

SIW

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	<i>TITLE :</i> SIW		
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REVISION HISTORY

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Chapter 1

SIW

1.1 ScreenInWindow Documentation

ScreenInWindow v2.0 / by Thomas Igracki

AFD - C O P Y R I G H T

What should be in the archive?	The history of the program
What is it for?	The future of the program
How to start?	How to contact me?
Description of the menus	How to register?
	How to get Updates?

This software is subject to the "Standard Amiga FD-Software Copyright Note"
 It is SHAREWARE as defined in paragraph 4s. [...]
 For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

1.2 ScreenInWindow/What should be in the archive?

The following files should be in the archiv:

Prefs/Presets/SIW/*	--> some examples for project files
catalogs/deutsch/SIW.catalog	--> german catalog
catalogs/SIW_blank.ct	--> blank catalog-translation file
help/deutsch/SIW.guide	--> german documentation, AmigaGuide-Format
help/deutsch/AFD-COPYRIGHT.de	--> german COPYRIGHT-Note
help/english/SIW.guide	--> english documentation, AmigaGuide-Format
help/english/AFD-COPYRIGHT	--> english COPYRIGHT-Note
Registration.txt	--> Registration formular
Product-Info	--> product info

```
SIW.readme          --> short english doc, ASCII
SIW.liesmich        --> short german doc, ASCII
SIW                 --> the program
```

1.3 ScreenInWindow/What is this program for?

This program shows a part of a pubscreen in a window on another (or the same) pubscreen!

Additionally, the program/window on the monitored screen can be controlled remotely by SIW!

Thats usefull for example if you are reading your emails and want to watch the download of your terminal program, but didn't want to switch between the screens!

With ScreenInWindow you could set up a small window in the upper-right edge with the interesting part of the screen!

The window is fully sizeable (as large as the monitored screen) and has a vertical and a horizontal slider for choosing the desired part of the screen!

You can 'drag' the contents of the window with the left or middle mousebutton! Simple press (& hold) the left (or middle) mouse-button anywhere in the window and move the mouse to change the part of the screen!

If Remote Control is activated then you have to press one of the shift keys with the left mousebutton or the middle button without any other keys.

1.4 ScreenInWindow/Remote Control

Remote Control:

This feature lets you control the program on the monitored screen within SIWs window!

If RemoteControl is enabled, then (almost) all events will be redirected to the window on the monitored screen which is under the mouse!

Right now menus aren't support. There are also some other restrictions, which are explained some lines later.

If you enabled Emulate Keyboard? in the RemoteControl-Menu, then all keyboard events will be redirected to the window under the mouse.

If you enabled Emulate Gadgets? in the RemoteControl-Menu, then SIW tries to "emulate" the gadgets in the monitored window.

Restrictions in the gadget emulation:

- Slider/Proportional gadgets couldn't be remote controlled
- System-Window-Gadgets (drag, depth, zip, size but not (!) close) and gadgets that have relative coordinates aren't supported

- gadtools palette-gadget doesn't work

But gadtools button-, checkmark-, string-, listview- (except the slider) and the radio-gadget can be remote controlled!

Problems with DOpus v5.5:

- dragging of icons didn't works 100%...
It works while the mouse is in motion, but if you stop (w/o releasing the button), the dragging is aborted. Don't know why...
The list-titles (name, size, date etc.) can be dragged and switched the right way!?
- listview-items can't be selected, on some listviews Enforcer shows many hits (from DOpus!)
(GadTools-listview are working....)
- the popup-menus of the status line are drawn way to left, but can be controlled!
- the string-gadget at the bottom edge can't be used, cause it has relative coordinates
- the other string-gadget also doesn't work, cause they get deactivated as soon as a other window is the active one.
(intuition/gadtools stringgadgets are working very well!)

HINT:

If you want to remote-control a MUI-Program then you don't have to set the option Emulate Gadgets?, cause MUI didn't uses ordinary Intuition-Gadgets!

