FreeWheel

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FreeWheel

1.1 FreeWheel V1.0 - ©1999 Alastair M. Robinson

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                Another little tool to fine-tune your mouse
  This time especially for WheelMouse owners.

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Do you have a wheelmouse?

Are you disappointed with the amount of software which supports
the wheel?

If so, you'll love FreeWheel.

FreeWheel is a commodity which converts wheelmouse events into scrollbar
movement or cursor key movements.  It can also map several useful functions
to the wheel button, and even a fourth button.

FreeWheel is NOT a serial mouse driver - so you'll still need NewMouse
or equivalent to generate the mouse-wheel events in the first place!


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1.2 Known bugs and problems...

FreeWheel is unable to nudge scrollgadgets created by the following programs:

  KingCon:
    Its scroll gadget is non-standard, and it doesn't listen for
    RawKey events.

  MUI:
    All MUI gadgets are non-standard, and as such don't respond to IDCMP
    messages. Programs which use cursor up/down for scrolling will work
    however. Alessandro Zummo has already written a patch for MUI
    (MUIWheel) allowing the most common classes to use the wheel.

  BGUI:
  ClassAct:
    Again, WheelMouse can't recognise the scrollbars generated by these
    GUI toolkits. As with MUI, programs which respond to cursor-key
    movements will work. If you want to see support for wheelmouse events
    in these packages, pester the authors; adding wheelmouse support should
    be very very easy for someone with access to the sourcecode, and very
    very hard without!

Not all programs recognise the shift-clicks generated by FreeWheel in
place of clicks of the third and fourth button. Workbench works fine,
Imagine completely ignores the shift-clicks, and DrawStudio recognises
them but doesn't draw handles for shift-selected objects!

1.3   What you need to run FreeWheel...

FreeWheel's system requirements are pretty light –
you need:

» An Amiga (surprise surprise...)

» Kickstart 3.0 or higher

» A mouse (preferably a PC wheelmouse)

» A driver for your wheelmouse. (Tested with Alessandro Zummo's
   NewMouse from Aminet.)

1.4   The obligatory legal mumbo-jumbo...

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While this program is copyrighted, this is done merely to prevent others from
claiming it as their own work. The name FreeWheel is intended to imply its
free status – you may pass the complete package on to whoever you wish, on
a non-profit basis.

Full source code is provided, in the hope that it will be of help and interest
to others. You are encouraged to incorporate any of the source files into
your own projects, as long as they are freeware/shareware, and you credit me.

FreeWheel may be placed on the Cover CDs of Amiga magazines, and any other
Amiga CDs which contain predominantly Shareware, Freeware or PD software.

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1.5   How to configure FreeWheel....

FreeWheel is configured through a simple GadTools GUI:
To show the GUI, you can use the Commodites Exchange, run the program a
second time, or use a hotkey (default ctrl alt m).

The window has three cycle gadgets, a slider and a string gadget,
which are as follows:

Scroll window:
  This item determines whether scroll events affect the currently selected
  window, or the window under the pointer.

Middle button:
Fourth button:
  These gadgets determine the program's behaviour when the wheel (middle)
  button and fourth button (if present) are pressed:

  » Ignore - the button is ignored.

  » Shift - Simulates the left-shift key.

  » Shift + click - a left-button-click with shift held down is simulated.

  » Wheel depth arrange - rolling the wheel with the button held down will
    cause the window under the pointer to be pushed back, or pulled forward,
    depending on which way you roll the wheel.

  » Shift + depth arrange - combines the Shift and Wheel depth arrange
    modes; you can use the wheel button as left shift, and roll it for
    depth arranging.

  » Cycle screens - the topmost screen is sent to the back.

Mouse speed:
  This allows you to adjust the mouse's speed with very fine control, just
  like my previous Commodity, FreeMouse.

Click to front:
  When this is checked, a double-click in a window's border will bring that
  window to the front.

Click to back:
  When this is checked, a double-click in the border of the frontmost window

will send it to the back. Remember that a window is not necessarily the
frontmost window just because it isn't obscured by other windows.

Hot key:
  This string gadget contains a description of the commodities hotkey which
  is used to bring up the GUI.

1.6 Features....

So what does FreeWheel actually do?

» It allows programs not specifically written for wheelmice to be scrolled
  by the wheel. If the window has a normal proportional gadget, it will
  be nudged, otherwise cursor-key presses will be sent to the window.

» It allows several useful functions to be assigned to the wheel-button
  and to a fourth button if present.

» It provides fractional scaling of mouse movements. The mouse speed can
  be adjusted continuously from 33% to 300%, just like my previous
  Commodity, FreeMouse

» It provides my personally favoured Click-To-Front behaviour. Double-click
  anywhere within the border of a window and it will jump to the front.

What doesn't FreeWheel do?

» It does NOT provide a serial mouse driver. You will still need a driver
  for your wheelmouse. FreeWheel has been tested with Alessandro Zummo's
  NewMouse, and FreeWheel watches for newmouse standard events.

1.7 Credits....

FreeMouse was written over the Christmas break of 1999
by Alastair M. Robinson.

It was compiled with VBCC 0.7, which is totally brilliant. The provided
build script should work as long as both VBCC and the Native Developers Kit
includes (which can be obtained on the Amiga Developers CD) are installed.

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Greetings to:

Alessandro Zummo for writing NewMouse, MUIWheel & IntuiWheel.

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two!

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