

Exchange

COLLABORATORS

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Chapter 1

Exchange

1.1 ExChange V2.00 - Instruction

```
-----  
----- T.O.M. Software Wuppertal -----  
-----
```

```
#####      ## #####      ## #####      ## #####  
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#####      ##      #####      ##      ##      ##      ##      ##
```

```
-----  
----- MUI - Exchange V2.00 -----  
-----
```

Purpose	Why all this fuss ?
Author	Who's dunit ?
Installation	How do I get it on my machine ?
Copyright	Do's and Don'ts
Usage	How do I get this thing working ?
Gadgets	What are those damned buttons for ?
Menus	What on earth are these menus doing up there ?
ARexx-Port	Why an ARexx-Port ?
Future	What are the future plans ?
Credits	Who is responsible for what ?
History	What, when, why ?

```
-----  
--- Marc Schröer ---  
---- 01/30/1995 ----  
-----
```

1.2 ExChange V2.00 - Purpose

Since OS 2.0 the operating system supports so-called Commodities. These are small tools which get started eg. through the WBStartUp mechanism. The commodities get hooked on the input-stream and react on keyboard-input or mouse-movement.

With Workbench versions 2.0, 2.1 and 3.0 the Commodity 'Exchange' was shipped, which served the purpose of manipulating Intuition's commodity-list. Unfortunately Commodore indeed sets up wonderful guidelines of how to design a program's userinterface and any given magazine criticizes programs which do not regard these guidelines, but Commodore itself does not obey them with regard to the fontsensitivism or keyboard-shortcuts. For this reason after long inner struggles I made up my mind to write my own variation of Exchange.

My ExChange features the following functions:

- fully fontsensitive
- fully screenindependent
- fully localized
- fully keyboardhandled :-)
- fully superb

Furthermore ExChange uses MUI by Stefan Stuntz und therefore has to be a real fantastic program. As stated by Olli Wagner: 'Now that we have overcome the Dino-Mania, we face the MUI-Mania.'

I do not want to keep secret that ExChange is based on a program by Klaus Melchior that was designed to show the powerful features of MUI. I do not have asked him for permission of using his code, but I think it is ok for him as I place ExChange in the public domain.

Marc Schröer
T.O.M. Software

1.3 ExChange V2.00 - Installation

Well, now once Commodore has supplied us programmers with the Installer, we should use it. Therefore the installation is completely done by the installer-script that comes with ExChange and every line of text is unnecessary.

The only thing to mention further is that You need to have installed the MUI-System on Your machine or otherwise ExChange bids fare-well without any notice.

1.4 ExChange V2.00 - Copyright

Although my solicitors have not overread these copyright-notice, I hope they are clearly and tersely stated and that they are understood by everyone out there.

- This program may be freely redistributed as long as no fee is being charged for copying and all parts of the distribution are left unchanged.
- Spreading through BBS-systems is not only allowed but enforced. However the archive may only be presented for downloading on systems that do not charge a fee for binary-downloading or access to the binary-areas.
- Furthermore I do not want to see any poor, racist, mislead guys playing around with this program, ok ?
- If anyone needs to do some modifications to the source-code, I would appreciate if she could send me some notes to coordinate our works.
- Although this program is in the public domain, the copyright of the source-code, the manuals and of all parts of the distribution stays with me. The source-code may of course serve as an example and basis for own programs, at last I have used Klaus' source, too ;-)

1.5 ExChange V2.00 - MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993 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 "muiXX.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 20.- or US\$ 15.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.6 ExChange V2.00 - Usage

The best place for ExChange to be started is the WBStartup-drawer on the boot-partition of Your harddrive. This makes starting ExChange after booting unnecessary. The behaviour of ExChange may be influenced through the icon's tooltypes.

Those are:

Tooltype	Value	Result

CX_POPUP	YES/NO	used to specify if ExChange should pop up its interface on starting-time or put an icon onto the Workbench-screen.
CX_PRIORITY	<Number>	specifies the priority of ExChange in Intuition's commodity-list. (cf. manuals to the Workbench)
CX_POPKEY	<String>	key-combination that invokes ExChange and makes it popping its interface. (cf. manuals of the Workbench)
PUBSCREEN	<Screenname>	ExChange opens its window on the specified public-screen. If it does not exist, the Workbench screen is used.
APPICON	ON/OFF	Exchange leaves an application-icon on the Workbench Screen if this tooltype is set to ON, otherwise, it only closes the window if iconified.
ICONFILE	<Filename>	This tooltype specifies the filename of the .info-file that is to be used as an icon instead of the hardcoded one.

The default-values of the tooltypes are these:

```
CX_POPUP=YES          CX_PRIORITY=0
CX_POPKEY="alt help"   PUBSCREEN="Workbench"
APPICON=ON
```

These parameters may also be supplied with the commandline. An example would look like this:

```
Aztec:Exchange/Doc> ExChange CX_POPUP=YES PUBSCREEN="Anubis"
```

This call would open the ExChange-window on the publicscreen ANUBIS. (Which happens to be a real great BBS-program :-))

You may dismiss ExChange by sending a Remove command to itself, by sending a QUIT command to the ARexx-port or by clicking on the appropriate gadgets.

1.7 ExChange V2.00 - Gadgets

Listview-Gadget - The listview-gadget shows all commodities that

are in memory at the moment.