1.5 ScreenInWindow/How to start

Start from a shell:

```
Run SIW MS=MonitorScreen,PS=PubScreen,
      VS=VertStep/K/N,HS=HorizStep/K/N,
      IU=InactiveUpdateRate/K/N,AU=ActiveUpdateRate/K/N,
      WL=WinLeft/K/N,WT=WinTop/K/N,
      WW=WinIWidth/K/N,WH=WinIHeight/K/N,
      SL=ScrLeft/K/N,ST=ScrTop/K/N,
      VF=VertFactor/K/N,HF=HorizFactor/K/N,RS=ReverseScroll/S,
      RC=RemoteControl/S,EG=EmulateGadgets/S,EK=EmulateKeyboard/S,
      CX_POPKEY/K,CX_POPUP/K
```

Start from Workbench:

No tooltype support yet but you can use prefs-files.

1.6 ScreenInWindow/Argument

MS=MonitorScreen

This options specifies the pubscreen which should be monitored.

This is optional, default is the system-default pub-screen (e.g.

"Workbench").

1.7 ScreenInWindow/Argument

PS=PubScreen

This options specifies the pubscreen on which ScreenInWindow should open its window.

This is optional, default is the system-default pub-screen (e.g. "Workbench").

1.8 ScreenInWindow/Argument

VS=VertStep/K/N

This options specifies the number of pixels the content of the window should move if the user presses the up or down button.

This is optional, default is 3 pixels.

1.9 ScreenInWindow/Argument

HS=HorizStep/K/N

This options specifies the number of pixels the content of the window should move if the user presses the left or right button.

This is optional, default is 6 pixels.

1.10 ScreenInWindow/Argument

IU=InactiveUpdateRate/K/N

This options specifies the rate (1/50 secs) how often the content of the window should get updated if its inactive.

This is optional, default is 50 (every second).

If its 0, the content won't be updated if the window is inactiv!

Maximum value for this option is 500, that means 10 seconds.

1.11 ScreenInWindow/Argument

AU=ActiveUpdateRate/K/N

This options specifies the rate (1/10 secs) how often the content of the window should get updated if its active.

This is optional, default is 1 (every 1/10 second).

If its 0, the content will be updated (if the window is activ) only if the user changes the desired part, that means drag the mouse or use the gadgets.

Maximum value for this option is 50, that means 10 seconds.

1.12 ScreenInWindow/Argument

WL=WinLeft/K/N

This options specifies the left edge where the window should open.

This is optional, default is 200.

1.13 ScreenInWindow/Argument

WT=WinTop/K/N

This options specifies the top edge where the window should open.

This is optional, default is 100.

1.14 ScreenInWindow/Argument

WW=WinIWidth/K/N

This options specifies the inner (w/o borders) width of the window.

This is optional, default is 400.

1.15 ScreenInWindow/Argument

WH=WinIHeight/K/N

This options specifies the inner (w/o borders) height of the window.

This is optional, default is 100.

1.16 ScreenInWindow/Argument

SL=ScrLeft/K/N

This options specifies the left edge of the monitored pubscreen where monitoring should start.

This is optional, default is 0.

1.17 ScreenInWindow/Argument

ST=ScrTop/K/N

This options specifies the top edge of the monitored pubscreen where monitoring should start.

This is optional, default is 0.

1.18 ScreenInWindow/Argument

VF=VertFactor/K/N

This options specifies the vertical factor for the drag-feature of ScreenInWindow.

This is optional, default is `MonitoredScreen.height / Window.InnerHeight`.

Values > 0 will move the content in the direction of the sliders.

Values < 0 will move the content in the direction of the mouse.

1.19 ScreenInWindow/Argument

HF=HorizFactor/K/N

This options specifies the horizontal factor for the drag-feature of ScreenInWindow.

This is optional, default is `MonitoredScreen.width / Window.InnerWidth`.

Values > 0 will move the content in the direction of the sliders.

Values < 0 will move the content in the direction of the mouse.

1.20 ScreenInWindow/Argument

RS=ReverseScroll/S

This option is only usefull if VertFactor and HorizFactor aren't specified are you are using the drag-feature!

If the option is used the content will move in the direction of the mouse, if not, it will move the sliders.

