WB-Tidy

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COLLABORATORS			
	TITLE : WB-Tidy		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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WB-Tidy

1.1 Main.

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                                    WB-Tidy

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                    (Version 1.47 - 1999)

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   Visit the Gadge Software Home Pages at:

          http://www.gadge.u-net.com

       for details about other software.
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1.2 About.

A little proggy that lets you diddle about with the position and size
of any windows that you have open on screen in an OS friendly manner.

1.3 New Stuff.

o Tile mode now leaves screen titlebar clear

o Menu added with keyboard shortcuts

o Tooltypes for all default settings

o Save option to save current settings/prefs to tooltypes

1.4 Requirements.

A lovely Amiga computer.

                   with....

          Workbench 2 or better.

                       and.....

              Some windows open on screen.

1.5 Installation.

No Installation required. Just copy the program anywhere you like.

1.6 Using.

            The program window is split into two main sections......

              These are
           Mode
                               and
           Positioning

1.7 Mode.

The "Mode" section has four buttons and a cycle gadget which control
how the program operates, these are......

 Cycle Gadget....

TILE   Tile mode arranges windows like "tiles on yer bathroom wall".
          (works out size and position of windows internally)

CASCADE   Cascade mode is more like "going down yer bedroom steps".
          (starts from X & Ystart and uses X & Ysteps)

STACK   Stack mode makes a nice neat vertical column of windows.
          (starts from X & Ystart and uses Ystep only)

CHILD   Child mode puts all windows in the same place in relation
          to the "parent" window.
          (screen position is "Xstart plus Xstep","Ystart plus Ystep")

The "MODE" tooltype can be set to:
          MODE=0 (Tile)
          MODE=1 (Cascade)
          MODE=2 (Stack)
          MODE=3 (Child)

 Buttons....

RESIZE   If ticked: Windows will be resized (if possible) to the
                     values in "Xsize" and "Ysize".

          If unticked: Windows won't be resized.

The "RESIZE" tooltype can be:
          RESIZE=0 (un-ticked)
          RESIZE=1 (ticked)

NO WB   If ticked: Doesn't try to move your main Workbench window.
                     (if your Workbench window is a "backdrop" window,
                     ie. it has no borders or gadgets, then this button
                     has no effect either way. All "backdrop" windows
                     are ignored).

          If unticked: Will try to move your Workbench window, (but
                       only if it has borders and gadgets).

The "NO-WB" tooltype can be:
          NO-WB=0 (un-ticked)
          NO-WB=1 (ticked)

CHECK   If ticked: Double checks to see if windows are positioned
                     and sized correctly.

          If unticked: Slightly faster but doesn't check windows.

```
        (best left ticked IMHO - usually does a better job)

The "CHECK" tooltype can be:
        CHECK=0  (un-ticked)
        CHECK=1  (ticked)



ARRANGE  Press this button to arrange your windows according to your
         chosen settings.



************************** Important note **************************
*                                                                 *
*                          DON'T PANIC!                           *
*                                                                 *
*   The positions of windows are NOT made permanent by this program.  *
*                                                                 *
*     If you want to save window positions, you have to "snapshot"    *
*                     them as you would normally.                 *
*                                                                 *
*******************************************************************
```

1.8 Positioning.

The "Positioning" section contains six number gadgets and two buttons.

The number gadgets are.....

Xstart   The screen position in pixels measured in from the left side
          of the screen.

Ystart   The screen position in pixels measured down from the top of
          the screen.

Xsize   The width of the windows measured in pixels.

Ysize   The height of the windows measured in pixels.

Xstep   The offset in the X direction (can be plus or minus) that
          will be added to the X start position of a window to find the
          X start position of the next window.

Ystep   The offset in the Y direction (can be plus or minus) that
          will be added to the Y start position of a window to find the
          Y start position of the next window.

You can enter data into these number gadgets by hand or you can use the
"GRAB" and/or "UNDO" buttons (see later).

The values in these gadgets are loaded from and can be saved to the icon
tooltypes (Project menu/Save Prefs).

The button gadgets are.....

GRAB   This button is used to read into the text gadgets the X and Y
            values (start position and size) of a currently open window.
            If there is more than one window open, the values are taken
            from the window that was opened first.
            The window which was "grabbed" will have its title displayed
            in a text gadget (below the undo button).
            When a window is "grabbed" it becomes the "parent" window. When
            windows are "arranged", they take their start and size settings
            from the "parent" window (except in "TILE" mode).

UNDO   This button will undo the previous "grab" operation only, and
            will restore the values that were there before the "grab".
            (it will not undo "moved" windows)

Other things to note.....

When the program starts up, the "Ystep" gadget value is set automatically
to the height of your window title bars.

Windows will not be moved or sized so that any part of them is off screen.
(in these cases the windows will be moved or sized as near as possible to
 the requested positions)

Windows will not be sized smaller than their built in X and Y minimum, or
larger than their X and Y maximum values.

Windows wont be moved or resized if......

 > They are backdrop windows (no borders or gadgets).

 > They are named "Workbench" and the "No WB" button is ticked.

 > They are the currently "grabbed" window (see GRAB above) and the
    program is in "CHILD" mode.

 > They have no title, borders or gadgets (windows like this that have
   no title, borders or gadgets are not meant to be moved or resized usually).

 > The WB-Tidy Gui window will also be ignored.

 > Windows without size gadgets won't be resized.

Window position and size changes are not permanent unless you snapshot
the windows yourself (so don't be afraid to experiment).

1.9 Bugs.

None known at the time of this release (V1.47 – 1999).

Note... If windows wont move or size to the requested positions and
        sizes in the number gadgets try using the "CHECK" option.

        If they still wont move please check the values in the gadgets,
        it may not be possible to use any "off screen" values (see
         section on positioning).
        Also check if the window can be moved (again see positioning).

If you do have a genuine bug to report then please send the details to:

        simon@gadge.u-net.com

1.10 Legal.

    Copyright and Distribution

WB-Tidy is freely distributable but the copyright remains with the author.
No charge can be made for the program above the normal distribution and
copying fees of P.D. software houses. CD manufacturers are also granted the
right to include WB-Tidy on CD collections as long as they are for the
public domain.

    Disclaimer

The author is in no way liable for any changes made to any part of the
program or consequences thereof and he is in no way liable for damages or
loss of data directly or indirectly caused by this software.

1.11 History.

V1.00 - First public release.

V1.10 - Second public release.
       - Added choice to resize windows (or not).
       - Changed the four "Mode" buttons to a single cycle gadget.
       - Fixed a small oversight which caused the program to read the
         font prefs from the Workbench screen only. They are now read
         from whichever screen the program is opened on.

V1.20 - V1.45 - Internal and beta test versions.
       - Thanks to Neil Hobbs <neil@kinega.demon.co.uk>
         for beta testing these new versions.

V1.46 - Third public release.
       - Added menu items with keyboard shortcuts
       - Added tooltypes for all settings/prefs
       - Changed "Tile" behaviour to leave titlebar clear
       - Save settings/prefs option added in menu
       - Fixed a couple of Enforcer/Cyberguard hits (Doh!)

V1.47 - Small bug fix.
       - Silly programmer error (forgot to include a menu flag :)
         (Thanks to Jacques Spaa for the report)