RealDrag

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	TITLE : RealDrag		
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WRITTEN BY		February 12, 2023	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

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RealDrag

1.1 RealDrag

RealDrag V1.0

By
Stuart Monteith

29 April 1996

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1.2 Introduction

Introduction

This program is for those who have problems moving windows. In most cases the
standard 'Title bar' (i.e. dragbar) is ok. However sometimes the title bar
may be obscured, along with the depth gadgets etc. RealDrag eliminates this

problem by centering the window over the pointer whenever a set of
user-defined
                qualifiers
                 are pressed (Ctrl, Alts, etc). Also, the window can
be dragged (given some
                limitations
) only without the (sometimes hard to see)
reversed window outline.

1.3 Requirements

Requirements

RealDrag requires the following:

  · An Amiga Computer (680x0)
  · AmigaOS 2.0 or above
  · About 15K RAM
  · About 13k diskspace (10k without icon)
  · A mouse

The last requirement is not a joke, only mouse movements are used.
With any luck the 680x0 requirement will be necessary – here's to the
PowerPC!

1.4 Usage

                Usage

RealDrag is written as a windowless Commodity, so if you can use
ClickToFront, you can use RealDrag. Almost.

To run RealDrag from the Workbench you can simply double click its icon, or
place it in your WBStartup drawer.

From the Shell, or a script, you will need to Run it like so:

Run <NIL: >NIL: RealDrag Options

Where
                Options
                 are the appropriate arguments.

RealDrag can be removed from the system by either using Commodities Exchange,
or by running it again with its icon, or from the Shell.
Note that from the Shell, you only need to type in RealDrag, no options
are needed.

1.5 Options

Options

RealDrag accepts options differently, depending on whether you run it from
the Workbench (with its icon) or from the Shell/Script.

From the Workbench

RealDrag accepts four tooltypes when run from it's icon:

CX_PRIORITY

DONOTWAIT

QUALIFIER

TASKPRI
From the Shell

RealDrag has the following template:

CX_PRIORITY/N/K
,
TASKPRI/N/K
,
CTRL/S,LSHIFT/S,RSHIFT/S,LALT/S,RALT/S

,LAMIGA/S,RAMIGA/S,LBUTTON/S,RBUTTON/S,MBUTTON/S
:

1.6 CX_PRIORITY

CX_PRIORITY

This option is followed by a number, indicating when it will get the input
data in relation to other Commodities. e.g. If another commodity used exactly
the same
qualifiers
as RealDrag, and RealDrag had a higher CX_PRIORITY, then
RealDrag would get the input data, the other commodity wouldn't.

1.7 DONOTWAIT

DONOTWAIT

This option is only applicable to RealDrag when it is run in the WBStartup
drawer. DONOTWAIT (with no arguments) must be present in RealDrags tooltypes

otherwise the Workbench will be locked up until RealDrag exits.

1.8 Qualifiers

Qualifiers

These are the keys that are pressed to move the current window to the pointer
RealDrag will refuse to run if you do not specify any, unless RealDrag is
already running, in which case RealDrag is removed.

Here is the complete list of them:

```
  CTRL   - Control Key
  LALT   - Left Alt
  RALT   - Right Alt
  LSHIFT  - Left Shift
  RSHIFT  - Right Shift
  LAMIGA  - Left Amiga
  RAMIGA  - Right Amiga
  LBUTTON - Left mouse button
  RBUTTON - Right mouse button
  MBUTTON - Middle mouse button
```

From the Workbench they are inserted after the QUALIFIER tooltype,
like so:

```
  QUALIFIER=CTRL|LBUTTON
```

Each qualifier (e.g. LALT) must be seperated from any additional qualifiers
with a | (it is the SHIFT+\ key), and no spaces.

From the Shell, you simply need to list the appropriate ones after
the command name, eg:

1.> Run <NIL: >MIL: RealDrag CTRL LBUTTON

There are some combinations of qualifiers I would not recommend:

```
  LBUTTON - Will lock out all left mouse button clicks.
  LBUTTON RBUTTON - Will lock up for a short time on Workbench windows
  CTRL LALT RALT LSHIFT RAMIGA LBUTTON - unless you have 3 hands!
```

I would recommend:

```
  MBUTTON - You've got it - so use it!
  **** LBUTTON - Where **** is your ClickToFront qualifier
```

1.9 TASKPRI

TASKPRI

TASKPRI specifies what priority the RealDrag process/task will be running at.
0 is the default value, but higher values allow RealDrag to run whilst other
lower priority tasks are trying to run.

TASKPRI is followed by a number, -128 to 128. 1 is recommended, 5 at the
most.

1.10 Limits

Limitation

There are of course some catches. All of these will affect the speed of
window dragging/moving.

- Number of windows
- Number of colours
- Screen mode
- Window types:
  Smart refresh windows drag more slowly than simple refresh windows.
- CPU load
- CPU   - To a certain extent

A faster RealDrag would bring the window to the front before dragging it -
defeating the point of the program.

1.11 Conditions

Conditions

I hate this bit, but here goes:

- You use this program at your own risk.
- RealDrag and its
            source code
             is public domain.
- However, please be decent and acknowledge the
            author
             where
  appropriate.
- Last of all, spread me!

RealDrag 1.0 has been written and tested on an Amiga 1200 030, 4Mb fast ram,
harddrive with AmigaOS 3.0. Also on
            Willis's
             Amiga A1200 020 1Mb Fast
AmigaOS 3.0.

1.12 Me

```
                The Author
```

If you have any
                suggestions
                , bug reports, or if you have modified the code
some way, please contact me:

Slow post:
  Stuart Monteith
  29 Woodhead Grove
  Cumbernauld
  G68 9DE
  Scotland
  United Kingdom

e-mail:
  smonteit@cs.strath.ac.uk

In case you are wondering, I am a 3rd Year Computer Science student at
Strathclyde University. Currently I am studying for exams, hence size of this
program. I wrote this program because it hadn't been written before for the
Amiga, and I kind of thought it should have been. X-Windows has it, even
Windows-95.

PS. If you try to contact me between June and September '96 (inclusive), please
don't expect a reply as I will be away. Lokk at http://www.cern.ch/ for the
Summer student programme 1996...

1.13 Thanks...

Thanks

  · Willis Nelson   - the guinea pig
  · Laurence Etchells - Thinkies guardian.
  · Ruth Davidson   - Crazzy gal
  · David Cox   - Fellow CERNer
  · Craig McAllister - Fellow Amiga devotee - on sabbatical.
  · Chris Davies   - Sparring partner?
  · Marco Negri   - Best text editor the world has seen... BED

1.14 The Future

```
                The Future
```

  · Patch windows dragbar
  · Pop to front, speed independent of # of windows
     Unless you wish windows to be dragged behind one another
                ?
                .
  · Different snapping modes? Not just to centre of window?

· A window? Not for a long while....

1.15 Source Code

Source Code

The source code for RealDrag is provided. My intention is that someone
incorporate it into a larger Commodity, such as Yak, of MultiCX. That way you
get more for less overhead.
                        Source Code

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