You should try it!

1.21 ScreenInWindow/Argument

RC=RemoteControl/S

Well, if this option is used, the incoming input-events will be redirected to the window on the monitored screen the mouse pointer is on.

You should try it!

Read also: Remote Control

1.22 ScreenInWindow/Argument

EG=EmulateGadgets/S

This option tells SIW to emulate gadgets if RemoteControl is activated.

Read also: Remote Control

1.23 ScreenInWindow/Argument

EG=EmulateGadgets/S

This option tells SIW to emulate gadgets if RemoteControl is activated.

Read also: Remote Control

1.24 ScreenInWindow/Argument

EK=EmulateKeyboard/S

This option tells SIW to emulate keyboard if RemoteControl is activated. The events will be sent to the window under the mouse!

Read also: Remote Control

1.25 ScreenInWindow/Argument

CX_POPKEY/K

This option specifies the key-description, which pops up the window, if it was hidden.

Default is: "Ctrl alt w"

Additionally you can popup the window by sending the SIW-Process the signal-F (Break F `Status COM = SIW`) or with Exchange or CxBar.

1.26 ScreenInWindow/Argument

CX_POPUP/K

This option specifies, if the window should be opened (TRUE) on startup or not (FALSE).

Default is: TRUE, that means the window will be opened.

Example: CX_POPUP FALSE or CX_POPUP TRUE

1.27 ScreenInWindow/Menu

ScreenInWindow Menus:

```
Project
Remote Control
Settings
```

1.28 ScreenInWindow/Menu/Project

The Project Menu:

```
Save          S - Save the current settings to
              SYS:Prefs/Presets/<HomeScreenName>-<MonitorScreenName>.siw
Save as...    A - like save, but you can choose the name of the file.
              (via ASL-Requester)
              The file will be overwritten, if there is already a
              file with this name!
About...      ? - Show some informationen about this program.
Hide         H - Hide the window.
              You can reveal it with "Exchange" or "CxBar", the
              popup-key or with Ctrl-F.
Quit         Q - Quit the program. Without asking.
```

1.29 ScreenInWindow/Menus/Remote

The Remote Control Menu:

Enabled? R - Enabled remote-control?
Emulate Gadgets? G - Should gadgets be emulated?
Emulate Keyboard? B - Should the keyboard be emulated?

1.30 ScreenInWindow/Menus/Einstellungen

The Settings Menu:

Home Screen
Monitor Screen

Inactive Update-Rate
Active Update-Rate

Vertical Step
Horizontal Step

Vert. Scroll-Factor
Horiz. Scroll-Factor

Lock Direction
Misc.

1.31 ScreenInWindow/Menus/Settings/Homat Screen

Change the screen where SIW should open his window: see also here

Choose... - You can choose a public screen out of a listview!
Next - Open the window on the next public screen.

1.32 ScreenInWindow/Menus/Settings/Monitor Screen

Change the screen which should be watched/remote-controlled: see also here

Choose... - You can choose a public screen out of a listview!
Next - Watch the next public screen.

1.33 ScreenInWindow/Menus/Settings/Inactive Update-Rate

Change the update rate (1/50 secs) if the window is inactive: see also here

```
+5          - Increment it by 5
+1          - Increment it by 1
-1          - Decrement it by 1
-5          - Decrement it by 5
...         - Call a string requester to enter a value.
            Only available if reqtools.library is available!
=50/50 (Def) - Set it to 50/50 secs, that means 1 second
=1/50       - Set it to 1/50 secs
```

1.34 ScreenInWindow/Menus/Settings/Active Update-Rate

Change the update rate (1/10 secs) if the window is active: see also here

```
+5          - Increment it by 5
+1          - Increment it by 1
-1          - Decrement it by 1
-5          - Decrement it by 5
...         - Call a string requester to enter a value.
            Only available if reqtools.library is available!
=10/10 (Def) - Set it to 10/10 secs, that means 1 second
=1/10       - Set it to 1/10 secs
```

