MMBCommodity V1.2

COLLABORATORS

	TITLE : MMBCommodity V1.2		
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MMBCommodity V1.2

1.1   MMBCommodity V1.2

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                              MMBCommodity V1.2 Documentation              ←
                                    Sep., 1994

                    Roland Janus
                    Mittlere Strasse 5
                    4056 Basel
                    SWITZERLAND
                    2:301/212.4@FidoNet
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– The first 3 chapters were taken from the GadToolsBox-docs. More or less.
Thanxs Jan. (I hope you don't mind). :-)

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1.2 disclaimer

»»
» 1) Disclaimer   »
»»
The author cannot be held liable for the suitability or accuracy of this
manual and/or the program(s) it describes. Any damage directly or
indirectly caused by the use or misuse of this manual and/or the program it
describes is the sole responsibility of the user her/him self.

1.3 copyright

»»
» 2) Copyright/Distribution   »
»»
MMBCommodity, (c) Copyright 1994, Roland Janus. All rights reserved. This
program is GIFTWARE, so if you use this program you should send me
something. Anything. I'd like to get something from your home-town. This
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executable(s) remain unchanged and are included with the distribution. Also
no profit is to be made by selling this program. You may not charge more
than Fred Fish does for a single library disk. Commercial distribution is
NOT allowed without written permission from the author.

1.4 distribution

»»
» 3) Electronic Distribution   »
»»
It is allowed for non-commercial BBSs to distribute this archive. NOTE:
All files listed below MUST be distributed together. None of the files
listed below may be distributed on it's own! They may of course be archived
with LHA or any other archiver.

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

1.5 purpose

»»
» 4) Purpose: »
»»

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

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»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»
» 5) Requierments:                                                               »
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```

- >= OS2.x (V36 should work). Are there still people with 1.2/1.3?
  (Yes, but let's ignore them.) Pitty and again a reason to update! ;-)
  Go with the future, dude.

- 3-button-mouse...

1.7   faststart

```
»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»
» 6) Fast start:                                                                 »
»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»
```

For a fast try, simply type: MMBCommodity.
It detaches itself from the shell so there is no need for a "Runback", "Run
>NIL:" or something similar.

Default-setting for the MIDBUTTON is: SHIFT (LSHIFT!RSHIFT)

IMPORTANT:
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

```
»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»»
» 7) 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
  shell-window. (Mark the text with the mouse and press MIDBUTTON once

(see CONWINDOWPATTERN)).

– Double-clicking with the MIDBUTTON is the same 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.

1.9   installation

»»»
» 8) Installation/Removing: »
»»»

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

»»»
» 9) 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=DOUBLEMMB/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 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

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XPOS:
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```
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:
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```
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!)

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WINDOW:
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```
Memory / time-window? YES or NO.

Default: YES

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SHUFFLER:
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```
Screenshuffler? YES or NO.

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

Default: NO

```
MOUSELOCK:
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```
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

DOUBLEMMB:

Emulate MIDBUTTON? YES or NO.

If you doubleclick the MIDBUTTON with the same clickspeed as you set in
'Prefs/Input', MMBCommodity creates a single (!) MIDBUTTON-event. I did
this because the MagicFileRequester uses this to go to the parent directory
and I would really miss this feature.

Default: YES

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

»»
» 10) Insert special events with MMB and RMB: »
»»

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

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

»»
» 11) Bugs: »
»»

None known. Now. ;-)

1.13 problems

»»
» 12) 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

»»
» 13) History: »
»»

========================= 1. Sep. 94 ===================================
V1.2 - Now the memory and time will only be refreshed when they changed.
       (CPU-Usage down from 2% to 0.2%)

     - Added an application-example

     - Changed the default (icon) for CONWINDOWPATTERN
       to (#?Shell#?|#?Dos#?)

========================= 13. May 94 ===================================
V1.1 - bug removed which caused ignoring the "WINDOW"-tooltype.

     - added USEFRONTPUBSCREEN which allows automatic jumping to the

        pubscreen in front

========================== 12. Feb. 94 ===================================
V1.0 first publiced version