

Surveyemem

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Chapter 1

Surveymem

1.1 Summary

Surveymem V3.0

by

The Cyborg/N.G.C (Alexis NASR) ©94-95

[Doc \$VER:3.0.0 - 4 August 1995]

1. What is Surveymem ??
2. Hey! What can it do that others can't?
3. Installation/Needs
4. The Preferences window
5. Programming facilities
6. Program History
7. Distribution
8. Thanks & Credits
9. READ THIS:Multiview/Amigaguide IS BUGGED
10. Conclusion

1.2 What is Surveymem?

What is Surveymem?

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Well...This doc could have begun with the usual 'I always dreamed of a super memory-avail utility but I never found one matching my needs,that's why I've done this marvellous piece of code' ....(Hmmm.looks like this doc DID begin with that horrible sentence you've read already 300 times ;-)

Hey!!Don't go!!!Please!! Surveymem ("SM" Ok?) is not just "Oh another useless memory-watch tiny tool".My aim was to make THE MOST COMPLETE tool of the kind, in a minimal size etc...And frankly I think you'll find SM worth its 23 Kb

(in memory).It's not much compared to all the possibilities it offers,believe me!Of course there are lots of 5 kb-tools that do this kind of job,but I really don't think you'll find one matching all the potentialities of SM.

(I worked hard for this ;-)

It's useful for the 'normal' user,& also for the programmers.

Just have a look at the overview that follows.

For those who hate reading docs,just click on the Surveymem icon,then on the Surveyprefs one,and play a bit with the configwindow buttons (each time just press 'T' or the 'Test' gadget to see the results)...But maybe it's already done?! Anyway,this should be a self-explanatory way of discovering the possibilities of the prog.

### 1.3 So What does it do??

So What does it do??

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◦ SM is a commodity,which allows you to make it popup/out when you want,and control it from Exchange or CLI-CX handlers.

◦ The window can be designed exactly as you want it,so for example you can have an extremely small window showing the amount of chipmem ,or an enormous one with a crazy font,graphical bars showing the memory amounts of chip,fast,largest etc....

You want a backdrop window? A Zoomed window? just ask!

◦ Totally Font-sensitive! Go on! Use your weirdest proportional fonts for gaining space.(Topaz 8?baaaah :)

You may use Screenfont/Sysfont/Customfont.

◦ Configurable from a separate GUI that can be accessed with a Hotkey.

◦ Public Screen support.And with the ScreenNotify.library,Surveymem will be able to remove itself from any screen,and of course to popback on the screen when it reopens.But you'll see the details later...

◦ Surveymem can be popped on when you want on the frontmost public screen (that's to say a public screen that is not the one you defined for SM).

◦ 100% assembler code for optimal speed.

Developed with Asm-One v1.25 by TFA ("Bug-One" :)

◦ Everything was made to refresh data only when needed,etc...

◦ You can also show Time+Date (localized if you have OS 3.0+/V39)

◦ Possibility of 'Marking' memory,that's to say set the counter before making some operation,and see how much memory was used by this operation.

Typically this is used before launching/after closing an application,to see

if it frees correctly all the allocated resources. This marking can of course be commanded via a hotkey.

For Programmers who'd like a more precise tracking, you can send the SM_Mark command to Surveymem's port. There is a source included illustrating this: very simple to use!

- ° Possibility of FLUSHing all the unused libraries, devices, etc... of the system, to gain some memory. This can be done automatically at a desired frequency, or by hand with a hotkey.

Very useful for Graphicians who need every bit of memory when using heavy applications

- ° Also other features I won't describe here, as this is only an overview.

Conclusion:

All these features have a cost: Surveymem is a bit bigger in size than the usual tools of this kind. So if you want a one kilobyte tool that shows "Mem: 1245212 bytes/15:00" in Topaz/8 font, this is not the good tool for you! Anyway, it's not so big (some 25 kbytes in memory), and frankly this shouldn't be a problem.

