

# WangiPad

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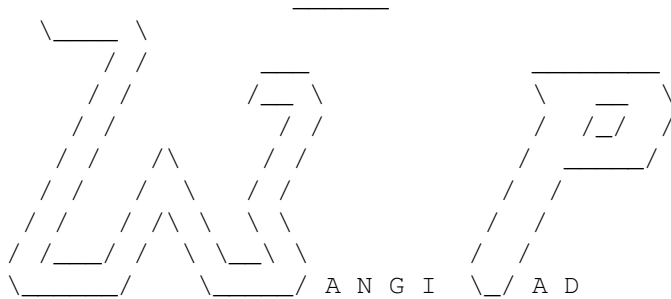
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## Chapter 1

# WangiPad

### 1.1 WangiPad Documentation



WangiPad 1.10  
 A launch pad utility  
 for your Workbench 2.04  
 Amiga.

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~Introduction~~~~~

~Features~~~~~

~Usage~~~~~

~Contact/Register~

~Version~History~~

~Ta~Billy~~~~~

-----~Distribution~-----

### 1.2 Introduction

Nice name, what does it do? WangiPad (from now on WP) is a launch pad utility, it lets you run programs easily without opening 101 drawers to get to them.

WP is different from the vast majority of launch pad utilities, it brings up a window containing a list of programs on your screen (lets call it a pad). Thereas most add items to the Workbench tools menu or create ranks or docks of buttons. The advantages of WP method is that you can get a lot more choices in a lot less space. Disadvantages... none of course.

## 1.3 Features

Why use WangiPad?

1. It uses list representation rather than buttons or menuitems, thus saving space.
2. It supports dropping icons on items, passing them as arguments to the command.
3. Each item in the list can launch a command or an ARexx command/script, or both.
4. The pad uses a user defined font, position, dimensions, titles and screen.
5. You can use a hotkey to show/hide the pad.
6. It has a separate preference editor, thus reducing the memory requirements of the main program.
7. It can launch programs as if you had double clicked them from Workbench.
8. Hotkeys can be used to launch programs.
9. Easy configuration, just drag an icon onto the window.

More detailed features can be found in the  
~Version~History~

## 1.4 Usage

```
~Installation~~~~~  
- How to get every thing set up.  
  
~Creating~a~preference~file~  
- Using WangiPrefs.  
  
~The~Pad~~~~~  
- Using WangiPad.
```

## 1.5 Installation

The easiest way to install WP is to use the included script. This script will copy "WangiPrefs" to "SYS:Prefs" (or any other directory you specify), "WangiPad" to "SYS:WBStartup" (or as before) a sample preference file to "S:" (only if WangiPad has not been installed before) and WBStart-Handler to L:

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## 1.6 WangiPrefs - How to create a preference file

WP requires a preference file in order to work, this file can be created using "WangiPrefs".

The main WangiPrefs window consists of two lists. The leftmost of these contains the actual items that will be show on the pad. The other allows global preferences of the pad to be set (such as dimensions). Double-clicking on an item in these lists causes another window to appear. The window that appears correspinds to:

"Item List" List:

All items when double-clicked bring up the  
     Edit~Pad~Item  
 window.

"Settings" List:

"Font" - Brings up a requester, from which you can select the font that you wish the Pad window to use.

"Window Title" - Brings up a requester, into which you can enter the text that should appear on the pad windows titlebar.

"Screen Title" - Brings up a requester, into which you can enter the text that should appear on the pad windows screen titlebar.

"Window" - Brings up the  
     Window~position~and~preferences  
 window.

To the left of the "List items" list there are some buttons, these allow you to change the position of items in the list, sort the list, add new items to the list and to remove items from the list.

The menus let you save the preference file (to a location other that the default), open a preference file and reset the settings to the default or last saved.

The "Save" gadget at the foot of the window will save the preference file to the default location (S:Wangi.Prefs) and quit. The "Quit" button will exit without first saving the preference file. Note : if WP is running and the preference file changes, it will automatically change to the current settings.