Shortcut: Cursor up and down

Active Commodity:

~~~~~

Activate - activates the selected commodity. After this, the commodity is on duty again and fulfills his functions again. If a commodity reacts on this command is independent of ExChange.

Shortcut: 'A'

Deaktivieren - deactivates the selected commodity. After this, the commodity should not react on any event except the reactivation by Exchange or an other hotkey. It depends on the commodity however, if it reacts on this command.

Shortcut: 'D'

Remove - removes the currently selected commodity from memory. If the commodity is removable again depends on the commodity itself. Some commodities (eg. MagicMenu) are not removable because they patch functions of the operating-system. In such cases a 'deactivate' should be sufficient.

Shortcut: 'R'

Show Interface - This function makes the commodity show its interface.

Shortcut: 'S'

Hide Interface - This gadget tries to persuade the selected commodity to hide its interface.

Shortcut: 'H'

Selected Commodity:

~~~~~

Activate - activates all selected commodities.

Shortcut: ?

Deaktivieren - deactivate all selected commodities.

Shortcut: ?

Remove - removes the selected commodities from the system.

Shortcut: ?

Show Interface - This function makes all selected commodities show their interfaces.

Shortcut: ?

Hide Interface - This gadget tries to persuade the selected commodities to hide their interfaces.

Shortcut: ?

All Commodities:

~~~~~

Activate - Applies 'activate' to all currently running commodities.

Shortcut: 'L'

Deactivate - Applies 'deactivate' to all currently running commodities. This can come in handy if some games do not run properly with activated commodities like Frontier or Pirates.

Shortcut: 'E'

Remove - Applies 'remove' to all currently running commodities.

Shortcut: 'N'

Iconify ExChange - Closes the ExChange-window and puts an icon onto the Workbench-screen.

Shortcut: 'I'

Quit ExChange - removes ExChange from memory and frees all resources.

Shortcut: 'Q'

## 1.8 ExChange V2.00 - Menus

The Project-Menu

-----

About... - shows information on the program and its famous author

Shortcut: '?'

Iconify - closes the window and puts an icon onto the Workbench-screen

Shortcut: 'I'

Quit - quits the program and frees all resources.

Shortcut: 'Q'

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### The Broker-Menu

-----

Activate - activates the currently selected commodity.  
Confer to the description of the corresponding  
gadget.

Shortcut: 'A'

Activate all - activates all commodities. Confer to the de-  
scription of the corresponding gadget.

Shortcut: 'L'

Deactivate - deactivates the currently selected commodity.  
Confer to the description of the corresponding  
gadget.

Shortcut: 'D'

Deactivate all - deactivates all commodities. Confer to the de-  
scription of the corresponding gadget.

Shortcut: 'K'

Remove - removes the currently selected commodity from  
memory.

Shortcut: 'R'

Remove all - removes all commodities from memory.

Shortcut: none

### The Interface-Submenu

-----

show - makes the currently selected commodity show its  
interface.

Shortcut: 'Z'

hide - makes the currently selected commodity hide its  
interface.

Shortcut: 'V'

## 1.9 ExChange V2.00 - ARexx-Port

ExChange has got an ARexx-port by use of which the whole program can be controlled. This may sound quiet useless, but as MUI provides an ARexx-port with every application, why not using it ?

| Commandname | Description |
|-------------|-------------|
|-------------|-------------|

---

SELECT\_NAME - Parameters: NAME

The commodity 'NAME' is made the selected commodity.

SELECT\_TASK - Parameters: TASKADR

The commodity with task-address 'TASKADR' is made the selected commodity.

ACTIVATE - activates the selected commodity.

DEACTIVATE - deaactivates the selected commodity.

ACTIVATEALL - activates all commodities that are running.

DEACTIVATEALL - deacticates all commodities that are running.

REMOVE - removes the selected commodity.

REMOVEALL - removes all commodities from memory.

INTERFACE\_HIDE - shows the selected commodity's interface.

INTERFACE\_SHOW - hides the selected commodity's interface.

QUIT - quits ExChange.

## 1.10 ExChange V2.00 - Future plans

This I have in mind for future versions of ExChange:

- Localize : localize menu-shortcuts
- Localize : more languages in catalogs and documentation

If anyone wants to translate the documentation and catalog-files into a foreign language, I would appreciate this and credit it :-) Please send me a mail before starting to coordinate the work.

Any further suggestions are welcome...

## 1.11 ExChange V2.00 - Credits

- Caruso, this program is dedicated to her, because she shows me that there is still a sense in being on this world and gives many wonderful moments to me, although she might not know it... (And woe be to him who tells her of this !)
  - Oliver Graf, who had a glimpse on this program and said it looked quiet good.
-

- Stefan Stuntz, who has developed this wonderful MUI-System and to whom many people should register.
- Klaus Melchior, whose source-code explained the undocumented features of the commodities.library to me.
- MANX, because they have ceased the development of the Aztec C Compiler for the Amiga computer. (Welcome sarcasm !)
- Runrig, Phil Collins, Genesis, Simple Minds, Heroes del Silencio, Pet Shop Boys, Elton John, Jethro Tull, Cat Stevens, PUR, U2, R.E.M., Eric Clapton, Dire Straits, Die Prinzen, Fury in the Slaughterhouse, The Beautiful South, Midnight Oil, Herbert Grönemeyer, Sisters of Mercy, Nationalgalerie, The Cranberries
- Steven Spielberg for Schindler's List, a film every German must have watched.

## 1.12 ExChange V2.00 - History

| Version | Date     | Description                               |
|---------|----------|-------------------------------------------|
| 1.0     | 14.11.93 | first, public release                     |
| 1.02    | 04.12.93 | Remove all, APPICON, ICONFILE implemented |
| 1.03    | 23.12.93 | CxTranslate, bugs fixed                   |
| 1.20    | 23.12.93 | Selection improved                        |
| 1.30    | 23.12.93 | new layout                                |
| 2.00    | 30.01.95 | second, public release                    |

## 1.13 ExChange V2.00 - The Author

Yep, that is me, the author of this wonderful and revolutionary tool :-)

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Installer and Installer project icon  
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