1.4 Requirements/Installation

Requirements/Installation

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\* Requirements:

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- ° OS 2.04+ (V37+)
- ° Reqttools.library (V38+) for the PrefsProgram [© Nico François ]

Also, Surveymem works more comfortably with (included) :

- ° ScreenNotify.library v1.0 [© Stefan Becker ]
- ° C:Patchcontrol v1.3 [© AlienDesign ]

Both are included, but without their respective packages, in order not to make the archive too big. That's also why Reqttools is not provided, as anybody having a correct system HAS it!

Here is where you can get a hand on the full packages (with programmers docs):

ScreenNotify.library 1.0: (on the net...) util/libs/screennotify10.lha

Patchcontrol 1.3: Belongs to the MCP package (You MUST have it!)

\* Installation

-----

Extremely easy.

° Copy Surveymem & Surveyprefs where you want. Typically Surveymem should be put in the WBstartup and Surveyprefs in the SYS:Prefs drawer.

° Reqtools.library & ScreenNotify.library in LIBS:

° Patchcontrol where you want (typically C: ). And at the very beginning of your startup-sequence, type C:Patchcontrol just after the Setpatch command. (If you have installed the very nice MCP tool, this is already done)

° Now if you want to be able to launch the Prefsprogram with a hotkey, just run the prefswindow, use the menu Special/define prefspath, and indicate where the prefsprog actually is. Then save prefs.

Not very clear? You'll see later...

## 1.5 The preferences window

The preferences window

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General options listview

Changing the different rates

Changing the priorities

Changing the Hotkeys

Fonts

Graphical Display of memory

'Print as'

