Windows to Front/Back by double-clicking a Mouse-
        Button.

      – Bug-Fix: If SAFEMOVEWINDOW was active, Windows couldn't
        be activated by clicking at their Dragbar.

      – Bug-Fix: The Iconify-Gadget Render-Routines placed one
        white Pixel at the wrong Place.

- Implemented workaround for the Screens' DepthGadget
  being moved 1 Pixel left if MCP is running and it's
  SysiHack Option is activated.

- Bug-Fix: If you iconified a Window that was partly out
  of Screen then de-iconifying didn't work. The Icon
  disappeared but the Window didn't appear. Should
  not happen anymore, althaugh I'm not completely sure ...

- Changed the way PowerWindows redirects OpenWindow() to
  OpenWindowTagList(), OpenScreen() to OpenScreenTagList()
  and CreateUpfrontLayer() to CreateUpfrontHookLayer().
  The old Routines could cause Problems if other Programs
  patched that Functions after PowerWindows, especially
  if they didn't redirect them or did that the other way
  round.

- Added CLI-Argument/Workbench-Tooltype "HOMEDIR". If
  you have moved PowerWindows in the WBStartup Drawer
  you should set the Icon-Tooltype "HOMEDIR" to where
  the PowerWindows-Directory is.

- New Option "ICONDEPTH". If you want PowerWindows'
  Icons to behave like normal Windows (possibility
  to depth-arrange them instead of seeing them always
  in Front of everything) this can now be done.

- MOST WANTED: New Option "WBICONPOPUP". It's now
  possible to de-iconify Workbench-Drawers by double-
  clicking its' WB-Icon. Doesn't work with "NOICONS"-
  Option, yet. Anyway, nobody seems to use "NOICONS".
  There might still be some problems/bugs with this
  new Feature, althaugh I didn't notice any upto now.

- New Option "ICONACTIVATE". If you click on an Icon,
  the iconified (hidden) Window will be activated. This
  allows you to use it's Menu. The Key-Presses will
  be redirected to the hidden Window, too. For example
  you could close it (and it's Icon) by pressing ESC
  (if the Program supports this).

- New Option "NO_OUTOFSCREEN". With this Option you
  loose the possibility to move Windows out of Screen.
  Iconifying will still be possible. It's equivalent
  to setting NORMALQUALIFIER/FORCEQUALIFIER to something
  "impossible" such as "LALT+RALT+LSHIFT+RSHIFT+CONTROL+
  LCOMMAND+RCOMMAND".

- New Option "POPTOFRONT". By default when you de-iconify
  a Window it will pop up behind, in Front or between
  other Windows, depending on where it was when you
  iconified it. POPTOFRONT will automatically bring to
  Front de-iconified Windows.

- PowerWindows is now a commodity, too. Anyway the Input-
  Handler is not yet a CxCustom-Object.

Implemented Hotkeys for several useful Operations.

- After opening a SIMPLE-REFRESH Layer PowerWindows now
  clears the LAYERREFRESH Bit in Layer->Flags. This
  should fix the Refreshing/Deadlock Problems with
  SIMPLE-REFRESH Windows (such as Multiview). This can
  be deactiveted with "NOREFRESHKILL"

- New Option "SMARTWIN". Forces Windows to SMARTREFRESH.

- Converted the Images in the Archive to GIFs

- Added Cli-Argument/Workbench-Tooltype "CONFIGFILE".
  It's now possible to specify what Configuration-
  File you want to use. It's possible to use Project-
  icons with Default Tool "PowerWindows". The Tool-
  types will be read from the Project-Icon.

- Added Support for external Screen-Checker-,Window-
  Checker- and Icon-Render-Routines. New Options:
  EXT_WINDOWCHECKER, EXT_SCREENCHECKER, EXT_ICONRENDERER

- BUG BUG BUG BUG: Forgot to patch FreeSysRequest()!!!
  Requesters are opened with OpenWindowTagList() but
  closed with FreeSysRequest(). The Iconify-Gadgets of
  Requesters were never disposed. You lost about 200
  Bytes with each Requester you opened. Had to patch
  EasyRequestArgs() and AutoRequest(), too, because
  they call FreeSysRequest() directly and not through
  the Library Vector.

- New Option "ICONCLOSEGAD". With this Option when you
  iconify a Window having a Close-Gadget, the Icon will
  get one, too, allowing you to close the Window without
  having to de-iconify it first.

V 1.0 31.05.97: - Implemented Opaque Moving. Have a look at the Config-
                  uration Chapter!

- Workaround for MagicMenu's shadow sometimes not being
  transparent. Option "MAGICMENU_SH".

- 05.05.97: Started work on Prefs-Program.

- PowerWindows caused problems (deadlocks) with some old
  programs (such as CygnusED) which have WFLG_NW_EXTENDED
  set when calling OpenWindow() but only crap in what
  should be the TagList (enw_Extension). Added safety
  check as done by OS-Routines.

  Further enw_Extension [OpenWindow()] and ens_Exension
  [OpenScreen()] aren't cleared anymore.

- Some new Options:
  "ICONFONT": Font used to print Icons' TitleText.
  "ICONPOS_SPACEX": Space between Icons (AUTO_?? only)

"ICONPOS_SPACEY": Space between Icons (AUTO_?? only)

- External Routines can now get Parameters

- You can no longer iconify a Window that is already
  completely out of Screen (=iconified).

- DEADLOCK_PRI did not work

- The Task-Checking Routine called MatchPattern() (or
  MatchPatternNoCase()) regardless whether the calling
  Task was a Process or not. Now if a Window/Screen is
  opened by a Task the Entries in the Task-Lists which
  have WildCards aren't checked at all.

