

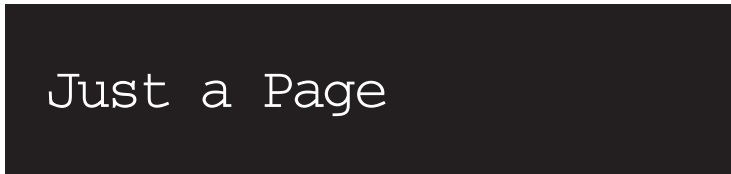
HUTDOWN REMINDER

S Alan Wrigley

It can often be very useful to have an automatic reminder appear on the screen when you close down the Desktop prior to switching off the computer - for example, Switch off printer! . Unfortunately the usual ready to be switched off message isn't in a Messages file in the Resources filing system, so you can't just alter it. However, you can install a very simple application which does nothing except detect a shutdown sequence and perform some action before the shutdown takes place. This could just be to generate an error message of your own choosing, or to carry out some other operation (with the appropriate hardware you could switch the printer off automatically, for example!).

The application's !RunImage program is given below. It will only work with RISC OS 3. It should be packaged up into an application in the usual way, with a WimpSlot of 8K to ensure it takes up as little space as possible. You can replace the error generation in lines 190-210 with your own choice of action.

```
10 REM Shutdown reminder
20 REM by Alan Wrigley
30 :
40 DIM bk% 255,list% 3
50 !list%=0:name$="Warn":quit%=0
60 SYS "Wimp_Initialise",310,&4B53415
4,name$,list%
70 REPEAT
80 SYS "Wimp_Poll",&1833,bk% TO r%
90 CASE r% OF
100 WHEN 17,18:PROCmessage
110 ENDCASE
120 UNTIL quit%
130 SYS "Wimp_CloseDown":END
140 :
150 DEFPROCmessage
160 CASE bk%!16 OF
170 WHEN 0:quit%=TRUE
180 WHEN 8:IF (bk%!20 AND 1)=0 THEN
190 !bk%=1
200 $(bk%+4)="Turn off printer!"+CHR$0
210 SYS "Wimp_ReportError",bk%,1,name$
220 ENDF
230 ENDCASE
```



Just a Page

A page full of short programs and

240 ENDPROC

DRAG A SPRITE ON/OFF

Lee Calcraft

As you may know, a special feature of RISC OS 3 allows the solid dragging of sprites. For example if DragASprite is set on your machine, and you drag the icon in Paint's Save dialog box, it will be dragged as a solid icon rather than just a dashed outline.

The following two short Basic programs will switch this feature on or off in any RISC OS 3 machine. Just type in the two programs (separately!) and save them with names such as DragSprON and DragSprOFF. Then just double-click on their icons in your directory viewer (or from the Pinboard) to bring them into play. But remember, only applications which know about DragASprite will respond.

```
10 REM >Drag a sprite - Set
20 REM by Lee Calcraft
30 :
40 SYS 6,161,28 TO ,,value
50 SYS "OS_Byte",162,28,value OR %10
60 SOUND 1,-15,70,1

10 REM >Drag a sprite - UnSet
20 REM by Lee Calcraft
30 :
40 SYS 6,161,28 TO ,,value
50 SYS "OS_Byte",162,28,value AND %11
111101
60 SOUND 1,-15,200,1
```

WHICH VERSION ?

Lee Calcraft

If you create a Basic program containing just one line, as follows:

```
10 *FX0
double-clicking on its icon in a
directory viewer will display an error
```

