

MRQ

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	<i>TITLE :</i> MRQ		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

MRQ

1.1 Index

-----*****-----
MRQ V1.6
-----*****-----

Introduction

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1.2 introduction

What it is and why I needed it

MRQ is a MUI-based system patch that tries to do everything¹ the well-known requester improver "ARQ" by Martin J. Laubach does - and a lot more.

ARQ has been around for years now and it always was among my personal "Top 5 Commodities", but I really wanted something a little more configurable. Most of its features are hardcoded, you can neither configure the ARexx interface nor the graphics nor the text scanner that chooses the graphics depending on the requester text.

See

Features
for how MRQ tries to change all this.

¹ Well, there's a little drawback concerning asynchronous requesters. See

ToDo
for more info!

1.3 features

Features

- Configurable like every MUI program (fonts, frames, group layout, ...)
- Complete keyboard control just like ARQ - the leftmost button reacts on "Return", rightmost on "Esc", and all buttons can be operated via the function keys (F1-F10 from left to right). The traditional lcommand-v/lcommand-b combinations still work of course.
- Requester texts can be scanned for arbitrary combinations of localized strings (identified by their catalog and string number, so a single config works independently of the used locale) and custom strings. The text comparison can be both case-sensitive and -insensitive and can use AmigaDOS patternmatching as well as simple substring searches.
- Can decorate the left- and rightmost button with additional imagery (like a checkmark and X for OK/Cancel or something like that)
- Manages an arbitrary number of images that are loaded via datatypes and remapped to the current palette. They are loaded just-in-time and don't occupy any memory when no requester is open. Images can be of any depth, format and size (although it is of course not awfully smart to use huge pictures or slow formats like JPEG) If no predefined image matches the requester text, MRQ looks for a file called "MRQ_DefaultImage" in the IMAGES directory (or in PROGDIR:MRQ-Images/ and S:MRQ-Images/ if the image directory is

unspecified).

- Every image can be combined with an ARexx command, both command and port are configurable so you can send messages to any program when a particular requester pops up, even start programs or shellscrips through ARexx's system interface.

1.4 requirements

MRQ requires at least

- a 68020 CPU
(it wouldn't have been a problem to compile MRQ for 68000, I just don't think it makes sense on such systems though, it's just too slow. Time to upgrade, boyzngals!)
- AmigaOS 3.0 or higher (datatypes y'know!)
- MUI 3.x

1.5 installation

Installation

Since V1.4 MRQ comes with an installer script. I tested it on a couple of different directories and it seems to work pretty well. Expect it to contain bugs anyway - it's the first version! In case you either don't have Installer V42.12 (minimum version required!) or the script doesn't work as expected, here's how to install MRQ by hand:

- Put MRQ somewhere on your HD, preferrably the WBStartup drawer. Since V1.2 MRQ can be started from the Shell too, so the icon is no longer obligatory.
- copy MRQ.config to S: or to the same directory as MRQ.
- copy the "mrq-images" drawer anywhere on your HD (PROGDIR: and S: are searched automatically, if you put it anywhere else you have to tell MRQ through the

```
IMAGES
  tooltype
```

The installer script automagically sets the CONFIGFILE and IMAGES tooltypes in MRQ's icon. If you already have a previous version installed, the locations of config and image-dir are taken from the icon so you don't need to select the drawers on every update :-)

```
Future versions
  will be configurable from within installer, i.e. you will be
able to set all
  tooltype
  values from the script.
```

1.6 tooltypes

Tooltypes

CONFIGFILE

Tells MRQ where to find its configfile. If none is specified, MRQ looks for the file MRQ.config first in PROGDIR, then in s:

Example: CONFIFILE=ENV:MRQ.config

DEBUG

Makes MRQ open a console window on startup where it prints various debug infos. Good for tracking problems.

IMAGES

The drawer where you keep the image files for MRQ. This drawer is used if you specify a relative or no path in the configfile's "IMAGE" entries. Specifying no drawer has MRQ search first PROGDIR:, then S: for a directory called MRQ-Images.

Example: IMAGES=SYS:Tools/MRQ-Images

SAMEWIDTH

Tries to make all buttons in a requester the same width.

Default is to make them only as wide as the text they contain.

SAMEWIDTH-buttons will probably look more aesthetic to most people.