Save/Use/Test/Cancel gadgets

The Menus

1.6 General options listview

General options listview

~~~~~

Here you can set which informations you want in the window, and also various other flags.

Just click on an item to set it (Y)/(N).

Here are the complete descriptions, including sometimes some tech part (Sorry

I couldn't resist... :)

\* Activate window (on open)

-----

Just what it says! :-).

\* Zoom window (on open)

-----  
Whoops!Same thing!Yeah what a nice doc!

\* Backdrop

-----  
Specify this if you want the window to be BACKDROPEd.It can be rather nice on a bare backdrop-Workbench,with no pattern/image as the window seems to be 'in' the screen.

Notes: ° A backdrop window cannot be zoomed

° If Front/Back is set,the window will try to always stay 'in the back' (if you're on a backdrop-wb don't set this,as the window'd disappear behind your image!)

\* Full Zoomtitle

-----  
If set,when the window is Zoomed,SM shows Chip & Fast amounts,and also Time & date if you've set the flag.

Note: ° The Zoomwindow width is calculated so that everything fits in it,no more,no less,so you won't lose space.

° Maybe you've noticed the original WHITE colors of the windowtitles.

I've done that because it's more visible I think.BUT...I didn't do this only for pleasure,but because the normal ('system') way of changing these titles bugs when this big sh... (sorry!) {Multiview} is present.Read the '**Multiview bugs**' chapter,it is important,wether you're a programmer or a user. :-[[

\* Pop under mouse

-----  
When Surveymem pops up,setting this flag on 'd make the window appear under the mouse pointer.

Note: ° Of course,on the 1st opening,the window pops at the saved X/Y coords.

\* Front/Back refresh

-----  
The window will 'depth-arrange' at regular intervals,defined in the 'Frontback rate'.

So,if the window is not backdrop,it'll go to front.

if the window is backdrop,it'll go to back. (logical,uh?)

Note: ° A small bug can be noticed (and it's not my fault :-).This function may cause little hangs when the user is making a 'left mouse button' operation in a window:when SM goes front/back at this moment,there is a little hang.The only program I've seen that does such interaction is CycleToMenu.Probably MagicMenus'd do

---



the same thing.

It's NOT their fault,it's NOT mine,it's just that the System seems (rough guess) to expect that a Depth-arranged window can ONLY be the ACTIVE one (for example when the user clicks on the depth gadget).So,here the user is doing something in the active window, and BLAAAM,Surveymem's window (NON-ACTIVE ;) just 'magically' goes to front,or back.So Mr system panics a bit hehehe.

This is absolutely not dangerous,of course,and can be easily prevented by using long front/back delays (ex:10 seconds).

If you have THE solution,don't hesitate!

\* Print previous column

-----

A bit useless:This enables a column that shows the deltas (variations) of memory,compared to "the amount calculated the previous time".Not very clear? Hmmm I understand you.Just try it and you'll see.It's just a little sign of your system's activity...

\* Print Marked column

-----

Same as the previous one,but this is much more useful.The first time you press the MarkHotkey (or 'M' key in the window),the counters are set to zero. When you have finished your operations (typically running & closing a program) have a look at the amounts of 'deltas'.

The MaxChip/MaxFast deltas should be zero (the largest ones needn't of course!).

But be careful:don't throw a program because it seems to lose memory.Some keep libraries open (example:the Explod program),or patches they couldn't close etc... So this is only indicative,and you should know what you're testing,in fact ;-)

These counters have 3 states:

-1st time you press 'M':counters set to zero

-2nd counters are frozen (appear in white)

-3rd counters are cleared (no info)

and of course,you can do this wherever you are thanks to the hotkey,and the 'frozen state' guarantees that when you look back at the window,the values won't have changed (because of some window opening,depth arranging,etc..)

Due to this,you can,even if SM window is closed,init the counters,launch the program to test,close it,freeze the counters,and make SM popup:the counters will be Ok.

It's quite evident that when you make such tests,you MUST only use the prog you test,and NO OTHER OPERATION THAT COULD USE MEMORY ;-)

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But this is quite logical,no ?

\*\*\*\*\* NOTE \*\*\*\*\*

Be extremely careful:the ONLY way to have precise values,is to launch the program in a debugger (or WB).This guarantees that all the variations will be caused by YOUR program.Launching from CLI is not so precise,because they may dynamically allocate buffers for running your program,etc...

\*\*Specially CLI/Shell-replacements\*\*.

\* Print Largest

-----

Print the largest info for chip & fast.This doubles the Ysize of your window but gives you instantly a view of your real one-block memory. (it's always very upsetting to have 'Mem:400 kbytes' and be unable to load a 120 Kb file,only because your largest block has become ridiculously small! ;).

If you use the following 'Vumeters handle largest' (and of course vumeters are ON),then the largest info will be displayed as a little white bar in the Maximum vumeters.Just try,it's nice,it takes less space,et is enough if you don't need to know your largest block with a 1 Kb-precision :)

Note: ° Some BADLY programmed tools have a BAD tendency:they have some BAD pointers,and they just begin poking everywhere in memory,TRASHING THE MEMORY LISTS.Another case is programs that allocate a block of memory for their data (OK),but overflow this block,so they fill NON ALLOCATED MEMORY and \*\*TRASH\*\*,this time again,the system memory lists.This causes ANY further call to Avail(Largest) to make a system alert.

Of course,as Surveyemem'd do regular calls to this function,\*IT\* would GURU (Grrrmbllll).

That's why I've made a Patch on the Exec/Alert function that informs you of the problem & forces surveyemem to quit.I hope you'll never see this error message!!

° And,if its a 'super-safe','super-beautiful','super programmed tool that cannot bug' that provokes this,and you think that it's in fact SM that is badly coded (of course!!),try this:

-Reboot after the guru,& quit Surveyemem.

-Run THE super program,very well programmed by a good programmer

-Do the same operations that usually caused a guru with SM.

-Hmm..no guru....I knew it!it was SM's fault!!

-Open a shell & type 'avail'

-Kleenex box for sale,you'll need it (nice orange flash eh?)

° By the way,that's why SM takes advantage of PatchControl to remove

safely the patch when closing.

