

Window Daemon 1.0

COLLABORATORS

	<i>TITLE :</i> Window Daemon 1.0		
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REVISION HISTORY

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Chapter 1

Window Daemon 1.0

1.1 Window Daemon 1.0 (26.8.93)

Window Daemon 1.0 =====	Copyright (C)1992,93 David Swasbrook.
Disclaimer	Legal information
Shareware	Shareware information
Introduction	Introduction to Window Daemon
How to Install	How to install Window Daemon
Useage	How to use Window Daemon
Update Information	How to get the latest Window Daemon version
History	A very brief history of Window Daemon

1.2 Its not my fault...

Disclaimer

I hereby reject any liability or responsibility for these or any other consequences from the use of Window Daemon whatsoever. This includes, but is not limited to, damage to your equipment, to your data, personal injuries, financial loss or any other kinds of side effects.

Although WindowDaemon has been tested thoroughly on several different machines, I cannot rule out the possibility that Alert Patch

* is somehow incompatible to your equipment

- * has bugs that show up on your equipment
- * does not do what it is supposed to do on your equipment

It is your responsibility to take any precautions necessary to protect yourself from these or any other effects. I explicitly reject any liability or responsibility from the consequences of you using Window Daemon.

Swaz.

1.3 Shareware distribution info...

Shareware

Window Daemon is shareware. The program may be freely distributed and copied, as long as the following conditions are fulfilled:

- * The sales price must not be higher than the cost of an (empty) disk plus a nominal copying fee plus costs for shipping. The total price must not be higher than 5 US\$.
- * All parts of the program and the documentation must be complete. The distribution of single parts or incomplete subsets of the original distribution is NOT ALLOWED.
- * Window Daemon or parts of it may not be sold in combination with or as part of commercial software.
- * Program and documentation may not be changed in any way.

Window Daemon is shareware, this means I request those users, who use Window Daemon, to send me the shareware fee of 10 US\$ (or any other contributions gratefully accepted) to the following address:

Postal: David Swasbrook,
43 Pickwick Parade,
Howick,
Auckland,
New Zealand.

Internet: dswal@cs.aukuni.ac.nz (expires 01-Jan-94)

Please include the following information in your registration:

- * your name, address (including any electronic mail addresses you might have) and telephone number
 - * your Amiga model(s)
 - * Kickstart and Workbench versions
-

* the Window Daemon version number (currently 1.0)

I assure you that the information you send me will be treated confidentially.

I will try and inform everybody, who has registered with me as described above, when a new version of Window Daemon becomes available. If you have sent a sharware donation, if possible, you will recieve an update through mail (preferably email).

Thank you very much in advance !

1.4 introduction

Introduction

Window Daemon gives you more control over intuition windows and screens:

- * Windows and screens can be manipulated by several Arexx commands
- * The active window may be pushed to the front or back my pressing the left and right mouse buttons simultaneously.
- * A special feature available under kickstart V39 only is the ability to close the parent window when double clicking on a drawer.

1.5 Bonus V39 feature!

Special V39 Feature

When you open a drawer on workbench and hold down CONTROL, the currently active window will be closed when workbench has finished displaying the drawers window.

1.6 installation

Installation

Copy matrix.library to your LIBS: directory.

There are 3 available installation options:

Command Line - Type "WindowDaemon"

or

WBStartup Drawer - Just place in your workbench startup drawer and
reset your Amiga.

or

Workbench - Double click on "WindowDaemon".

Commodities Support

Window Daemon will install itself as a commodity, so you are able to
manipulate it through the commodities exchange.

1.7 development

What is "matrix.library"

Yet another library to put in your LIBS: drawer.

"matrix.library" has been developed over the last year or so, and has
become a general utility library currently containing 167 functions,
used by many programs I have written.

Matrix.library is a development tool which will be used in
forthcoming releases of programs I have written.

The name "matrix" came from "The Matrix" - The computer system used
by the TimeLords (Re: Dr Who).

Current Projects

Current Projects being worked on:

BlankerServer	- modular screen blanker
GateKeeper/BBS/Terminal/Console...	- bbs/terminal
MatrixSoundDaemon	- sound player
MedPlay	- med module player
ModePrefs	- screen promotion

Plus several miscellaneous (hacky) programs.