MOUSEREQ

Makes requesters open under the mousepointer.

Default is to open all requesters centered on their screen.

FRONTSCREEN

Tries to open requesters on the frontmost intuition screen.

This is a hack!!!

It is not OS-legal to open windows on alien non-public screens, therefore MUI defaults to opening its window on either the default PubScreen or one that was configured for the particular application. But a couple of tools have always opened their windows on screens they do not own, and for all current Amiga models/OS versions it works fine.

PRECISION

The precision to use for remapping images via datatypes. Specify one of "GUI", "ICON", "IMAGE" and "EXACT". Defaults to "IMAGE".

TRANSPARENCY

Controls whether color #0 of the requester image should be rendered transparent, so custom MUI background images can shine through.

SINGLEFRAME

Use a single frame for image and requester text instead of framing them separately.

SIZEABLE

Make requester windows resizable

CENTERTEXT

Center all texts in the requester window. Gives a better look if the

gadgets are very wide and there's little text in the requester. If there's only a single line in the requester, it will always appear centered.

IMG_YES / IMG_NO / IMG_CANCEL

Names of images to put on MRQ's buttons in certain cases

Since V0.6b MRQ can optionally decorate buttons with images, much like in the requesters you might know from Windoze crates.

As of V1.6 two methods of deciding which image to show for which button are available:

- The simple one, without IBUTTONSBYTEXT:
if the IBUTTONSBYTEXT tooltype is unset, MRQ only uses the IMG_YES and IMG_NO images. IMG_YES is put on the leftmost button, IMG_NO on the rightmost. Simple as that.
- The advanced, with IBUTTONSBYTEXT:
with the IBUTTONSBYTEXT tooltype (see there for a description) you can set strings to scan for in the button texts. If a string is found, the corresponding imagebutton is used. So, similar to MRQ's choice of requester images, the button images actually depend on what is written on the button.

Of course you can use pictures of any format and size here, too. (tested with the checkmark and a 250x350 JPEG at the same time:-))

The IMAGES directory doesn't apply here, specify the full path and filename for all images!

IBUTTONSBYTEXT

To activate MRQ's feature to choose an image for a button based on what text is visible on the button, set this tooltype to a string of the following format:

- three fields for YES, NO and CANCEL respectively, separated by commas
- each field may consist of any number of strings, separated by pipe characters ('|').

Example: yes|ja|ok,no,cancel|back

This lets MRQ choose the image IMG_YES for buttons containing "yes", "ja" or "ok"; IMG_NO for ones containing "no" and IMG_CANCEL for buttons with "cancel" or "back" on them.

All strings are case-insensitive and need only occur somewhere on the button - so "note" will match "no", and "Say yes!" will match "yes".

1.7 shellargs

Shell Parameters

MRQ's ReadArgs() template when started from the Shell looks like this:

Configfile, IMD=ImageDir/K, OB=OKButton/K, CB=CancelButton/K, RP=RemapPrecision/K, MR=MouseReq/S, SW=SameWidth/S, FS=FrontScreen/S, SF=SingleFrame/S, SI=Sizeable/S, TR=Transparency/S, C=Centered/S, Debug/S

The corresponding

tooltype

for every parameter should be obvious, see there

for further info!

Example Usage:


```
mrq IMD=Work:Graphics/mrq-images OB=s:mrq-images/MRQ_OK.brush
CB=s:mrq-images/MRQ_Cancel.brush RP=exact sw fs tr mr
```

1.8 configuration

Configuration

MRQ has a configfile that tells it how to behave. Here's all the keywords: (all but NEWCLASS may be abbreviated, the two-character abbreviation is given in ReadArgs()-syntax as <abbrev.>=<keyword>!)

NEWCLASS

This starts a new entry. For each image and ARexx-command you need to define one "event class" - just like the "delete", "printerstuff", "software failure" etc. classes know from ARQ, you can just have more of them. The following keywords each need an event class they belong to and thereby define this class' behavior.

IM=IMAGE

Specifies filename (and optional path) of an image to display when a requester of the current class is detected. The image can be of any size and any format you have a datatype for, but remember it will be loaded every time a requester pops up, unless you use the PRELOAD switch (see below), so don't use too big images/slow formats if you don't have a super-fast machine.