## 1.7 Window Position and Preferences Window

This window allows you to specify the loaction on the screen that the pad will open at, the size of the pad window and the screen it will open on.

The "Left Edge", "Top Edge", "Width" and "Height" integer gadgets allow you to enter the exact screen location (top edge and left edge) and dimensions of the window. If you use the "Grab Current" button then these fields will be set to correspond to the current pad window (assuming WangiPad is running).

The "PubScreen" string gadget lets you enter the name of the public screen that you wish the pad to appear on. If empty then the pad will appear on the default public screen (normally workbench). Entering "Workbench" will force the pad to open on the Workbench screen even if it is not the default. The names of public screens can be determined from the application that opened the screens documentation (if the screen is indeed public...). Note : the public screen name is case sensitive. If the screen can not be found then the pad will be opened on the default public screen.

The "Pad Type" cycle gadget allows you choose how the pad window will appear and also how it will be depth arranged. "Float" the pad will have a depth gadget and will behave/look like most system windows. "BackDrop" the pad will not have a depth gadget and will be undragable, also you will be unable to size the window. "Backmost" the pad will be as "Float" but every ~

LEVELTIME~

seconds it will be pushed behind all other windows.

"Frontmost" as "Backmost" but window will be brought in front of all other windows. With "No Border" selected the window will be borderless, undragable and will appear to be an integral part of your Workbench (this is the best option :)

The "backmost" and "Frontmost" options can conflict with MagicMenu - see

Known Bugs

.

The "Activation" cycle gadget allows you to use a single-click rather than a double-click to select an item in the pad (Registered version only).

## 1.8 Edit Pad Item Window

This window lets you set the commands that are executed when the ← item is selected.

The text in the "Item text" gadget will be displayed in the list. The command in the "Command" string gadget will be launched by WP (It will be launched asynchronously, equivalent to RUN). The directory in the "Directory" string gadget will first be made the current directory before the command is launched. The "Directory" and "Command" gadgets can be filled in using a file requester, which is accessed thru' the "^" button.

The priority and stacksize of the command can be specified thru' the appropriate integer gadgets.

The "Output/Output" string gadgets specifies the file to which all I/O will be redirected, eg "CON:////AUTO/WAIT" will create a console window which will only open if it is needed.

If the "Type" cycle gadget is set to "Workbench" then the command is launched as if you had double-clicked its icon. If it is set to "Shell" then it is equivalent to launching the command from the shell. When set to "ARexx" then only the ARexx command is sent. If set to "Comment" then nothing happens.

Using project icons as "Workbench" objects - see  
known bugs

.

An ARExx command can be sent to the port specified in the "ARExx Port" gadget. "ARExx Command" specifies the command to send. (Case sensitive)

Both "Command" and "Arexx Command" support argument substitution. If "[]" is found in either of these fields then they will be expanded when the item is launched. For example, consider the command "Viewtek []", you drag icons on top of the item in the list. The command is expanded to:

```
Viewtek File1 File2 File3
```

if you had selected file1, file2 and file3. If no files were selected then

```
Viewtek  
would be launched.
```

Arguments are passed by dropping the corresponding drawer or file over an item in the list. More than one file can be dropped if you use "Shift-click" (see WB manual).

If the type is set to "Workbench" then arguments are automatically used if they are passed, there is no need for the "[]" argument braces.

Argument passing functionality depends on your setup - see  
known bugs

.

The "Hotkey" string gadget lets you specify a hotkey that will activate and launch this item (Registered version only).

Dragging an icon onto the preference editors window will create an item matching then icon, other settings can then be added to it.

## 1.9 Using the Pad

In order that WP is active every time the computer is on it ←  
should be placed  
in your WBStartup drawer.

