SWitch

COLLABORATORS			
	TITLE : SWitch		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 12, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SWitch

1.1   SWitch 1.0 -- May 17, 1996

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                SWitch
Version 1.0
May 17, 1996

>>>>>>>>>> THIS PROGRAM IS FREEWARE <<<<<<<<<<

Requires AmigaDOS 2.04 or higher.



                What is SWitch?

                How's this useful?

                How does it work?

                How do I install this utility?

                How do I customize SWitch?

                Where will the error messages appear?

                About the great author...
               >>>>>>>>>>       THANKS TO...       <<<<<<<<<<

                Walter Watzl
           This utility was his idea.

>>>>>>>>>>>>>>>>>>>>>>>>>--<<<<<<<<<<<<<<<<<<<<<<<<<
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1.2   What is SWitch?

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>>>>>>>>>> What is SWitch?

   SWitch is a commodity (requires AmigaDOS 2.04 or higher) that pops up
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a list of all screens and windows currently open. You may select the
screen or window you want to jump to via mouse or keyboard. Plus, if
you're on a autoscrolling or "Super Bitmap" screen and using
AmigaDOS 3.0 or higher, SWitch moves the display to bring the window
into view.

1.3   How's this useful?

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

   Well, it gives you the ability to jump to screens and windows with the
   keyboard. And, if you're using a "Super Bitmap" screen, SWitch
   will snap the display to the window location so you don't have to go
   hunting!

1.4   How does it work?

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

   When you press the hotkey (default is left-alt and ESC), a window pops
   up with a list of all open screens and windows, like this:

      Workbench
         System 3.1
         Prefs
         Exchange
         Unnamed window at (0,16)
      Multiview
         intuition.doc
      TURBOTEXT
         SWitch.c
         SWitch.guide

   Window names are indented below the screen name. You can click or
   double-click the mouse to jump to any screen or window you want.
   Also, you can use the keyboard cursor keys:

   Up   Cursor = move up one item
   Down Cursor = move down one item
   SHIFT + Up   = move to previous screen in list
   SHIFT + Down = move to next screen in list
     ALT + Up   = move to the top of the list
     ALT + Down = move to the bottom of the list
   RETURN/Enter = jump to the highlighted screen or window
   ESC   = close the jump window

   Also, clicking outside the jump window or otherwise making it
   inactive, will close the jump window.

   See the
                 How do I customize SWitch?
                 link for more info.

1.5   How do I install this utility?

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

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

1.6   How do I customize SWitch?

>>>>>>>>>> How do I customize SWitch?

```
   ***********************************************************************
   * This program MUST read its startup options from the icon tooltypes. *
   * It may be started from the Shell or CLI but no options may be       *
   * specified.                                                          *
   ***********************************************************************

   From Workbench.....................

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

      DONOTWAIT
         Supported by Workbench.  Without this tooltype, Workbench will
         wait until you quit this program before its launches the next.

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

      HOTKEY
         This is the key to press to make the jump window appear.
         Default is "rawkey lalt esc".  <- that's the LEFT ALT and ESC.

      POINTERRELATIVE
         When present, jump window will appear relative to the position
         of the mouse.  To stop this from happening, change this tooltype
         to (POINTERRELATIVE).
         Defaults to not being pointer-relative.

      LEFTEDGE
         The left edge coordinate of the jump window.
         Defaults to 0.

      TOPEDGE
         The top edge coordinate of the jump window.
         Defaults to 20.

      WIDTH
         The width of the jump window.
         Defaults to 300.

      HEIGHT
         The height of the jump window.
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        Defaults to 150.

    JUMPCLICKS
        The number of clicks needed to jump to a window.  This value can
        be set to 1 or 2.  If the value is one, clicking once on a screen
        or window name will activate the window.  If the value is two, you
        must double-click the screen or window name.
        Defaults to 1.
```

1.7   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'.

1.8   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
```