If you specify a full path here, MRQ will use this to look for the image file; otherwise the "IMAGES"-tooltype's value is prepended.

PL=PRELOAD

This is a modifier for IMAGE. It changes the default behavior of loading images every time a requester pops up to loading the image while the config is being parsed and keeping it in memory. This increases both memory usage and speed, the startup time does not change because all images have to be loaded once upon startup anyway to read their size.

The default image is always preloaded.

TR=TRANSPARENT

A modifier for IMAGE as well, this tells MRQ to render the image with transparent background. Every pixel in color #0 is considered background. The global

TRANSPARENCY

option still works to enable transparency for all images.

RP=REXEXPORT

The name of an ARexx port which MRQ should send a command to when opening a requester of the current class.

Default (i.e. if you only specify REXXCMD) is "PLAY".

RC=REXXCMD

Command to dispatch via ARexx. For

example

, if you want to keep using UPD as

configured for ARQ, use something like "ID error_task_held" here.

Only one IMAGE, REXXPORT and REXXCMD should be specified for each class!

Strings a requester should be scanned for can be specified with the following two keywords, each of which may appear multiple times for each class:
(Note: Switches can be abbreviated, the short form is given in italics!)

ST=STRING

STRING needs only one argument: a string :-) If this string occurs as a requester's body text, it tells ARQ to use image and arexx command of the current class.

LO=LOCALE

LOCALE takes any number of arguments, the first of which must be the name of a locale catalog (e.g. "sys/devs.catalog") and the rest numeric arguments representing string numbers from that catalog.

See

examples

if you have no idea what this means :-)

If you do, well then, how do you get the locale catalog number of a given string? That's what

dumpcat

is for, see there its doc for more

info!

To modify the behavior of the text scanner, STRING and LOCALE can be combined with a couple of switches as follows. Note that not every switch makes sense with both STRING and LOCALE!

PA=PATTERN / PA

Use the AmigaOS patternmatching routines to compare the given string and the requester text. For a complete description of patterns see your AmigaOS manuals; some

examples are here

.

Can be used with STRING only.

SU=SUBSTRING / SU

Simpler and less CPU-consuming than PATTERN, SUBSTRING only searches for the specified string at any position inside the requester text. SUBSTRING and PATTERN are mutually exclusive of course! (if both are found on one line, PATTERN is used and a warning printed if the

debug console

is open)

Can be used with both STRING and LOCALE.

NC=CMPNOCASE / NC

Forces case-insensitive comparison.

Can be used with both STRING and LOCALE.

FO=FORMATTED / FO

Don't search the text as input to EasyRequestArgs() but the already formatted text as output into the requester.

To understand the difference, it's necessary to know that EasyRequestArgs()

(the function MRQ replaces) can construct requester texts from a format string and an argument list. Usually programs feed a localized format string to EasyRequestArgs() (it can look like "This is the %s with %d arguments" for example) and have certain placeholders (the percent-some-character things) replaced with arguments like "body text" and '2'. In this case it's just fine to search the format string for some pattern or substring to determine the correct requester image. But then, a few programs (among them the Workbench!) pass only a very general format string to EasyRequestArgs(), like "%s\n%s\n%s". The actual text is filled in with localized argument strings - the above format string can result in

```
"You MUST replace volume
Blah
in any drive!"
```

Of course you can't tell what the requester will look like from the format string alone, you have to scan the text as it appears in the requester, and that's what FORMATTED does. As there are always parameters that change from one requester to another (the volumename in the above example) you'll almost certainly want to combine FORMATTED with SUBSTRING to scan f.e. for the string "You MUST replace volume" in the above requester. FORMATTED can be used with both STRING and LOCALE.

1.9 examples

Examples

Here's a short sample configuration that should make a few things clearer...

```
NEWCLASS
LOCALE hello.catalog 2 1 3
LOCALE test.catalog 5
STRING "Hello, (world|Brasil|Erlangen)?" PATTERN
STRING "good morning" NC SU
IMAGE hello.ilbm
REXXPORT "MYSOUNDPLAYER"
REXXCMD "play my_sample"
```

Let's have a look at the individual lines now:

NEWCLASS starts a new event class as described in
Configuration

Following that is a LOCALE parameter defining three strings (numbers 1, 2 and 3 - order doesn't matter) from "hello.catalog" - a (hypothetical) catalog for a localized "Helloworld" program that might contain strings like "Hallo, Welt!", "Schweinewelt!" and "Wo soll das alles enden?" (in its german version :)). Now if any of these strings is found in a requester's text, this counts as positive identification of the current event class.

