

MMBCommodity V1.0

COLLABORATORS

	<i>TITLE :</i> MMBCommodity V1.0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MMBCommodity V1.0	1
1.1	MMBCommodity V1.0	1
1.2	disclaimer	2
1.3	copyright	2
1.4	distribution	2
1.5	purpose	2
1.6	requierments	3
1.7	faststart	3
1.8	features	3
1.9	installation	4
1.10	template	4
1.11	specialevents	7
1.12	bugs	8
1.13	problems	8
1.14	history	9

Chapter 1

MMBCommodity V1.0

1.1 MMBCommodity V1.0

MMBCommodity V1.0 Documentation
Feb., 1994

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- The first 3 chapters were taken from the GadToolsBox-docs. More or less.
Thanxs Jan. (I hope you don't mind). :-)

- 1.) Disclaimer
 - 2.) Copyright/Distribution
 - 3.) Electronic Distribution
 - 4.) Purpose
 - 5.) Requierments
 - 6.) Fast start
 - 7.) Features
 - 8.) Installation/Removing
 - 9.) Template
 - 10.) Insert special events
 - 11.) Bugs
 - 12.) Problems
-

actual time.

Default: in the middle of the screen.

YPOS:

Defines the y-position of the... blah blah. See above.

Default: 0, at the top of the screen.

REFRESHRATE:

Defines the time between the update time of the free memory and the time.

Default: 2 seconds (values less than 1 will be ignored!)

TASKPRI:

Defines the priority of the task (process).

Default: 5 (values less than 0 will be ignored!)

WINDOW:

Memory / time-window? YES or NO.

Default: YES

SHUFFLER:

Screenshuffler? YES or NO.

This shuffler will activate the first window on the screen. But, if the screen is the workbench it ignores all WB-windows and the MMBCommodity-window. So, if there is no other window on the screen, it would activate the shell-window. I prefer this, so I did this shuffler for my WB. ;-)

There is a special qualifier, which one cannot be changed in this version: LEFT_SHIFT. If you use the screenshuffler with LEFT_SHIFT down, the original shuffler-routine is used and no window will be activated by MMBCommodity.

Default: NO

MOUSELOCK:

Mouselock? YES or NO.

If you press CONTROL and move the mouse, all y-angle-movements will be disabled. The same works with the x-angle if you press LEFT_SHIFT.

Default: NO

WINDOWTOFRONT:

Memory / clock-window always in front of other WB-windows? YES or NO.

Default: YES

WINDOWHOTKEY:

Open / close the window. Usefull for changing the Prefs/#?-files.
(Screenmode etc.)

The window will open always on the default publicscreen, so if you use an utility that changes the publicscreen according to the frontscreen, you could re-open the window on this screen with pressing the WINDOWHOTKEY twice. (Mayby this will be made automatically in a future version).

Default: CONTROL LALT j

LEFTYMOUSE:

Exchange the functions of the left and the right mousebuttons.

Default: NO

DOUBLEMMB:

Emulate MIDBUTTON? YES or NO.

If you doubleclick the MIDBUTTON with the same clickspeed as you set in 'Prefs/Input', MMBCommodity creates a single (!) MIDBUTTON-event. I did this because the MagicFileRequester uses this to go to the parent directory and I would really miss this feature.

Default: YES

CONWINDOWPATTERN:

This defines the name for the shell-windows you are using. My shell-windows have always the name "AmigaShell", but I've heard there are really weird titles used. But this should be no problem. You can use all possible patterns that are supported by AmigaDos. If you have done this, mark text in your shell-window with your mouse and press the MIDBUTTON. After you released (!) the button AND the pointer is still in the shell-window, the marked text will be inserted into the window. I saw this feature on HPs with HP-Unix. I just had to add this. If you have "ConClip" in your startup-sequence the text is automatically copied in the clipboard, so it is possible to insert the marked text with SNAP or POWERSNAP into other applications, too. This feature simulates, of course, the "RIGHT_COMMAND c" and "RIGHT_COMMAND v" keys.