1.35 ScreenInWindow/Menus/Settings/Vertical Step

Change the number of pixels the content should move if up or down is pressed: see ↔
also here

```
+5          - Increment them by 5
+1          - Increment them by 1
-1          - Decrement them by 1
-5          - Decrement them by 5
...         - Call a string requester to enter a value.
            Only available if reqtools.library is available!
=3 (def)    - Set it to 3 (default)
=1          - Set it to 1 pixel
```

1.36 ScreenInWindow/Menus/Settings/Horizontal Step

Change the number of pixels the content should move if left or right is pressed: ↔
see also here

```
+5          - Increment them by 5
+1          - Increment them by 1
-1          - Decrement them by 1
-5          - Decrement them by 5
...         - Call a string requester to enter a value.
            Only available if reqtools.library is available!
```

=6 (Def) - Set it to 6 (default)
 =1 - Set it to 1 pixel

1.37 ScreenInWindow/Menu/Settings/Vert. Scroll-Factor

Change the vertical factor for the drag-feature: see also here

+5 - Increment it by 5
 +1 - Increment it by 1
 -1 - Decrement it by 1
 -5 - Decrement it by 5
 default - If HorizFactor is specified on startup, then it will be set to this value. If not, it will be set relative to windows size.
 ... - Call a string requester to enter a value.
 Only available if reqtools.library is available!
 =1 - Set it to 1 pixel

1.38 ScreenInWindow/Menu/Settings/Horiz. Scroll-Factor

Change the horizontal factor for the drag-feature: see also here

+5 - Increment it by 5
 +1 - Increment it by 1
 -1 - Decrement it by 1
 -5 - Decrement it by 5
 default - If VertFactor is specified on startup, then it will be set to this value. If not, it will be set relative to windows size.
 ... - Call a string requester to enter a value.
 Only available if reqtools.library is available!
 =1 - Set it to 1 pixel

1.39 ScreenInWindow/Menu/Settings/Lock Direction

Set the direction which should be locked if you drag the content:

None - None will be locked
 Horizontal - Lock horizontal movement
 Vertical - Lock vertical movement

1.40 ScreenInWindow/Menu/Settings/Misc

These are some misc. options:

Reverse scroll? - Toggle the direction for the drag-feature
 Relativ scroll? - Set the scroll factors for the drag-feature relative to the windows size
 Show values? - Show some parameters in the screen title bar

1.41 ScreenInWindow/Registering

You only have to fill out the register formular and send it to me.
Via eMail or snail mail.

The share for ScreenInWindow is \$15, 20DM or the appropriate amount of
your countries money.

You can transfer it to my bank-account or send it in cash.

In the unregistered version are the following options disabled:

- Project/Save
- Project/Save as...
- Project/Options/Home Screen/Choose...
- Project/Options/Monitor Screen/Next

If you register ScreenInWindow, you'll get a keyfile, which enables
these options!

1.42 ScreenInWindow/Registration.txt

```
To:                Please register me for "ScreenInWindow"
Thomas Igracki
Siegener Str. 34
13583 Berlin
Deutschland
```

—

```
FirstName: _____ Name: _____
Street: _____
ZIP,City: _____ Country: _____
EMail: _____ Phone: _____
Config: _____
```

```
Payment by: [ ] Cash (please don't send coins)
             [ ] $15 (US dollar)
             [ ] 20 DM (Deutsche Mark)
```

```
[ ] Money transfer of 20 DM to this account:
    Thomas Igracki
    Sparkasse Berlin
    Account 860 169 138
    BLZ 100 500 00
```

Write a litte note (who you are etc) on the transferformular!

Comment: -----

(City, Date)

(Signature)

Thank you for registering ScreenInWindow!

1.43 ScreenInWindow/Updates

You can get updates/new versions directly by me via eMail (if you are registered) or from my homepage <http://home.pages.de/~lokai/>!

They can also be found in Aminet (util/misc/SIW.lha) or FrAS (Mini-Bins).

1.44 ScreenInWindow/Programhistory

Now the history from now to the beginning...

Release 2.0:

Revision 37.54 1996/10/04 16:33:03
New: Added keyfile routines.