The next line adds another string from test.catalog to the list of strings that identify this event (you see, the total number of strings that identify a class and where they come from doesn't matter at all!).

Next is an explicitly specified (non-localized) STRING using case-sensitive patternmatching. The given pattern matches "Hello, world", "Hello, Brasil" and "Hello, Erlangen", with an optional character (an

exclamation mark or something) at the end.

The string "good morning" has both the "case-insensitive" and "substring" switches set, that means anything like "good morning", "gOOd MornInG", "GOOD MORnING", ... matches anywhere inside the requester text, no matter how much additional text is before or after the string (like, "A very nice GOOD MORNING to you all!" will match as well).

IMAGE should be easy to understand - it's simply the name of a picture file that should be displayed in the requester if any of the above strings is found. You need not specify a path as long as you keep all your pictures in the directory specified with the

IMAGES

tooltype, but you can if you want to.

The last two lines aren't difficult either - REXXPORT and REXXCMD tell MRQ to send the command "play my_sample" to the port "MYSOUNDPLAYER" when a requester of this class opens.

1.10 utilities

There's currently only one utility that you'll need to configure ←
MRQ:

dumpcat

Dumpcat is a tool to dump the contents of a locale catalog file to the shell (stdout). It takes the following parameters:

Catalog/A,Neg/S,Max/N

Catalog is simply the name of the catalog file of which you want to see the contents, "sys/devs.catalog" f.e.

Neg tells dumpcat to scan catalog numbers from zero downwards. Normal catalog files contain strings numbered from 0 or 1 upwards, sometimes with unused numbers for historical or other reasons. I have only come across a single catalog that contains strings with negative numbers (sys/dos.catalog) though, but if a catalog seems to be empty, trying "Neg" could be the solution.

Max is the maximum number of strings to scan, defaults to 65536

Theoretically, catalogs may contain strings under every index possible in a longword, but scanning all of them would mean 2^{32} calls to locale.library, so the range has to be somewhat smaller :)

Catalog strings are printed one per line, preceded with their number (the one you want for MRQ's config!) If it finds newline characters in a string, it replaces them with the C-notation for newlines, Backslash-n ('\n').

Dumpcat will hopefully be obsoleted by the coming

Prefs Editor

which will

handle all this cryptic stuff internally so you only need to click on the string you want and have its number and catalog name stored in the configfile.

1.11 faq

Frequently Asked Questions

Q: A few requesters like "delete" and "copyright" have the correct images but most show only the default image. what's wrong?

A: Most likely there are some catalog files missing from your LOCALE:Catlogs/sys directory because you are running an english system and all texts are english by default so there don't need to be any catalog files. I haven't had the time to make an extra config for you yet - it requires getting all the messages that are now encoded als LOCALE config lines and writing them verbatim into the config. If anybody wants to do this - go ahead,

I
'll include the config in the next
release!

Q: All images look really strange and especially the imagebuttons are totally mangled! Is this an MRQ bug?

A: I'm not sure but I don't think so. It seems there's a problem with MUI's image class when making images transparent. On CyberGraphX systems, everything is fine (at least I haven't had a bug report from anybody running CyberGraphX yet) but on native displays and Picasso96 palette remapping and transparency get in each other's way.

Solution: don't use imagebuttons and switch off transparency for all images. I could include an option to render imagebuttons without transparency as well but it wouldn't look good at all.

Q: Why don't AssignWedge and similar functions in MCP etc. work any more?

A: These programs also patch EasyRequestArgs(). Some (f.e. the original AssignWedge by Olaf Barthel) will work fine if started after MRQ. That's because MRQ replaces the entire EasyRequestArgs-function with code of its own and never calls the old function back like most patches do, so previously installed patches won't get called any more.

Q: Why can I resize but not snapshot an MRQ window?

A: I tried to make this possible but it didn't do no good at all. The problem is that I have to assign a MUI object-ID to windows which is the same for all requesters - and MUI remembers the size of each window that has an ID for the next time it is opened. So when a requester with lots of text appears, the window will naturally be large. But subsequent requesters won't shrink, they are always as big as the largest requester you had open before - they have the same ID after all! This sucks, so I didn't use it...