° When SM quits (what???no you won't do it,tell me?),if Patchcontrol is not present & someone else has patched Exec/alert,there'll be a flash/beep and SM will refuse to quit.

\* Vumeters handle Largest

-----  
Already explained,hehe.

\* Print Fastmem

-----  
Hmmm....well...just enables/disables Fastmem printing if present.

\* Force Fastmem

-----  
Force Fastmem to be printed even if there is no fastmem available when SM starts.A bit experimental in fact:never tested!It was done in the hypothesis that you just add a PCMCIA flash card while your system is already running. I don't think lots of people have chosen this slow 16 bits memory extension, but if you have (sorry ;),be kind enough to tell me if this feature works or completely blows up!

\* Print Time

-----  
Add a string 'Day-Date-time' in the window (and also in the ZoomTitle if the option is also set).If the window is not wide enough,the Day,and even the Date may be striped out.

\* Autoflush

-----  
Performs an automatic Flush at regular intervals,set by the 'Flush rate'.

Anyway,wether this flag is set or not,you can flush resources by pressing the FlushHotkey or typing "F" in the SM window.

But what's "Flushing" exactly? :

Well,The system can keep in memory some libraries,fonts,etc... that are not used anymore (the programs that used them were ended),but could be reused later.This is a nice thing as these resources won't have to be loaded again when needed...but it consumes memory,that could be useful for a 'living' application ;).

So it's up to you to find the good balance:autoflush or not?!

Or maybe manually,from time to time,for example,after having used ONE prefs program needing MUI.Just flush the 200 kb library from memory after,you'll feel lighter! ;)

Personally I've set autoflush ON.

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\* AllocPens

-----

For the vumeters,I use the standard blue & black colors of the v37 system,  
and for the red color I assume that you use MagicWorkbench so that turns  
to a kind of pink :)

So this may be Ok for OS2.0 users/MagicWB users,but if you have OS3.0+/V39  
you may set this flag,and SM will try to allocate/use the best pens.  
(So you're independent of the colors of the screen).

## 1.7 Changing the different rates

### Changing the different rates

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The rates are in 10° sec (tenth of seconds),for convenience,so you can use
values ranging from 1 (10 times per sec) to 600 (every 60 sec=minute).

These rates and the Task priority determine the CPU-load of Surveymem.

The defaults values should be Ok but you may adapt them to your system/CPU.

° Refresh rate:

Try the values & just check out if it slows down your system or not.

(I noticed no problems,even with a rate of 1,but this depends of your CPU :)

You'll surely use a value under 10 (less than one sec)

° Flush rate:

You don't need to flush very frequently.Doing it by hand,or automatically
every 30 secs should be enough!

As said previously,note that NOT FLUSHING can be useful too.Up to you...

° Frontback rate:

Due to the little bug (hang) seen in general options,it's nicer to use
not-too-short delays.5-10 secs seems ok.

Note:the time refresh is independant and can't be modified.(every sec ;-))

Note for those who'd be interested:

Surveymem doesn't rely on a lousy DOS/Delay() call,or on a Vertical-blank
server for timing.

It uses timer.device requests which guarantees refresh rates that are
independant of the screenmode (unlike VBL :),so there's no speed loss
(too hugh rates) even if you have a super multisync monitor
(you lucky ones! *;-)

This is also why you can have multiple refresh rates for each option.

1.8 Changing the priorities

Changing the priorities

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- ° The most useful is the TaskPri.(Oh really? :)
- ° CX-pri is just here for 'system-guideline purposes'

## 1.9 Changing the Hotkeys

Changing the Hotkeys

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Not much to explain,I suppose you've already used a commodity ;-)

- ° Main window Hotkey:
-

Surveymem opens/closes on the pubscreen you've defined.

If the screen is not found,or was not defined,the window will open on the DefaultPubscreen.

If the ScreenNotify.library was present,SM will be able to remove itself from ANY screen....BUT it will popup back on its screen ONLY IF YOU HAVE DEFINED THE PUBSCREENNAME;this is the same restriction as in Toolmanager. Even more:when its pubscreen opens,SM jumps to it,even if it had open on another one.

Example:You defined the 'DummyDummy' pubscreen and when SM starts,there's no such screen,so it opens on defaultpub=workbench (for example).If,later you run the dummydummy program,and the screen opens,SM will jump to it.Nice no?

- ° Pubfrontpop Hotkey:
-

Makes SM open on the frontmost screen if it is public.If it is not,then will open on the default pubscreen,and put it to front.

Kind of gadget to have a temporary host screen.

- ° Flush & MarkSet Hotkeys:
-

Functions widely explains somewhere else.

- ° Prefswin Hotkey:
-

Call directly the configuration program.

For this to work,you need to define the path of the prefsprogram thanks to the Menu "Special/Define path" and save the prefs (so that Surveymem knows where to run the prefsprog!!)

Note:This can be accessed too from the Exchange program:

If you try to SHOW Surveymem,and its window is open,then the prefs are called.
(else Surveymem just pops up)

1.10 Fonts

Fonts

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You can use any font, of any size, proportional ones work perfectly (that was one of the nicest parts of the coding Grmmmmmmbl)

If the window grows too big, SM tries to reduce what can be (mainly the vumeters can be shortened), and if it's not enough, switches back to ScreenFont, or eventually Systemfont

° Screenfont: Hmmm...the font...of...hmm...well...the screen...yes yes.

-----

° Systemfont: A guaranteed non-proportional font.

-----

° Customfont: Just select it! (Reqtools makes it possible ;-)

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## 1.11 Graphical Display of memory

Graphical Display of memory

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That's what I call 'vumeters' (hem hem....)

° Vumeters type:

* None: What? You don't like them? Tss Tss...

* Normal: Blue color.

* Colored: Memory > 75% :Blue

25% < Memory < 75% :Red (or approximative)

Memory < 25% :Black

° Xsize: Width of the vumeters in pixel. Enormous values will be cut to fit

----- screen. Minimum is 30 pixels (buy a magnifier ;-)

° Ysize: Defined in % of the FontHeight. (What???)

----- Well the vumeters are of the height of the font. But you may expand this a bit....just for fun.... (???!)

1.12 Print as...

Print as...