Revision 37.53 1996/10/04 15:35:50
Fix: One Menukey was double used.
Chg: The public-screen-requester now has a background pattern.
Its also now has localized title and button strings.
New: The popup-key and ctrl-f toggles the popup-state.

Revision 37.52 1996/05/27 19:02:09
Fix: The PublicScreen-Requester didn't opens on the homescreen.
It was opened on the workbench screen.

Revision 37.51 1996/04/24 14:34:20
New: Public-screen names (MS=MonitorScreen, PS=PubScreen) can contain AmigaDOS-patterns! The next matching public screen will be taken.
If you then use "Project/Save" the full name will be saved not the pattern you specified!

Revision 37.50 1996/04/17 18:26:13
Fix: Fixed small bug, introduced in the prev version.
The windows left-/topedge weren't subtracted from the coords

in the msg;-)

New: Implemented 'Project/Save as...'

Fix: CX_PopUp & -Key weren't saved in the projectfile.

Chg: The projectfiles-dir is now: 'SYS:Prefs/Presets/SIW/',
with no suffix.

New: If the 'from-' (project-) file couldn't be opened,
I try to open 'SYS:Prefs/Presets/SIW/<specified name>'.

Revision 37.49 1996/04/14 14:49:17

Chg: Default window-height is 200 (before 100) pixels.

Chg: The popupkey will be displayed in the about-requester.

Chg: The About-Req will disappear if deactivated, a mouse
button or (vanilla) key is pressed.

Chg: While the left mousebutton is pressed, the active update rate
will be set to 1.

Chg: New ListRequester (for publicscreens) used.

Revision 37.48 1996/03/29 16:18:46

Fix: Menu creation was buggy: Choose a new home screen -> guru

Fix: If a string-gadget is partly out of the bottom border, the
contents of the window will be scrolled to display the whole
gadget, like it does when it is out of the top border.

Fix: ReplaceMode in cloned stringgadget wasn't set correct.

Revision 37.47 1996/03/22 15:44:47

Fix: Bug with Intuition-Requester (windows w/o I.mouseButtons set) removed.

Fix: If a mouseButton (select,middle) is pressed inside my win, the releasing
of the mouseButton wasn't send to the remote window, if it was outside my ←
win.

Chg: Removed UseIntuiTicks option/item, cause its useless.

Chg: Removed Use{Vanilla|Raw}Key option/item, cause its useless.

New: EK=EmulateKeyboard/S, should keyboard-events be remoted?

New: Completed the locale-strings.

Revision 37.46 1996/03/20 21:08:56

Chg: Removed support for I.idcmpUpdate, cause it didn't worked;-)

Fix: MonitorWindow.wScreen.mouseX/Y will be set

Fix: MonitorWindow.mouseX/Y will be set

Fix: CloseWindow-Gadget should work for all windows!

Fix: Gadget that set GadgHNone will be treat as they want (-> no highlighting)

Revision 37.45 1996/03/16 13:00:43

Fix: Gadget-Highlighting after selecting a string-gadget.

Revision 37.44 1996/03/12 17:52:55

Fix: Zoom-Width/Height were calculated without borders

Fix: Disabled gadgets could be activated

Fix: StringPens (active & normal) wasn't set

Revision 37.43 1996/03/12 17:18:41

New: Now you can see which gadget you are "working" on!

Fix: If the new monitor-screen is smaller the windowlimits couldn't be set
correct (sometimes).

New: WindowCloseGadget can be used (not with MUI-Windows)!

Fix: IntegerString-Gadgets didn't worked correct

Revision 37.42 1996/03/12 13:16:34

Chg: Project/Save saves to 'SYS:Prefs/Presets/<HomeScrName>--<MonScreenName>'
Fix: If the RemoteTask couldn't be stopped (wait max. 3 Seconds), then it will
killed manually!

Revision 37.41 1996/03/02 17:06:31

New: Added Menu Project/Save for saving current settings to
Sys:Prefs/Presets/<MonitorScreenName>.siw.

New: added Shell-Option FROM to load saved projects/settings.