Q: Why is MRQ so slow?

A: Both MUI and the datatypes system are not quite the fastest components in AmigaOS. They're programmed for versatility, not speed. You can do something to speed them up though:

- use
 - PRELOAD
 - for frequently used images. They will be kept in memory and need to be rendered only once by the datatypes system.
- don't use too many patterns and backgrounds in MUI (looks ugly anyway :))
- don't use hard-to-decode formats like GIF for your images

1.12 history

History

- | | | |
|-------|-----------|---|
| V0.1 | 07-Nov-97 | <ul style="list-style-type: none"> - First working version. Shows formatted body and gadget text, knows the MOUSEREQ, FRONTSCREEN and SAMEWIDTH tooltypes. No graphics & ARexx yet. |
| V0.2 | 10-Nov-97 | <ul style="list-style-type: none"> - Started text analyzer to determine the correct graphics. - Some optimizations. |
| V0.3 | 15-Nov-97 | <ul style="list-style-type: none"> - Text analyzer works, is fully configurable and does patternmatching; no graphics yet. - Added <ul style="list-style-type: none"> CONFIGFILE tooltype - MRQ honors the Commodities Exchange "Active" setting. - Some bugfixes |
| V0.4 | 16-Nov-97 | <ul style="list-style-type: none"> - Images are now selected correctly for any configured keyword. - Started ARexx code to support "upd"ish soundplayers. |
| V0.5 | 20-Nov-97 | <ul style="list-style-type: none"> - After trying my drawing skills on a couple of requester images (and finding them virtually nonexistent) I decided to include some of the real nice icons from the "LinuxBrushes" package that appeared on AmiNet lately. - ARexx works, port name and command are separately configurable for every event class. - MRQ would try to add buttons to a nonexistent window if MUI for some reason failed to create the window object. Fixed. - some more Enforcer tests. Although Enforcer has been running continuously during development, V0.3 was the last version to hit now and then. |
| V0.6a | 25-Nov-97 | <ul style="list-style-type: none"> - Implemented optional imagebuttons. - Improved ARexx code. No more waiting for a reply from ARexx before a requester can be closed. - Improved stack swapping; after allocating my temp strings 'n stuff (~2K) there's now a good safety |
-

margin of ~10K left for MUI. Doesn't make the stack smaller now if it was already big enough.

- V0.7b 04-Dec-97
- fixed a bug in the ARexx code: no more trouble if MRQ was quit while there were still messages pending from ARexx.
 - using the standard SAS/C WBmsg-code again as mine was a little...err...screwed.
 - implemented

IMAGES

(default image dir) tootype

- V0.8b 11-Dec-97
- a "Show Interface" (CXCMD_APPEAR) from Exchange now opens MRQ's MUI-settings. 't was a little silly to leave the MUI titlebar-gadgets activated on every requester, now you can disable them and still open the prefs when you feel like it.
 - picture size is now taken from the files themselves via datatypes. No more WIDTH and HEIGHT config params!
 - now notifies you if started twice (before it would silently ignore the second attempt)
 - using a datatypes object for the image, remapping is also done by the datatypes system. Unfortunately this doesn't solve the problem with wrong colors if a screen has a weird palette. An own remapping routine seems inevitable.
 - added

PRECISION

tootype.

- V0.9b 16-Dec-97
- Bugfix: bitmap for the "cancel"-imagebutton contained an error which caused 16 zeropage reads (as a side-effect the image looks much better now 8-))
 - Bugfix: I thought I had implemented the "PRECISION" tootype but it was always set to PRECISION_IMAGE due to a missing string :-(
 - Bugfix: some structures would not get freed, muimaster.library not closed and a signal bit not deallocated if the rightmost button was pressed (remnant from a very early version...)
 - Implemented (really!)

