

AutoCruise

The Weirdest Thing yet From
Charlie Reiman.

A long time ago, I wondered if there was a way to test to see how far the mouse had moved, even when the cursor had hit the edge of the screen. The results of my research, skimpy as it was, showed that yep indeedy, you can test for mouse movement independently of the cursor location. But it isn't pretty.

You need to play with system globals. Not just any system globals, but poorly documented, 'thou shall not touch' sort of globals. Naturally, due to the risky nature of these locations, their performance across various Mac families is rock solid consistency and, if you play with them correctly, they will sing and dance across any incarnation up to date. Of course, don't count on any documented globals behaving so nicely. Apple reserves the right to declare you obsolete at a moments notice.

But this is all techie stuff. What does AutoCruise do?

Hmm, that's a rough one.

If you've ever played Crystal Quest, you already have a good idea of what AutoCruise does. Normally, moving the mouse affects the cursor position. With AutoCruise and Crystal Quest, moving the mouse affects the cursor velocity. AutoCruise attaches this condition to your mouse at bootup via the now classic INIT trick. Try it. It's not very useful, except maybe for paint programs, but I intended it primarily to be educational.

Legalities

AutoCruise, the enclosed source code, and this document are all being thrown wantonly into the wooly world of public domain. Please distribute them as one package, unmodified. I won't curse your first born if you don't but your cat may find itself shaved someday if you do. Have fun!

Suggestions

AutoCruise would be oh-so-much cooler if it was either:

- 1) An FKEY
- 2) A CDEV

I'm not nearly excited enough to take up any more time with AutoCruise. Note to high-level programmers who hate CDEVs, INITs, and FKEYs: AutoCruise can be installed at runtime for your application only. Be careful about Multifinder though.

GDraw

Okay, what the @\$% does AutoCruise have in common with GDraw? Not a bloody thing except the author. Which brings me to the following announcement: There will be no GDraw 2.0, as I'm a 'lazy college student bum' with barely enough time to breath on regular intervals, let alone debug another crazy application. As a consequence, I'm going to take up this little blurb of space to announce that many people have been very cool to me by sending postcards. I'd love to list you all here (sort of a Postal Dean's List) but I don't want to release your names without your permission. So thanks, Austrailian Philosophers, Swedes, Finns, New Yorkers, MIT & Stanford grad students, bored office workers, and everyone that makes the net a great 'place'. (The quotes are intentional. Is it really a place? Can you rent an apartment there? Does it rain? Will the Cubs get the tar beat out of them? Will Chicago celebrate like wolf hounds on speed anyway?)

Lastly, thanks to Think for LightSpeed C 3.0, John Rotenstein for 'init', Hiro Yamamoto for Boomerang, jbx for HeirDA, and just about everyone, even D. Qualye to providing truckloads of easy jokes.

Please contact me if you find any weird behavior, no weird behavior, an enormous check with my name on it, or you want to make a programmer happy!

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