~~~~~

° Bytes: Horrible...you can hardly read.

But very useful (precise) when using the 'Mark' debugging feature

° Kbytes/Mbytes:Hmmm...this doc makes me sick...

° Automatic:The only one :)

Note:You may think there is too much blank space (lost space),but in fact,no, everything is calculated to the minimum.

Surveyemem uses 2 'modes' (digit sizes)

- From 0 to 95 Megs of memory

- Bigger than 95 Megs (yeah! ;) (some more chars)

128 Mb cards owners,be kind to tell me....does it work??.It should!

### 1.13 Save/Use/Test/Cancel gadgets

Save/Use/Test/Cancel gadgets

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Use also their corresponding keyboards shortcuts ('T' is very handy!)

° Save: Saves the preference file (to ENV: & ENVARC:) & sends it to SM.

This also saves the X/Y positions of both windows (SM & SM_Prefs)

[Even zoomed ones].Then quits

° Use: Same thing but only to ENV: & SM.Then quits

° Test: Only sends to SM.

° Cancel:restores the previous settings,sends them to SM,and quit prefs.

1.14 The Menus

The Menus

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\* Project: Open/Save as :You can define various prefssfiles.

Save :like the gadget,but doesn't send to SM.

Quit :like 'Cancel'

\* Edit : Get last saved :from ENVARC (then use U or T to Use/Test)

Get defaults :internals (same remark)

\* Special: Define the prefspath

### 1.15 Programming facilities

Programming facilities

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Well,MARKing the memory if already quite useful,specially with the hotkey,as you can do this whenever you want/'are'.

But if you want to check out if a particular section of your code loses memory,you'd have to set a breakpoint before the routine,then set mark on, then set a breakpoint after the routine,then run,then freeze,then,then....

STOOOP this is awfully annoying!

Surveymem has a port to receive messages (mainly from the prefs program),so this port can be used to send 'Mark_orders'.These are defined in Surveymem.i So the idea is just to send a Mark_start/end messages to this port before & after the routine! yep!!

The file Surveymem_Marktest.s contains directly useable routines.

Just put Surveymem.i in INCLUDES/Misc

Sorry for C users ,there are no .h files,but don't worry it should be VERY easy to adapt from the .i (for you!).

As I don't use C at all (Couldn't even do a 'helloworld'! :),I don't want to take the risk to forget a comma or a point,which would cause the include to blow up totally hehehe.

As they say,I 'read C,write ASM' :)

If anybody makes a .h,and all the hell needed for each compiler (??),feel free to send it!thanks!

1.16 History...

History...

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v1.0 Old,very very old,the OS1.3 years...

\*\*\*\*\*

v1.1/1.2 Same thing!!