The program supports a number of icon tooltypes:

```
FROM  
PREF  
CX_PRIORITY  
CX_POPKEY
```

FROM : The preference file that the pad will use. If not specified then "S:Wangi.Prefs" is assumed.

PREF : The complete path and file name of the preferences editor. This is used when you pick the "Preferences..." menuitem. Defaults to



"SYS:Prefs/WangiPrefs".

LEVELTIME : Every "LEVELTIME" seconds the pads window depth will be changed, see

~Pad~Level~  
for details.

CX\_PRIORITY : The priority of WP in the commodities network. Defaults to -1.

CX\_POPKEY : The input description of the event that will cause the pad window to open or close. Defaults to "rawkey control w", ie Ctrl-w.

If launched from the shell then similar arguments are supported with the following template:

```
FROM, PREF/K, LEVELTIME/K/N, CX_PRIORITY/K/N, CX_POPKEY/K
```

When WP is running you can hide its pad using the hotkey set by the CX\_POPKEY argument. Pressing this hotkey when the pad is hidden will cause it to appear. The pad can also be hidden using the Hide menuitem or even the show/hide buttons in commodities exchange.

When you press the close gadget on the pad, WP does not quit the window is hidden. To quit select the Quit menuitem or remove from Commodities exchange.

The "Preferences..." menuitem will run WangiPrefs, allowing you to edit the items on the current pad.

You can have more than one copy of WP active at a time.

For more background information see the  
Using~WangiPrefs  
section, in  
particular for details on  
argument~substitution  
.

If an error occurs when WP is initialising then it will return one of the following error codes:

1. Can't open gadtools.library (or version too old, V36 needed).
2. Can't open graphics.library.
3. Can't open workbench.library (or version too old, V36 needed).
4. Can't open commodities.library (or version too old, V37 needed).
5. Can't open diskfont.library.
6. Can't open icon.library.
7. Unable to load the preference file (most common error).
8. Can't open the window.
9. Can't initialise commodities bits.
10. Can't initialise inter-process-communication bits
11. Can't initialise the AppWindow stuff.
12. Can't initialise DOS Notify stuff.
13. Can't initialise timer bits 'n' bobs.

NOTE: WangiPad will fail without an error if it cant open intuition.library,

or the system is not Workbench 2.04 or higher.

## 1.10 Contact

WangiPad was programmed by Lee Kindness, I can be contacted at:

Lee Kindness  
8 Craigmarn Road  
Old Portlethen Village  
ABERDEEN AB1 4QR  
SCOTLAND

WangiPad is shareware, if you find the program useful and use it on a regular basis then I invite you to send me a £10 (or equiv.) registration fee. In return you will be sent a disk containing the latest registered version of WP and at least ten other interesting programs by myself (nae bad eh?). If you think £10 is to much then send me a gift or something, or just tell me you use WP.

Any bug reports and other correspondence is also welcome.

~Known~'Bugs'~

Auld Lang Syne  
LSK \_\//

## 1.11 Known Bugs

A couple of peculiarities (NOT Bugs :) exist in WangiPad, here they are:

Argument Passing:

The above argument substitution works on any item in the list if you are using Workbench 3. However if you are using Workbench 2 then it will only work on the first window full of items. No arguments will be passed to any items apart from the first pad full. This is due to limitations of Workbench 2.

PadType:

If you are using MagicMenus then the "Backmost" and "Frontmost" options will create a menu timeout every LEVELTIME seconds if the menu is in use then. This is not a bug of WangiPad, rather it is a documented side effect of MagicMenu, see the documentation of MagicMenu for more info.

Workbench launch of programs:

If you configure a project icon as a "Workbench" item then it will only launch successfully if the tooltype of icon is not relative, ie a tooltype of "IconX" will fail, "C:IconX" will succeed. This is a bug with WBStart-Handler.

## 1.12 Version History

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WangiPad was programmed using Highspeed Pascal on an A1200 with a 68030 CPU, 6 MB RAM and 120 MB HD.