DEBUG

tootype

- Implemented

SUBSTRING

switch for configfile

- Improved the text formatting routine - even though an 1KB buffer for requester texts should be large enough, it now makes sure not to write past the end

- V0.10b 05-Jan-98
(unreleased)
- Bugfix: the 10th button wasn't correctly bound to the F10 key (forgot the special case of a 3-character mukey-string for "F10")
 - found a potentially severe bug: the IDCMPptr field in EasyRequestArgs()' parameters was

ignored completely, so f.e. requesters can't be terminated by IDCMP_DISINSERTED. Not fixed yet due to

problems with MUI_RequestIDCMP()

- Bugfix: default image was always assumed ↔ to be 64x64 pixels. Now taken from file as well. Along the way this fix eliminated some now unnecessary string operations and half a KB of stack usage.
- Bugfix:

SUBSTRING

was screwed up due to swapped strstr() parameters 8-)

This is fixed now and

SUBSTRING

can be made to search case-insensitive as well!

- added some debug output
- added safety check for NT_PROCESS on calling task before doing anything else in EasyRequestArgs().
- images for the OK/Cancel buttons are now configurable as well (

OK-IMG/CANCEL-IMG

tooltypes)

- implemented

SINGLEFRAME

tooltype

- Found and removed this utterly obsolete block of gfx data that once was the default MRQ image but now only increased the executable size by 4K. Back way under 20K :-)
- improved button layout. Buttons are now always the same height, even when using imagebuttons with images of different size.
- found some strings that I always wondered where the hell AmigaOS gets them from: in sys/dos.catalog at negative indices! Improved the

dumpcat

utility

to show them and similarly weird cases. Also added some error messages and meaningful returncodes to dumpcat.

-

SUBSTRING

is now also allowed as a modifier to

LOCALE

- some sourcecode cleanup, more ↔ subroutines 'n stuff
- Added shortcuts for

configfile

switches

V1.1 08-Jan-98

- Bugfix: a pointer to a dynamic string was returned from a subroutine.
- Bugfix: when neither FRONTSCREEN was set nor a parent window passed in from the calling program,

- the default public screen would be left locked (so one couldn't f.e. close and re-open the WB screen!)
- fixed a bug in the stristr() (case-insensitive string-in-string search) routine
- extended & improved the example configfile
- more debug output
- now returns -1 if called with bad values in EasyStruct
- implemented

FORMATTED

switch for configfile

- quite a lot of changes to the documentation
- added the standard requester shortcuts (lcommand v and lcommand b)

V1.2 21-Jan-98

- Bugfix: the debug console filehandle would always be passed to Close(), whether the console was open or not. I wonder why this never caused any Enforcer hits?
- Bugfix: more an annoying feature than a bug, there was always a two-second delay right before the program exited. Now the delay is only there if you have a debug console open, to keep the window from disappearing before you can read the last lines.
- Bugfix: debug output always showed OK- and Cancel-buttonimages swapped
- Bugfix: very stupid though harmless bug caused ARexx support not to work (maybe since V0.8b? Why didn't anybody tell me? X-))
- New feature: MRQ can now be started from the Shell. See

Shell Params

for the parameters!

- New configfile switch:

PRELOAD

loads

- images while the configfile is read (they have to be loaded anyway to get their size!) and keeps them in memory. For people who absolutely want JPEGs :-)
- Removed most of the currently unused images from the distribution. Get the LinuxBrushes archive or another picture collection if you want to add more events!

V1.3 23-Jan-98

- Bugfix: beeeeg baaad bug! A caller that requested any IDCMP bits would almost inevitably crash inside MRQ's patch due to a MUI macro that I misinterpreted. This bug also got me on the right track to implement IDCMP termination - it works! Thanx to Jaco Schoonen and Dr.Ash for their bugreports!
- Bugfix: icon object was not freed after reading tooltypes
- Both config file and images directory are now searched:
 - <CONFIGFILE tooltype/parameter> if given
 - PROGDIR:MRQ.config
 - s:MRQ.config

<IMAGES tooltip/parameter> if given
 PROGDIR:MRQ-Images/
 s:MRQ-Images/

If one isn't found anywhere, a requester signals the error and MRQ exits.

- Improved configfile: "write protected"-event did not work due to some typos; added "object exists" event; "insert disk" event was missing one locale string
- Internal: made some forgotten functions "static" to help the optimizer. Executable size shows it!

V1.4b 08-Feb-98 - Implemented

SIZEABLE
 tooltip

(not on Aminet)

- Problem with invisible images on non-CyberGraphX systems seems to be solved. The imagebuttons are not perfect yet though, there are still a few strange artifacts in their bitmaps.