Revision 37.40 1996/03/02 15:06:45

New: Completed StringGadget-Emulation.

Revision 37.39 1995/12/03 19:19:52

Chg: Changed some internals with I.intuiTicks.

37.38 (18.10.95):

New: Added String-Gadget support.

37.37 (09.10.95):

Fix: If (aUpdate = 0) & RemoteCtrl, then no update was done.

New: Compiled with new version of PubScrLib.

37.36 (08.08.95):

Fix: Fixed some problems with the seperate task.

37.35 (02.08.95):

New: UT=UseIntuiTicks/S added in Shell & Menu

37.34 (01.08.95):

New: Sending out the msgs is done by a separate task!

Fix: Forgot ScreenNotify.RemPubScreenClient();-(

37.33 (31.07.95):

Chg: Changed Menu "Options2" order.

Chg: Only lShift is needed (prev. left or right) for dragging with LMB ←
while remoteCtrl.

37.32 (26.07.95):

Fix: Drag-Feature doesn't work allways correct.

Fix: On Key-Events the mouse must'n be in then window (w/o borders).

37.31 (18.07.95):

Chg: If aUpdate is < 5 then no blitting is done after received send msg.

37.30 (17.07.95):

New: Menus/Settings/(Home|Monitor)Screen/Choose

A nice fontensitive, resizable PublicScreen-Requester.

37.29 (09.07.95):

Fix: TimerProbs, if win is inactive fixed

Chg: Max. InactiveUpdate increased to 1500 (= 30 secs)

New: Added some +/- items to the updateRate items.

New: Added a "... " item to all settings items to choose a value with
a reqtools requester, if reqtools.lib is installed!

37.28 (25.06.95):

Fix: Increased ScreenNotify support (PubScreenClient)

37.27 (12.06.95):

New: Strings localized (german, english).

37.26 (05.06.95):

New: While RemoteControl is on, use shift+leftMouse for dragging content

37.25 (04.06.95):

Fix: Fixed some problems with ReportMouse-Flag

New: GimmeZeroZero-Windows are recognized and supported

37.24 (03.06.95):

Fix: If you jumped from a higher-depths-screen to a lower, the window
wasn't correct cleared

- Fix: Fixed relative-/reverse-scroll problems
New: Added ScreenNotify.library support
- 37.23 (01.06.95):
New: Added MiddleMouseButton to drag, same as leftbutton, but can also be used if remoteCtrl is active!
- 37.22 (19.05.95):
New: CX_POPKEY/K,CX_POPUP/K added
New: While window is hidden, the monScr will be unlocked.
- 37.21 (17.05.95):
Fix: EmuGads doesn't worked allways.
Chg: Changed the layout of the Settings-Menu a little bit.
- 37.20 (13.05.95):
Fix: WindowLimits weren't set allways correct.
Fix: Gadget-Handling improved (release mouse over a diff gad then pressed, ← etc.)
New: EG=EmulateGadgets/S,UV=UseVanillakeys/S,UR=UseRawkeys/S
New: Menu/Settings/(In-)Active Update-Rate = 0 (off).
- 37.19 (12.05.95):
Fix: The mouse coordinates weren't allways correct.
Fix: If you change window's home screen, the current size was reset.
- 37.18 (10.05.95):
Chg: RemoteCtrl: left-mouse-up not under the same window as left-mouse- ← down wasn't recognised.
New: GadgetDown/-Up implemented!
- 37.17 (05.05.95):
Chg: RemoteCtrl changed again!
New: SIW is now a commodity!
Ctrl-D disables and Ctrl-E enables then Commodity.
Ctrl-F wakes SIW up, if it was hidden.
- 37.16 (02.05.95):
Chg: RemoteCtrl changed a little bit.
- 37.15 (30.04.95):
Chg: 'MonitorScreen' is now optional, if not specified the default will be ← used.
Chg: Improved RemoteCtrl with IntuiTicks. They will only be redirected if ← selectDown.
Fix: If aUpdate = 0, display was updated every tick.
Chg: Changed Menu/Settings layout
- 37.14 (27.04.95):
New: If the replyPort couldn't be created (should occur, "RemoteCtrl" isn' ← t available.
Chg: Improved "remote ctrl".
New: Menu/Settings/(H|V)ScrollFactor = relativ implemented.
New: Ctrl-C for quitting
- 37.13 (26.04.95):
New: The monitored screen can be controlled within the window (remote ← control)!
- 37.12 (22.04.95):
New: Show some values in the screentitle. Adjustable with Menu/Settings/ ← ShowValues?
- 37.11 (18.04.95):
New: Menu/Settings/Lock Direction.Horiz/Vert while mouse-dragging
- 37.10 (15.04.95):
New: Menu/Settings/MonitorScreen/Next-Pub implemented
New: Menu/Settings/HomeScreen/Next-Pub implemented
- 37.9 (14.04.95):
Chg: If the window's screen isn't active then no updating will be done.
-

