

stringinout

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Chapter 1

stringinout

1.1 StringInOut 4.0 -- June 10, 1993

```
StringInOut
Version 4.0
June 10, 1993
```

```
>>>>>>>>> THIS PROGRAM AND ITS SOURCE CODE IS PUBLIC DOMAIN <<<<<<<<<<
```

```
Requires AmigaDOS 2.04 or higher.
```

```
What is StringInOut?
```

```
How's this useful?
```

```
How does it work?
```

```
Does this always work?
```

```
How do I install this utility?
```

```
How do I customize StringInOut?
```

```
Can I see some startup examples?
```

```
Where will the error messages appear?
```

```
About the great author...
```

```
Anything else?
```

1.2 What is FocusWindow?

```
>>>>>>>>> What is StringInOut?
```

```
StringInOut is a commodity (requires AmigaDOS 2.04 or higher) that
```

de-activates any currently active string gadgets in the current window or activates the first string gadget in the active window. Then you can use TAB and BACKTAB to navigate through the string gadgets without having to use the mouse!

1.3 How's this useful?

>>>>>>>>> How's this useful?

Let's say you're in the database section of AmigaVision. You enter a page of data and now you want to add the record with the Insert command. You could move your hands from the keyboard to the mouse and click the button but that's annoying. Or, you could hit AMIGA-I, *if* the string gadget weren't active. Since it is active, the "i" is inserted inside the string gadget. StringInOut lets you hit a key which de-activates the string gadget so you can use keyboard shortcuts without your input going into the edit field. To get back into the string gadgets to enter more data, hit the IN-HOTKEY and the window's (or requester's) first string gadget is activated.

1.4 How does it work?

>>>>>>>>> How does it work?

When the OUT-Hotkey is pressed, a tiny requester is opened in the current window followed by a delay time that you set (see below under 'DELAY') then the requester is destroyed thereby causing the string gadget to lose focus (an OS/2 term meaning "it ain't the active spot no more!").

When the IN-Hotkey is pressed, the current window is scanned for a requester. If a requester is open, the search for a string gadget will start there. If not, the window is searched. The first *enabled* string gadget is then activated.

1.5 Does this always work?

>>>>>>>>> Does this always work?

YES! Previous versions used a different method to de-activate the active string gadget. Before, Turbotext and Final Copy II would auto-activate the first string gadget in a window if the window loses focus and then regains it. StringInOut VERSION 4 uses the 'requester-method' to de-activate the gadget so these programs now function as predicted with StringInOut!

1.6 How do I install this utility?

>>>>>>>>> How do I install this utility?

To install, just drop the icon in your WBStartup drawer!

1.7 How do I customize StringInOut?

>>>>>>>>> How do I customize StringInOut?

From the Shell or CLI.....

```
StringInOut DELAY/K/N,OUTHOTKEY/K,INHOTKEY/K,QUIET/S
```

DELAY is the amount of time (in ticks, a tick is 1/50 of a second) between the first window going active and the original window regaining focus. A delay is needed to allow Amiga Intuition to actually handle the activation stuff. The default value is 5 ticks (1/10 of a sec).

INHOTKEY is the hotkey you'll use to invoke StringInOut to activate the first string gadget of the active window. It defaults to the left-alt-F1 function key ("rawkey lalt f1"). When specifying the key on the command line be sure to enclose it in quotes!

OUTHOTKEY is the hotkey you'll use to invoke StringInOut to de-activate the current string gadget. It defaults to the left-alt-F2 function key ("rawkey lalt f2"). When specifying the key on the command line be sure to enclose it in quotes!

QUIET allows you to suppress any warnings or error information StringInOut outputs if not successful in setting itself up. Defaults to NOT being quiet. (QUIET=FALSE).

From Workbench.....

Use Icon/Information to gain access to the icon's tooltypes. The four ToolTypes available are:

DONOTWAIT -- Supported by Workbench. Leave this in so you startup runs faster (doesn't wait after each command in the startup drawer).

INHOTKEY is the hotkey you'll use to invoke StringInOut to activate the first string gadget of the active window. It defaults to the left-alt-F1 function key ("rawkey lalt f1"). When specifying the key on the command line be sure to enclose it in quotes!

OUTHOTKEY is the hotkey you'll use to invoke StringInOut to de-activate the current string gadget. It defaults to the left-alt-F2 function key ("rawkey lalt f2"). When specifying the key on the command line be sure to enclose it in quotes!

DELAY is the amount of time (in ticks, a tick is 1/50 of a second) between the first window going active and the original window regaining focus. A delay is needed to allow Amiga Intuition to actually handle the activation stuff. The default value is 5 ticks

(1/10 of a sec).

QUIET allows you to suppress any warnings or error information StringInOut outputs if not successful in setting itself up. Defaults to NOT being quiet. (QUIET=FALSE).

1.8 Can I see some startup examples?

>>>>>>>>> Can I see some startup examples?

From CLI/Shell,

```
StringInOut DELAY 25 OUTHOTKEY "rawkey shift f10"
```

-- Starts StringInOut with a 1/2 second delay between window switching with the OUT-Hotkey being a shifted-F10. (The IN-Hotkey will default to "rawkey lalt f2").

From Workbench,

Set your tooltypes to the following:

```
DELAY=10
OUTHOTKEY=rawkey alt f1
INHOTKEY=rawkey shift f1
QUIET=TRUE
```

-- Starts StringInOut with a 1/5 second delay between window switching, an OUT-Hotkey of ALT-F1, an IN-HOTKEY of SHIFT-F1 and the QUIET option turned on so no errors are reported.

1.9 Where will the error messages appear?

>>>>>>>>> Where will the error messages appear?

If you run from the CLI/Shell, errors are output to stdout (that is, the CLI/Shell window). If you start from Workbench, a requester will appear with the error message. Dropping the icon in the WBStartup drawer is considered as 'running from Workbench'.

1.10 About the great author...

>>>>>>>>> Who was the great, wonderful, fantastic, brilliant, creative,
>>>>>>>>> omnipotent Amiga genius who wrote this ultra-advanced
>>>>>>>>> technological breakthrough software?

```
John Haubrich (JohnH)
Software Sculptors
Kansas City, MO
```

Problems? Ideas? Suggestions? Requests?

InterNet: johnh@tyrell.net

1.11 Anything else?

>>>>>>>>> Anything else?

Investment/Loan and recipe management software are in the works.
Watch for them!