\*\*\*\*\*

v2.1 First recent release

bugged with VUMETER on machines without fastram!

\*\*\*\*\*

v2.1a

fixed the bug of v2.1

\*\*\*\*\*

v2.5a

Added new features:

-Time

-flags-options:NODETACH/FRONTBACK/NOTIME/FULLTITLE

bettered the shrink way:menubar info like with the 'big' window.



\*\*\*\*\*

v3.0

Rewritten 80% of all this old 1.3 hack code :-)

I couldn't stand anymore this horrible topaz8, and all this 1.3 ugly cooode!

So I took a good month (yes yes!!) of my summer holidays to finish this.

This is surely one of my last progs (??) as I have a heavy school work, that is not very likely to end. (hmmm within 4 years at least ;)

This version has NOTHING more to do with the old ones!

Commodity, Font support, Prefs program, v2.0 & 3.0 support etc etc

## 1.17 Distribution

Distribution

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This program has been tested carefully on various machines, and it proved to work fine until now. Of course, nothing guarantees that it will not one day make your amiga explode, poison your cat, or trash your harddisk...

hmmm feeling quite safe eh? *;-()

Surveymem is GIFTWARE. It may be distributed freely, for non commercial purposes, but the author keeps its COPYRIGHT on it, so you can't PATCH, MODIFY, or ALTER the main program or its docs.

You use this program at your own risks! It is provided "as-is", without any warranties on its reliability. I may not, by any means, be held responsible for any bugs/breakdowns/damages caused to your software/hardware, by Surveymem, even if every care has been taken to make this program as efficient and bug-free as possible.

This program may be spread freely as long as no fee other than transport/disk is asked for, and the files remain together, not modified.

(except for archiving purposes)

1.18 Thanks & Credits

Thanks & Credits

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I'd like to thank the following persons (in random order of course...)

\* Nico François:

for his precious Reqtools library.

Well, what else could I say? :)

\* Stefan Becker:

Toolmanager is a pure marvel! I'm just wondering how I could do without it before! Hotkeys & docks everywhere. Perfect!

Also a big thanks for the ScreenNotify.lib that fills a BIG lack of the OS (there aren't lots but THIS one is hardly understandable)

Thank you also for letting me use your library, Stefan!

(maybe because all the nice things I've just said? hehe ;)

\* Xulax: Hey hey! TWO icons this time!! Thanx a lot once again!

\* Gryzor:

Well, well... still waiting for a new Prowiz hehehe.

Don't worry, when I have sometimes I'll add what you've asked for in Chipsaver (clear Memchunks etc), but I'm waiting some other little things before making a newer version. Have some patience :)

\* Ian O'Connor:

Well, 'The Designer' is quite a good tool, even I was really disappointed when making the GUI, because the Fontsupport is really awful (sorry Ian!). That's why I had to spend some time readapting the output sources, so now the prefsfile uses the screenfont ONLY IF NOT PROPORTIONAL (too bad!), else it uses System font.

Anyway Designer is still THE gadtools GUI editor I think!

(don't worry you'll soon get a suggestion letter ;-)

\* All my friends & contacts (the list is not very big, but they'll recognize themselves!)

\* All those who supported me, that's to say me, myself, and I.

\* Also hellos to all the users (once again, me, I, and my own :)

## 1.19 READ THIS: Multiview/Amigaguide IS BUGGED

READ THIS: Multiview/Amigaguide IS BUGGED

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Description

Well... While finishing this doc, I experienced a really WEIRD bug, that happened in a particular situation: When using Multiview/amigaguide to read an... amigaguide doc (!), ON THE SAME SCREEN THAN SURVEYMEM, I ALWAYS had a total deadlock (crazy!!) when moving in the doc with the KEYBOARD CURSOR KEYS. All other situations seemed ok (not the same screen, not a .guide, not cursor etc...!!)

This even with a very clean system (CBM standard, no patches)

I understood later that it bugged at the moment when I changed the windowtitle!

Explanation (mainly for programmers,others skip these lines)

Well I was very upset as Surveymem was coded 100% 'clean' & I began searching the error...The problem is that is was impossible to debug/trace the program (how could I browse in a Guide doc and trace my prog step by step on the debugger screen ???? *;-)

So that's why I spent TWO days searching for THE moment when it bugged. (Of course,each time,hang & reboot!!!!)