1.8 How to use Window Daemon

How To Use Window Daemon

Workbench/CLI
Arexx
Sounds

1.9 CLI/Workbench Arguments

Workbench/CLI Arguments for Window Daemon

The following arguments may be specified as either ToolTypes or entered in on the command line:

AREXXPORTNAME	- Sets the name of the arexx port. Default is "WINDOWDAEMON"
BOTHBUTTONS	- Enable left and right mouse button press to push the active window to the front or back. Default = TRUE.
CX_POPKEY	- The hot key to display the Window Daemon interface. Default = "CONTROL ALT w" See HotKey
CX_POPUP	- Show the Window Daemon interface. Default = TRUE.
CX_PRIORITY	- Set the priority of the Window Daemon broker.
HOTKEY_ZIP	- HotKey to zip/unzip active window
HOTKEY_MAKEBIG	- HotKey to size window to minimum size
HOTKEY_MAKESMALL	- HotKey to size window to maximum size
HOTKEY_FRONT	- HotKey to bring active window to front
HOTKEY_BACK	- HotKey to push active window to back
HOTKEY_FRONTBACK	- HotKey to push active window to front or back of display
HOTKEY_CLOSE	- HotKey to ask active window to close
HOTKEY_CLOSEPARENT	- HotKey to ask parent of active window to close
HOTKEY_PREVWINDOW	- HotKey to activate previous window
HOTKEY_NEXTWINDOW	- HotKey to activate the next window
HOTKEY_NEXTSCREEN	- HotKey for popping the next screen to front


```

HOTKEY_SCREENSTOP    - HotKey  for pushing screen to top of display

HOTKEY_FORCECLOSE    - HotKey  for forcefully closing active
                        window (THIS IS DANGEROUS)

HOTKEY_REMTASKOWNER   - HotKey  for removing task that owns the
                        active window

HOTKEY_SCREENCLOSE    - HotKey  for closing the current screen
                        and all windows open on it. (THIS IS DANGEROUS)

HOTKEY_WSCREENFRONT   - HotKey  to bring active windows screen
                        to the front.

HOTKEY_WBTOFRONT      - HotKey  to bring Workbench to the front

HOTKEY_PUBSCREEN       - HotKey  to bring default public screen
                        to the front.

MSDSOUNDS             - Allows MSD sounds, default = TRUE

PRIORITY              - The priority to run the Window Daemon task at.

```

* For convenience shorter equivalents have been added for the HOTKEY identifiers:

```

ZP = HOTKEY_ZIP
MB = HOTKEY_MAKEBIG
MS = HOTKEY_MAKESMALL
FR = HOTKEY_FRONT
BA = HOTKEY_BACK
FB = HOTKEY_FRONTBACK
CL = HOTKEY_CLOSE
CP = HOTKEY_CLOSEPARENT
PW = HOTKEY_PREVWINDOW
NW = HOTKEY_NEXTWINDOW
NS = HOTKEY_NEXTSCREEN
ST = HOTKEY_SCREENSTOP
FC = HOTKEY_FORCECLOSE
RT = HOTKEY_REMTASKOWNER
SC = HOTKEY_SCREENCLOSE
WS = HOTKEY_WSCREENFRONT
WB = HOTKEY_WBTOFRONT
PS = HOTKEY_PUBSCREEN

```

1.10 How to use Window Daemon from Arexx

Useage of Window Daemon with Arexx

Window Daemon has an arexx port named "WINDOWDAEMON" and it will accept the following commands:

* The name of the port may be set in the `tooltypes` or as a `cli` argument .

General Commands

HIDE	- hide the interface window
QUIT	- ask the WindowDaemon to quit
SHOW	- display the interface window

Window Commands

BACK	- push active window to the back
CLOSE	- send a close message to the active window
CLOSEPARENT	- close the parent window of the active window
FORCECLOSE	- this will force the active window to be closed without informing any tasks using the window. This is only of use if an application crashes and leaves windows open. (NOTE: If you close windows that are still in use you may find that you will crash)
FRONT	- bring active window to the front
FRONTBACK	- push active window to the front or back
MAKEBIG	- size active window to maximum dimensions
MAKESMALL	- size active window to minimum dimensions
NEXTWINDOW	- activate the next window
PREVWINDOW	- activate the previous window
ZIP	- zip/unzip the active window.

Screen Commands

CLOSESCREEN	- this will close the active screen without informing any tasks using the screen. If necessary any windows on the screen are also closed without informing the tasks that own them. This is only of use if an application crashes and leaves screens open. (NOTE: If you close screens that are still in use you may find that you will crash)
NEXTSCREEN	- pop the next screen to the front of the display and activate its last window.

PUBSCREENTOFRONT - bring the default public screen to the front

SCREENTOP - pop the active screen to the top of the display at (0,0)

WINDOWSCREENFRONT - bring the screen with the active window to the front.

WORKBENCHTOFRONT - bring the Workbench screen to the front.

Miscellaneous Commands

REMTASKOWNER - this will *REMOVE* the task that owns the active window.