You didn't have to activate the window anymore for restart!
That's done by waiting 'InactiveUpdate' ticks but w/o copying!

37.8 (06.04.95):

New: If the window's screen isn't active then no updating will be done.
To restart, activate the window;-)

Release 1.0:

37.7 (22.03.95):

Chg: Using timer.device instead of Dos.Delay() to update the window
if its inactiv, so I can abort the delay!

37.6 (20.03.95):

New: 'vFac/K/N' and 'hFac/K/N' -> Factor for moving with mouse

37.5 (18.03.95):

New: Now you can scroll the area by moving the mouse while holding the left ↔
buton!

New: 'InactiveUpdate/K/N' -> Update rate (1/50 secs) when window is ↔
INACTIVE, 0 = OFF

New: 'ActiveUpdate/K/N' -> Update rate (1/10 secs) when window is ACTIVE, ↔
0 = OFF

37.4 (16.03.95): Chg: Using 'idcmpUpdate' also for the props, instead of ' ↔
mouseMove'.

New: SL=ScrLeft/K/N, ST=ScrTop/K/N

37.3 (15.03.95):

Chg: Using idcmpUpdate instead of gadgetDown/Up for arrow buttons.

37.2 (13.03.95):

Chg: 'PubScreen' is now optional, default is "Workbench"

New: WL=WinLeft/K/N, WT=WinTop/K/N, WW=WinIWidth/K/N, WH=WinIHeight/K/N

37.1 (12.03.95):

It works!

37.0 (11.03.95):

Started.

Abbreviations:

New: Something new added.

Chg: Something has changed.

Fix: Some bugs removed.

Doc: Documentation changed/improved.

1.45 ScreenInWindow/The future of the program

Possible features I add in the future (in no definite order):

- complete GadgetEmulation
- watch/control only windows
- some defaults (callable from menu) for the size of the window
(f.e. as big as a window, choosable by a mouse click)
- Bookmarks
- maybe a lens
- a net-version, but to do this I have to connect my 4000er with the
CD32...

The future of ScreenInWindow depends also on the number of

registrations I get!

1.46 ScreenInWindow/How to contact me?

This program was written and tested on a Amiga 4000/040 running OS3.1.
If you have a different system (with graphic-cards), then please write to me if it works or not.

If you have suggestions, bug reports or any question you can reach me by the following addresses, e-mail preferred!

Z-Netz: T.Igracki@Jana.berlinet.de
UseNet: lokai@cs.tu-berlin.de -or-
T.Igracki@Jana.berlinet.de (preferred!)
URL : <http://home.pages.de/~lokai/>

Mail : Thomas Igracki, Siegenger Str. 34, Germany-13583 Berlin

The share for ScreenInWindow is \$15, 20DM or the appropriate amount of your countries money.

You can send it by cash or transfer it to the following bank-account:

Receiver : Thomas Igracki
Account : 860 169 138
BLZ : 100 500 00 (what is 'Bankleitzahl' in english???)
Institut : Sparkasse Berlin

Note : Share for CxBar <Your name + email>

If you send me an email, I will notify you if a new version is out and send it to you if desired!

At least you should write me an email if like my program!

Have fun with my program!