WangiPad has been tested using Enforcer... It has not punched me!

(REG) indicates feature is only available if you register.

- 1.0 : 20.11.94
    - + Initial version.
  - 1.1 : 24.11.94
    - + Added "PREF" tooltype and the "About..." and "Preferences..." menuitems to WangiPad.
  - 1.2 : 04.12.94
    - + Added the "Pad Level" MX gadgets, these control if the pad is always the front window, backwindow, floating or a backdrop window. Added the "LEVELTIME" option to set the time in seconds that it is cheked, defaulting to 5 seconds.
  - 1.3 : 11.12.94
    - + Added the "Type" cycle gadget to the edit pad item window, commands can now be launched as if they were double clicked from Workbench.
  - 1.4 : 12.12.94
    - + Added "ARexx" and "Comment" to the "Type" cycle gadget in the edit pad window.
    - + When the "Preferences..." menuitem is selected from the pad, the current preference file that the pad is using is edited and not the default.
  - 1.5 : 12.12.94
    - + Added "No Border" to the "Pad Level" radio gadgets, with this option the pad has no borders, it appears as if the list is directly on and part of the Workbench.
  - 1.6 : 13.12.94
    - + Changed the "Pad Level" radio button gadgets to "Pad type" cycle gadget
    - + Added "ScrollerW" slider gadget, set the width of the scroller on the pad.
    - + Changed the "Priority" integer gadget in the edit pad item window to a slider gadget.
    - + \*Huge\* cosmetic face lift to the preferences program. How has backfilled areas around the gadgets in all the windows (ala asl requesters).
  - 1.7 : 20.12.94
    - + Shell commands now inherit their path from WangiPad when WangiPad has been started from the Workbench. (A LOT OF WORK)
    - + When an item is "Remove"d from the "List Items" list the list no longer moves up to the top item.
    - + Escape, "Q" and "q" now quit WangiPad, (when pad window is active).
    - + "H" and "h" hides the pad window.
  - 1.8 : 03.01.95
    - + Now uses a key file.
    - + Can now use either a single or a double click to select an item in
-

the pad (REG) (suggested by Bill Falls).  
 + Items can now have hotkeys (REG) (suggested by Bill Falls).  
 + Ctrl-C when pad is active quits.

1.9 : 04.01.95

+ bugfix, if you picked an invalid font the pad would open with no text,  
 now defaults to topaz.  
 + default CX\_PRIORITY changed from 0 to -1.

1.10 : 05.01.95

+ Added AppWindow, if you drop an icon on the prefs editor window then a  
 new item matching it will be added to the list.

### 1.13 T,T,Ta Billy...

Thanks goto Adam Kindness, Tom Pettigew and Jon Pettigrew for daily testing  
 of my programs.

A big thanks to Stefan Becker for WBStart-Handler.

### 1.14 Auld Lang Syne

Auld Lang Syne

=====

Now you know the proper words for next Newyear.

Should auld acquaintance be forgot,  
 And never brought to min' ?  
 Should auld acquaintance be forgot,  
 And days o' auld lang syne?

(Chorus)

For auld lang syne, my dear,  
 For auld lang syne,  
 We'll tak a cup o' kindness yet,  
 For auld lang syne!

We twa ha'e run about the braes,  
 And pu'd the gowans fine;  
 But We've wandered mony a weary foot  
 Sin' auld lang syne.  
 For auld, etc.

We twa ha'e paidl'd in the burn  
 Frae mornin' sun till dine;  
 But seas between us braid ha'e roared  
 Sin' auld lang syne.  
 For auld, etc.

And there's a hand, my trusty fiere,

And gi'e's a hand o' thine;  
And we'll tak a right guid-willie waught,  
For auld lang syne.  
For auld, etc.

And surely ye'll be your pint-stoup,  
And surely I'll be mine;  
And we'll tak a cup o' kindness yet  
For auld lang syne.  
For auld, etc.

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