MacWB

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MacWB

1.1 MacWB 0.1 Documentation

MacWB 0.1

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1.2 Introduction to MacWB

Introduction to MacWB

If you have to work with your computer every day and you see every morning the same picture on the screen - you will get sad of it. I'd like to work with an amiga, but I like also very much the design of the Apple System 7.x window shapes, the complete GUI design of Windows 95 (but only the GUI elements design - the OS below is absolute sh*t) and so on. Several months ago I've invented Workbench95; a silly system hack that introduces the Windows 95 style partially to your Workbench. Based on that code I've started last week a quick and happy coding session with the result of MacWB. MacWB is the successor of Workbench95 and is more stable than the old hack. It completly replaces the well known window shapes of the Workbench windows and changes the design slightly to a ... Mac window.

1.3 Warning

WARNING

AS TO THE NATURE OF THIS PROGRAM YOU HAVE TO BE INFORMED THAT THE AUTHOR WILL TAKE NEI-THER ANY WARRANTIES NOR ANY RESPONIBILITY FOR ANY DAMAGE AND/OR LOSS OF DATA/EQUIPMENT RESULTING FROM THE USE OF THIS SOFTWARE. THIS SOFTWARE IS PROVIDED "AS-IS" AND IT "WORKS AT MY PLACE".

1.4 Requirements

Requirements

- A well configured and stable AMIGA computer system

- AmigaOS 3.x (kickstart V39 or V40)

- Versions for 68000, 68020 and 68020+fpu are available

1.5 Installing Instructions

Installing to the system

First, there is no installer script as you should not just click and install this program without thought.

MacWB consists only of one executable binary. Copy it to a location in your path, I suggest C: is a good place for it. If you want to use it permanently, edit your S:USER-STARTUP file and add this lines:

;BEGIN MacWB hack run <>NIL: MacWB ;END MacWB hack

There is a font included in this archive, YOU NEED this font or MacWB will refuse to work. Just copy the contents of the "fonts/" drawer to one of your FONTS: location. Read on here about the font! Removing from the system

Just delete the binary and remove the S:USER-STARTUP entry, then reboot. It is possible to remove the hack from the system while its running: Just install PatchControl or SetMan and signal a CTRL-C to the program. WARNING! YOU HAVE TO CLOSE ALL WINDOWS USING MAC-GADGETS BEFORE OR YOUR SYSTEM *WILL* CRASH! Removing a patch from the system is not a wise decision - better delete its invocation and reboot.

1.6 Configuration

Preparing your system for the use with MacWB

MacWB is a hack and does not like to interfere with other hacks. Check the following list and try to fix all this topics before using MacWB:

MacWB does not like slider patches for the Workbench:

- If you are using MCP you have to switch off the "SysIHack/Props" (MCP V1.11)

- I'm sure sysihack/urouhack etc. will confuse MacWB. Please tell me! I haven't tested it...

- MacWB should be the last hack of Intuition hacks

- MacWB DOES NOT WORK TOGETHER WITH WORKBENCH 95 !!!!!!

- Read the BUGS section

1.7 Gadgets and Windows

How this art gallery works

Each button starts a MultiView utility with a picture. You should have MultiView placed in SYS:Utilities or you won't see anything. All launched MultiView's are new processes, so you can launch as many as you may want to launch. (You have to close all these MultiView's manually).

Have a look at the "original"

The pictures A to C are showing snapshots of an original macintosh environment. Picture A is showing an activated window with scaled sliders. Have a look at the top placed titlebar: you see a centered title, the small rectangle to the left is the CLOSE gadget and the gadget in the opposite direction is for ZOOMing the window. The whole striped area of the titlebar is known as

the dragbar; click into it and move the mouse to drag the window. The window is active; this means it has high detail rendering. Just compare it to picture C! The small gadget in the lower right corner is known as the SIZE gadget.

A An active Macintosh window with sliders B An active Macintosh window without sliders C An inactive Macintosh window (gadgets aren't rendered)

Now some impressions of what it looks like"

And now your first looks to the amiga versions. Note that the sliders are not ready yet and that not everything matches exactly the macintosh original!

D The Workbench RENAME dialog box (active) E The Workbench RENAME dialog box (inactive) F The Workbench EXE-CUTE dialog box (active) G The Workbench EXECUTE dialog box (inactive) H An active Workbench window with full sliders I An inactive Workbench window with full sliders J An active Workbench window with scaled sliders K An inactive Workbench window with scaled sliders

Some additional information pictures

The following pictures are showing miscellaneous features or bugs I've encountered. This list will grow in the future (not the number of bugs, the number of pictures! :-)

L The Workbench DELETE dialog box (using RTPatch) M The hidden BONUS patch... (undocumented ;-)

1.8   Technical Informations

Technical Informations

I'm patching the OpenWindowTags() function of Intuition and comparing the taskname to "Workbench". If and only if the calling task is the Workbench, I'll start scanning the parameters and start changing it a little bit. The new gadgets are private BOOPSI classes; the old gadgets were intercepted. After deleting/filtering the parameters I call the original function and AddGadget() the BOOPSI objects to the window (I could use the WA_Gadgets tag for this). All Additional data is stored in a special memory node which is linked to the window IN THE win->ExtData field. THIS SEEMS TO BE THE MOST BAD VIOLATION, but the win->UserData gets cleared by the Workbench task BEFORE calling CloseWindow(), and I need this pointer during the CloseWindow function. This ExtData hack WILL be fixed but for now it seems to work. I'm currently searching for a better storing place, and I'm thinking of storing this pointer in all (my) gadgets->UserData field, but that would produce some costs during CloseWindow() (since I must check all windows to be closed for their gadgets and test if a gadget has a UserData with some *magic*).

1.9   Developer Informations

Developer Informations

I've included the sourcecode in this archive, mainly for debugging reasons. Please tell me what you think and what should be changed.

I'm also searching for some guys writing me some BOOPSI classes for custom gadgets, in other words:

- send me code that draws a nice image (search for IM_DRAW in the code)

- send me pictures with nice ideas of a future amiga OS (try to put the pictures onto a web page and send me the links, please)

- send me QUICK filling routines. I'm searching for some LR-gradient code, that could fill a rectangle with a LR-gradient using a supplied set of pens (I want to fill the titlebar with gradients...)

- more ideas...

1.10   Bugs

Hard weighted bugs

- if the WB screen has an incorrect ratio (like WB in "Lores") the prop sliders are mangled

- some strange intuition deadlocks ; I don't know why, yet. (mostly happens while closing/re-opening the Workbench)

Soft weighted bugs - sometimes the CLOSE/ZOOM gadget aren't refreshed (just reactivate the window)

- the old window title sometimes flickers through the gadgets (intuition tries to render the title :-(

- EasyRequestArgs requesters (DELETE, COPY-REPLACE, ..) have cosmetical errors.

- reqtools requester look ugly (not my fault...)

1.11 Contact

Contact the Author

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Please: emails should have a topic beginning with "MACWB -"!

1.12 About the font

THE CHICAGO FONT

I'm not quite sure who created this font, it lives since 1990 on my harddisks. It was named "palatin" (surely the wrong name) and I renamed it into "chicago". This font has no german "Umlauts"! I was to lazy to insert them. If you could do this for me and send me the font back...