

LockWindow

COLLABORATORS

	TITLE : LockWindow		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

LockWindow

1.1 LockWindow.doc

```
--AMOK-Header-- ()  
--background--  
--history-- ()  
--interface-- ()  
ClearWaitPointer()  
LockWindow()  
SetWaitPointer()  
UnlockWindow()
```

1.2 LockWindow/--AMOK-Header--

```
Program.      LockWindow.mod  
Author.       Albert Weinert [awn], Kai Bolai [kai],  
Author.       hartmut Goebel [hG], Oliver Knorr [olk]  
Version.      $VER: LockWindow.mod 1.4 (16.2.95)  
Copyright.    Freeware  
Language.     Oberon  
Translator.   Amiga Oberon 3.11  
Contents.     Procedures for setting a "busy"-mousepointer and for "locking"  
Contents.     windows, so all user input is blocked.
```

1.3 LockWindow/--background--

The "User Interface Style Guide" (UISG) suggests that the user should be informed when a window can temporary not accept any input. The most simple possibility is to use a "busy" mouse-pointer. A "busy"-pointer has a special look defined in the UISG.

This module gives you one set of procedures to set and remove only the busy-pointer and another to both change the mouse-pointer and block all user input by opening an invisible Intuition Requester.

1.4 LockWindow/--history--

V1.4 : 16-Feb-1995 [olk]
 UnlockWindow() uses ClearWaitPointer() instead of I.ClearPointer().
 All procedures now check for NIL-pointers.
 Documentation revised and translated to English.

V1.3 : 24-Sep-1993 [awn]
 New documentation in AutoDoc-Format.

V1.2 : 19-Sep-1993 [hG] (based on V1.1)
 LockWindow() now uses SYSTEM.ALLOCATE().
 Under V39+ the default BusyPointer is used.
 Now works with garbage collector.
 Needs V39 Interfaces.

V1.1.1 : ??-???-???? [kai]
 Under V39+ the default BusyPointer is used.

V1.1 : 19-Aug-1992 [awn]
 Mouse-pointer setting has been moved to separate Procedures.

V1.0 : 02-Aug-1992 [awn]
 First working version.

1.5 LockWindow/--interface--

```
DEFINITION LockWindow;

IMPORT
  I := Intuition;

PROCEDURE SetWaitPointer(window: I.WindowPtr);
PROCEDURE ClearWaitPointer(window: I.WindowPtr);
PROCEDURE LockWindow(window: I.WindowPtr): I.RequesterPtr;
PROCEDURE UnlockWindow(VAR req: I.RequesterPtr);

END LockWindow.
```

1.6 LockWindow/ClearWaitPointer

NAME
 ClearWaitPointer -- set a window's mouse-pointer to "normal"-state

SYNOPSIS
 ClearWaitPointer (window: I.WindowPtr)

FUNCTION
 Removes the "busy" mouse-pointer from a window.

INPUTS
 window = Intuition Window that shall get a "normal" mouse-pointer,

as defined in preferences.

NOTES

SEE ALSO

SetWaitPointer()

1.7 LockWindow/LockWindow

NAME

LockWindow -- lock an Intuition Window

SYNOPSIS

LockWindow (window: I.WindowPtr): I.RequesterPtr

FUNCTION

Locks an Intuition Window by opening an invisible Requester, so all user input is completely blocked. To give the user a visible hint for this, the mouse-pointer is set to "busy"-look with SetWaitPointer().

INPUTS

window = Intuition Window that shall be locked

RESULTS

Pointer to the invisible Intuition Requester. Use it to unlock the Window again.

EXAMPLE

```
MODULE Test.

IMPORT lw := LockWindow,
       I  := Intuition,

VAR req: I.RequesterPtr;
    win: I.WindowPtr;

BEGIN
    [.....]
    req := lw.LockWindow( win );
    [.....]
    lw.UnlockWindow( req );
END Test.
```

NOTES

BUGS

The size-gadget of a locked window (if it has one) can still be used. So please mind that the user might have changed the window size while it was locked.

SEE ALSO

UnlockWindow(), SetWaitPointer(), Intuition/Request()

1.8 LockWindow/SetWaitPointer

NAME

SetWaitPointer -- set a window's mouse-pointer to "busy"-state

SYNOPSIS

SetWaitPointer (window: I.WindowPtr)

FUNCTION

Changes the look of an Intuition Window's mouse-pointer to "busy".

INPUTS

window = Intuition Window that shall get a "busy" mouse-pointer.

NOTES

Running und Intuition V39 or higher, the busy-pointer defined in preferences will be used. Under ealier versions, the busy-pointer suggested by the UISG (a clock) will be used.

This Procedure only changes the mouse-pointer look, input is **not** blocked by this.

SEE ALSO

ClearWaitPointer(), LockWindow()

1.9 LockWindow/UnlockWindow

NAME

UnlockWindow -- unlock an Intuition Window

SYNOPSIS

UnlockWindow (VAR req: I.RequesterPtr)

FUNCTION

Unlocks a window that has been locked with LockWindow() and restores the normal mouse-pointer.

INPUTS

req = Pointer to the Requester returned by LockWindow().

NOTES

SEE ALSO

LockWindow(), ClearWaitPointer()