By the way,Displaybeep is very very useful ;-)))

I finally found out what function made the whole thing blow up:I must admit it was a very dangerous system call:Intuition/Setwindowtitles !!!!!!!!!!!!!!!

Hmmm..what the hell did they do in Multiview to obtain such a beautiful result? I wonder...

No matter what the parameters were (change window/screen title,or everything to -1) --->it ALWAYS bugged.

Pfiuuuu just lucky it wasn't Wait() or Getmsg() that was the cause ;[

So just think about it when you make a program that 'd be likely to work in such a configuration.

Possible explanation (rough guess):you surely noticed that Aguide's scroll is awfully slow'n'ugly ("between jam & marmelade").Maybe it moves by blitting (ownblitter,etc etc),and doing this at high rates (key repeat) may cause the deadlock,when somebody else tries to use the blitter,in our case possibly for redrawing window's frame & gadgets.could be....

Conclusion (for EVERYBODY:***USERS READ THIS***)

So,as it became impossible to change the window titles,with the system (VERY CLEAN & USEFUL) routines [everybody NEEDS multiview,me too],I had to make some more code to handle this.Not so nice:title will sometimes not look very clean when changing the window's Zoomstate,but it's better than bugging every 5 secs,no? :-[

Another proof of this is that I had experienced this heavy bug with Eagleplayer (Hi Buggs & EagleEye!),but I never saw WHY it did bug in fact. here is the situation:easily checkable,just try:

Run EP,and open a doc etc etc...

Just skip to next music,and quickly go to the Multiview window and scroll with the keyboard as already decribed 6000 times.Total hang soon.WHEN?

Well JUST when EP tries to set its screentitle to the 'name of the module, size etc'.Great non? Tssssss what a pity.

Don't think this is an acrobatic operation just done by ONE crazy guy in

the world.it happens very easily if EP just automatically changes to next music why you read a 500 kb guide.

(or if you have configured EP-Arexx Hotkeys with Toolmanager like myself)

So careful!! Avoid keyboard with multiview,or set the 'SCREEN' tooltype in multiview prefs.

Note:my config:A1200 68020 28 Mhz,4Mb Fastmem,HD540 3.5' +HD170 3.5' Overdrive

Maybe it won't bug on your machine?hahahhaa (*sob*)

1.20 Conclusion

Conclusion

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I hope you'll like & use this program.

If you do,you'd be nice to send me a little word,and as this program is Giftware,feel free to send also postcards,wine bottles (good ones eh?), girlfriends (over 18 please),modules (Real soundchip rules!) etc...

And why not a Grab of your screen where your surveymem is,so I can check out what config you've adopted,what nice font you have,hehehe.

("One user,One config")

You may of course send nothing,which can be very easily done I figure. :[ Think of one thing:Shareware authors usually ask rather small amounts,and anyway they deserve them (none became a millionaire you know).We're more and more to ask nothing than just TO KNOW IF OUR TOOL WAS USEFUL TO SOMEBODY in the outside world.

You know,we spend our lifes in dark rooms,taking massive amounts of rays in the face from our old monitors...We never see the real light,so we have no idea of what happens in the outside...but YOU can tell us what this world looks like!!yes yes!! YOU can, simply by sending a postcard of your lost village,with a big 'THANKS' written in red on it,make a poor coder come back to life.Just imagine big tears rolling down my cheeks when receiving such a gift (\*\*\*\*SOB\*\*\*\* 'scuse me')...The emotion is too strong.

I think I won't be able to finish this doc (SOB... :)

Some words about my humble person:I'm 22,studying to become a medicine-man (Big Chief says "UGH!"...er....sorry ;-),but I manage to take (steal) some time to code (becoming harder & harder!).

Hmmm it's 1:21 in the morning I think it's time to go to bed (I HATE making docs,it takes so much time).ZZzzzzZZzzzz G'd night everybody!!

"Enter Sandman!"

My address: Alexis NASR

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(FRANCE)

Have a good day! (no,night)

The Cyborg/NGC

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