- The workaround for the Screens' Depth-Gadget (which
  was necesseray to fix the scrolling one pixel to the
  left thing) is no longer necessary. I must admit that
  it was not a bug in MCP, but in my Routine: I did
  not check whether the Gadgets' Image had a LeftEdge
  <> 0!

- Created two external IconRenderers:

    o "Mac_IconRenderer"
    o "Mac2_IconRenderer"

  These Routines can be passed some Parameters. Read the

         External Routines
         -Chapter!

- PW's EasyRequestArgs() Patch caused an Enforcer Hit
  (LONG READ from 0) when idcmpflags was NULL.

- Now if an opened Layer has it's LAYERREFRESH Bit set
  (because of PW moving it to the Front) PW clears it
  by calling BeginUpdate() and EndUpdate() instead of
  simply clearing the Bit.

- Implemented MULTI-ACTIONS. It's now possible to iconify
  and de-iconify more Windows all at once by moving around
  with the Mouse. All Windows/Icons you touch will be
  iconified (or de-iconified).
  Check this out - it's incredible!!!!

V 1.1 08.06.97: - Made Opaque Moving faster.

- Windows are opened faster

- Changed the way PW kills Refreshes (when opening a
  Window) again. Now it's done the MCP way.

- MULTI ACTION Mode rendered into Window-RastPort instead
  of Border-RastPort when a window was GZZ.

     – New Option "RefreshIT". Icon-Title will be refreshed
       when the title of its parent Window changes.

     – It's now possible to prevent PowerWindows from being
       started by holding down LEFT ALT + LEFT SHIFT + LEFT
       MOUSEBUTTON. So if the computer crashes during Boot
       you don't have to boot from a disk anymore.

     – Added some improvements/options to the preferences
       program.

     – New IconRenderer: "Ami_IconRenderer". The Icons get the
       standard Amiga Window Look.

1.37 Future

1) Win95-like TaskBar. Iconified Windows will go there.
   I want to get a lot more registrations before really thinking about
   that!!!! There are only 2 registered users upto now :(:(:(:(

2) Possibility to have different Icon-Positioning on different Screens.

3) New Hotkeys

4) Bug Fixes

5) CREATE AN UNREGISTERD VERSION WITH SEVERAL RESTRICTIONS, IMPLEMENT A
   SELF-DESTRUCTION ROUTINE OR CREATE A VIRUS THAT KILLS EVERY POWER-
   WINDOWS-EXECUTABLE IT ENCOUNTERS, IF YOU GUYS DONT START PAYING THE
   SHAREWARE FEE!

Note:

1) has the lowest Priority.
5) has the highest Priority!!!

1.38 Author

          PowerWindows was created by:

Georg Steger
Hochlercher 30

I-39030 St. Johann

SOUTH TYROL – ITALY

Send Bug-Reports, Comments, Icon-Designs to:

EMail: steger@pass.dnet.it

```
PS: - Write in German (prefered), Italian or English!
    - Don't report
                 known Bugs
```

1.39   Other Software created by Georg Steger

```
PowerCrawler V1.10 (SHAREWARE):

A Map-Editor with incredible features. Have a look at the  Screenshot

Features:

        o Blocksize from 1 x 1 to 255 x 255
        o Mapsize from 2 x 2 to 32767 x 32767
        o Upto 10 Layers (not parallax) with Mask-Support
        o Localized
        o Userdefined Screenmodes/Fonts for Editscreen
        o Userdefined Font for Main Window on Workbench
        o Fontsensitive GUI
        o Userdefined Screenmode for BlockScreen
        o External Loader/Saver-Support
        o Many Draw-Tools (Freehand, Line, Rectangle, filled Rectangle,
          Airbrush,Fill) some with variable modes (vertical/horizontal
          Filling, OnePointPerRow/Column-Line, ...)
        o MAP-EDITING WITH VARIABLE ZOOM (1% - 100%)
        o Zoom Pre-Calculation for faster Editing
        o Fliptable for controlled flipping
        o Savable MAP-PREVIEW (1% - 100%)
        o Brushes. You can give them names, sort them, save them!
        o Mask-Creation inside program. Invert Mask. Load Mask as IFF-File.
        o Up to 6 projects in memory which can all have different settings,
          pictures, ...
        o Project-Saving/Loading which will save/load Map-Data,Settings,
          FileNames,Fliptable,Brushes,Mask in/from one file!
        o Shortcuts for nearly everything.
        o Popup-Menus for Brushes and Zoom.
        o Undo/Redo
        o Datatypes-Support
        o Iff-Library-Support
        o HAM/EHB-Mode-Support
        o Color0-Remapping and DRIPENS for good looking GUI in all modes!
        o OS-conform (hopefully)
        o Thousands of TOOLTYPES to change GUI, Flags for AllocBitmap,
          internal routines, ...
        o Loading/Saving settings to a file
        o Online Help

How to get the registerd Version of PowerCrawler:

        Send US$ 25 (DM 35) (LIRE 30000) CASH ONLY to the
        following address:
```

```
                    Georg Steger
                    Hochlercher 30

                    I-39030 St. Johann/Ahrntal

                    ITALY

          EMail: steger@pass.dnet.it

            YOU MUST INCLUDE: ONE EMPTY DISK
                              RETURN STAMPS
```

PowerIcons (Giftware):

This little commodity removes the border around the Icons when you drag
them. It makes color 0 of the Icons transparent. This program is especially
useful if you use NewIcons V3. NewIcons already removed the border around
the Icons but not when you dragged them.