

WB-Tidy

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COLLABORATORS

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| | <i>TITLE :</i> WB-Tidy | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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REVISION HISTORY

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Chapter 1

WB-Tidy

1.1 Main.

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WB-Tidy
© 1998 Gadge Software
( Version 1.00 - Feb 98 )
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About
Requirements
Installation
Using
Bugs?
~My~Other~Stuff~
~ Legal Bits ~
```

1.2 About.

A little proggy that lets you diddle about with the position and size of any windows that you have open on screen in an OS friendly manner.

1.3 Requirements.

A lovely Amiga computer.

with....

Workbench 2 or better.

and.....

Some windows open on screen.

1.4 Installation.

No Installation required. Just copy the program anywhere you like.

1.5 Using.

The program window is split into two main sections.....

These are Mode
and Positioning

1.6 Mode.

The "Mode" section has seven buttons which control how the program operates, these are.....

- TILE Tile mode arranges windows like "tiles on yer bathroom wall".
(works out size and position of windows internally)
- CASCADE Cascade mode is more like "going down yer bedroom steps".
(starts from X & Ystart and uses X & Ysteps)
- STACK Stack mode makes a nice neat vertical column of windows.
(starts from X & Ystart and uses Ystep only)
- CHILD Child mode puts all windows in the same place in relation
to the "parent" window.
(screen position is "Xstart plus Xstep", "Ystart plus Ystep")
- CHECK If ticked: Double checks to see if windows are positioned
and sized correctly.

If unticked: Slightly faster but doesn't check windows.

(best left ticked IMHO - usually does a better job)
- NO WB If ticked: Doesn't try to move your main Workbench window.
(if your Workbench window is a "backdrop" window,
ie. it has no borders or gadgets, then this button
has no effect either way. All "backdrop" windows
are ignored).

If unticked: Will try to move your Workbench window, (but
only if it has borders and gadgets).
- ARRANGE Press this button to arrange your windows according to your
chosen settings.
-

```

***** Important note *****
*
*                               DON'T PANIC!
*
* The positions of windows are NOT made permanent by this program.
*
*   If you want to save window positions, you have to "snapshot"
*       them as you would normally.
*
*****

```

1.7 Positioning.

The "Positioning" section contains six number gadgets and two buttons.

The number gadgets are.....

Xstart The screen position in pixels measured in from the left side
 of the screen.

Ystart The screen position in pixels measured down from the top of
 the screen.

Xsize The width of the windows measured in pixels.

Ysize The height of the windows measured in pixels.

Xstep The offset in the X direction (can be plus or minus) that
 will be added to the X start position of a window to find the
 X start position of the next window.

Ystep The offset in the Y direction (can be plus or minus) that
 will be added to the Y start position of a window to find the
 Y start position of the next window.

You can enter data into these number gadgets by hand or you can use the
"GRAB" and/or "UNDO" buttons (see later).

The button gadgets are.....

GRAB This button is used to read into the text gadgets the X and Y
 values (start position and size) of a currently open window.
 If there is more than one window open, the values are taken
 from the window that was opened first.
 The window which was "grabbed" will have its title displayed
 in a text gadget (below the undo button).
 When a window is "grabbed" it becomes the "parent" window. When
 windows are "arranged", they take their start and size settings
 from the "parent" window (except in "TILE" mode).

UNDO This button will undo the previous "grab" operation only, and will restore the values that were there before the "grab".
(it will not undo "moved" windows)

Other things to note.....

When the program starts up, the "Ystep" gadget value is set automatically to the height of your window title bars.

Windows will not be moved or sized so that any part of them is off screen. (in these cases the windows will be moved or sized as near as possible to the requested positions)

Windows will not be sized smaller than their built in X and Y minimum, or larger than their X and Y maximum values.

Windows wont be moved or resized if.....

- > They are backdrop windows (no borders or gadgets).
- > They are named "Workbench" and the "No WB" button is ticked.
- > They are the currently "grabbed" window (see GRAB above) and the program is in "CHILD" mode.
- > They have no title (like the one used in WB-AnimAL - see "My Other Stuff", windows like this that have no title, borders or gadgets are not meant to be moved or resized usually).
- > The WB-Tidy Gui window will also be ignored.

Window position and size changes are not permanent unless you snapshot the windows yourself (so don't be afraid to experiment).

1.8 Bugs.

None known at the time of this release (V1.00 Feb '98).

Note... If windows wont move or size to the requested positions and sizes in the number gadgets try using the "CHECK" option.
If they still wont move please check the values in the gadgets, it may not be possible to use any "off screen" values (see section on positioning).
Also check if the window can be moved (again see positioning).

If you do have a genuine bug to report then please send the details to:

simonh@borghome.demon.co.uk

1.9 Stuff.

Just a little mention of some other stuff wot i did.....

WB-AnimAL: Stands for Workbench Animated Amiga Logo.

The purpose of this program is to display an animated logo on your workbench screen in a system friendly manner.

Features include:

>Uses standard anim brushes saved from most paint programs.

>Up to 50 frames per second on PAL machines.

>Can remap anim brushes to workbench palette and depth internally or make use of pre-remapped anims from the ReMapper program (included in archive).

>Can use anim brushes from 2 to 256 colours (256 on AGA).

>Displays anim in borderless 'solid' window or 'invisible' window.

>User defined screen position and frame speed.

>Low CPU usage (and the task priority can be set so it only uses spare CPU time).

>Easily configured from its tool types.

>Example anim brushes included in 1x1 and 2x1 resolutions and a variety of depths from 16 to 256 colours.

TCAA.aga: (stands for T.V.Chubbies Armchair Assassin AGA) Choose your weapon (shotgun, minigun or photon torpedoes) and kill as many T.V.Chubbies (teletubbies) as your mouse hand can cope with. I don't condone mindless violence as a rule but in this case and in my opinion THERE IS NO OTHER OPTION!

(Available on AFCD #23 - requires AGA Amiga)

UFO Enemy Unclothed: Strategy game based entirely on that other UFO Enemy un-thingy type game where you had to kill those enemy alien chaps....BUT WITH PANTS! (and some not so subtle humour thrown in). (free demo version in circulation but the full game costs a fiver guv.)

(Demo on CUCD #18 and AFCD #21 and P.D. houses)

Mortal Kumquat: Fruit based beat em up (no more to say really except it was once on the cover disk of Amiga Action before the mag folded). (available from P.D. houses).

Super Skiddy Things 3: Two player 'race-some-skiddy-things-on-ice' type game. (available from P.D. houses).

1.10 Legal.

Copyright and Distribution

WB-Tidy is freely distributable but the copyright remains with the author. No charge can be made for the program above the normal distribution and copying fees of P.D. software houses. CD manufacturers are also granted the right to include WB-Tidy on CD collections as long as they are for the public domain.

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