The above commands may be executed from CLI via Arexx by typing

```
rx ' address <PORTNAME> <COMMAND>
```

Examples:

1) To quit the Window Daemon

```
rx ' address WINDOWDAEMON QUIT
```

2) To close the active window

```
rx ' address WINDOWDAEMON CLOSE
```

3) To zip/unzip the active window

```
rx ' address WINDOWDAEMON ZIP
```

1.11 Audio effects for windows...

MSD/UPD Sounds

Window Daemon will play sounds through a Sound Daemon such as MSD or UPD. These add an Arexx port to the system called "PLAY" and the following sound id's are sent to the port:

WindowDaemon/ZipWindow	- zip/unzip
WindowDaemon/WindowBig	- window is made big
WindowDaemon/WindowSmall	- window is made small
WindowDaemon/WindowToFront	- when window brought to front of display
WindowDaemon/WindowToBack	- when window pushed to back of display
WindowDaemon/NextWindow	- activation of next window
WindowDaemon/NextScreen	- activation of next screen and window
WindowDaemon/ScreenToTop	- screen has been moved to (0,0)
WindowDaemon/CloseScreen	- when a screen is closed

WindowDaemon/CloseWindow	- when a window is sent a CLOSEWINDOW
WindowDaemon/CloseWindowTrue	- when you FORCE a window to be closed
WindowDaemon/RemTaskOwner	- removal of task owning window
WindowDaemon/WorkbenchToFront	- when you bring workbench to the front
WindowDaemon/DefaultPubScreen	- when the default pub screen is brought to the front
WindowDaemon/WindowScreenToFront	- the active windows screen has been brought to the front

* Sounds are only available if the tooltypes or cli argument MSDSOUNDS is set to TRUE.

Example: MSDSOUNDS=TRUE

Acknowledgements

UPD is Copyright © 1991 Jonas Petersson & Absolut Software (aka Sirius Soft)

MSD is Copyright © 1992,93 David Swasbrook. (Not released yet)

1.12 updates

Update Information

I will try and further improve Window Daemon if I have time for it. Registered users will at least get a notification when new versions of Window Daemon get available that contain significant changes or enhancements.

New versions of Window Daemon will also be available on the Internet per "anonymous FTP" (look on Aminet).

In order to be able to improve and/or correct Window Daemon, I would like to ask every user to do the following:

- * send me the registration fee of US\$ 10
- * send me bug reports, if you find any bugs
- * give me hints how to improve Window Daemon

Thank you very much in advance !

1.13 What is a hot key...

What is a HotKey?

HotKey description strings have the following template:

```
[CLASS] (([-]QUAL)|SYN)* [[-]UPSTROKE] [HIGHMAP|ANSICODE]
```

```
CLASS          QUAL          SYN
```

```
UPSTROKE      HIGHMAP      ANSICODE
```

(* means zero or more occurrences of the expression in brackets)

Examples:

"CONTROL \"

This hot key is activated when the "\" (backslash) key and the control key are pressed at the same time. We can set this to close the active window by setting the tooltypes or cli argument like:

```
HOTKEY_CLOSE="CONTROL \"
or CL="CONTROL \"
```

"LALT SHIFT F10"

This hot key is activated when the LEFT ALT key, either SHIFT key and F10 are pressed at the same time. We can set this to zip the active window by setting the tooltypes or cli argument like:

```
HOTKEY_ZIP="LALT SHIFT F10"
or ZP="LALT SHIFT F10"
```

"LCOMMAND A"

- This is actually the equivalent of "LCOMMAND SHIFT a"

1.14 CLASS

CLASS

Is one of the following strings:

```
RAWKEY, RAWMOUSE, EVENT, POINTERPOS, TIMER, NEWPREFS,
DISKREMOVED, DISKINSERTED
```

If not specified, the class is taken to be RAWKEY.

1.15 QUAL

QUAL

Is one (or more) of the following strings:

```
LSHIFT, RSHIFT, CAPSLOCK, CONTROL, LALT, RALT, LCOMMAND,
RCOMMAND, NUMERICPAD, REPEAT, MIDBUTTON, RBUTTON, LEFTBUTTON,
```

RELATIVEMOUSE

A preceding '-' means that the value of the corresponding qualifier is to be considered irrelevant.

1.16 SYN

SYN

*** Syn (synonym) is one (or more) of the following strings:

SHIFT, CAPS, ALT

SHIFT - left or right shift
CAPS - shift or capslock
ALT - either alt key

1.17 UPSTROKE

UPSTROKE

If this token is absent, only DOWNSTROKES are considered for RAWMOUSE (MOUSEBUTTONS) and RAWKEY events. If it is present alone, only UPSTROKES count. If it preceded by '-' it means that both up and down strokes are included.

1.18 HIGHMAP

HIGHMAP

One of the following strings:

COMMA, SPACE, BACKSPACE, TAB, ENTER, RETURN, ESC, DEL, UP,
DOWN, RIGHT, LEFT, HELP, F1, F2, F3, F4, F5, F6, F7, F8, F9,
F10, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, (,), /, *, -, +

1.19 ANSICODE

ANSICODE

A single character token is interpreted as a character code, which is looked up in the system default keymap.

1.20 history

History Information

'V1.0' * Initial release on Aminet.