V1.4b2 11-Feb-98

(not on Aminet)

- Bugfix: the GadgetFormat parameter was scanned for pipe characters ('|' - the gadget separator for intuition's requester functions) before argument substitution took place. This caused a few requesters like the "Read error...-Retry|Abort" DOS requester or the one from AdPro's "Rotate" function to have only a single gadget - they supply the pipe characters in the argument string instead of GadgetFormat. Also somewhat reduced stack usage.
- fixed some confusion between the program and the documentation: the image directory was documented as PROGDIR:MRQ-images or S:MRQ-images in some places; in fact MRQ looked for a MRQ_Images directory (as documented in the history only). Now it's consistently called "MRQ-images" everywhere.
- added

CENTERED
 tooltip.

- Bitmaps for preloaded images are now cached after the first layout call.
- implemented

TRANSPARENT
 config option

- for per-image transparency settings.
- requesters with lots of text looked ugly because there was a space in window background color above and below the image. Now these spaces are filled with the image's background color (#0).

V1.4 15-Feb-98

- wrote an installer script
- added

FAQ section
 to guide

- renamed the CENTERED tooltip to

CENTERTEXT

- changed the default image to 1 bitplane ←
(should never have been in 8 planes!), shrunk to less than 20%!
- V1.5b 19-Apr-9
 - although it doesn't show very much, V1.5b is a major rewrite! Trying to patch other intuition.library requester functions and add some features I found myself adding hacks and kludges to keep MRQ's main function a drop-in replacement for EasyRequestArgs(). No good. Now all the actual patch does is to allocate a message with some space to hold various data that needs to be kept while a requester is open. This it sends to MRQ's message port and just waits for a reply. The main MRQ process handles everything else. This makes for much better decoupling of MRQ and the process (now it may even be a simple task) calling EasyRequestArgs() than before.
- V1.6 27-Jul-98
 - this version had to be written twice - lost all the source back to the V1.5 backup after almost finishing 1.6. Well, should be really clean now :-)
 - saved 2K again by replacing the last stdio sprintf() calls with a RawDoFmt()-based version from my recent mb_utils.lib. Back under 20K again!
 - bugfix: MRQ's public messageport wasn't properly removed. I guess V1.5b had introduced this,
 - new names for the OK_IMG/CANCEL_IMG tooltypes
 - implemented
- IBUTTONSBYTEXT
 - completed the Windozeish set of ←
imagebuttons
 - some optimizations, button creation code made somewhat less messy :)

1.13 bugs

Stuff that should really be fixed

- there's a pretty good chance for a crash if you quit MRQ via CX Exchange while there are still requesters open. Wanna make this foolproof so it will have to use semaphores. RSN!
- the remapping of requester images looks very strange sometimes. Not sure if this is an MRQ bug or a datatypes/MUI "feature" though.

Things planned for future releases (roughly in order of priority)

- patch other functions than just EasyRequestArgs() - that's one thing where ARQ still rules. I've only come across one or two programs that actually use asynchronous requesters, but for completeness...
- real prefs editor with IFF configfile

- animation.datatype support
Had a hell of a time trying to integrate real BOOPSI objects in MUI windows already. No success so far, I'm not sure if it's possible at all. Postponed.
- ...anything else?
Send suggestions!

1.14 legal

MRQ is freeware

You know what that means, don't you?

If you don't - well, I want to spare myself the usual kilobyte-long disclaimers:

I don't guarantee anything, so if MRQ causes you damage of any kind, it's entirely your own problem. You get what you pay for.

Of course I tried to make it as bugfree as possible, and if you tell me about any bugs that show up on your system I will probably consider fixing them. Don't rely on it though - installing MRQ on a mission-critical system is definitely a Very ↔
Bad

Idea(tm)! But you knew that already :-)

1.15 thanks

Thanks go to:

- Martin Laubach for
ARQ
- Stefan Stuntz for
MUI
- Jonas 'Zaphod' Petersson for UPD
- Tony Matthews for the LinuxBrushes archive
- the SAS/C blokes for continuing support
- all bugreporters for constructive criticism
- Unconscious Collective, XIS, Hallucinogen, Acid Junkies and the Green Nuns of the Revolution for incredible sounds
- Cris for being just wonderful

1.16 author

Author

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1.17 MagicUserInterface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

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