```
;/* Jumpy.c - Execute me to compile me with Lattice 5.10a
LC -b1 -cfistq -v -y -j73 Jumpy.c
Blink FROM LIB:c.o,Jumpy.o TO Jumpy LIBRARY LIB:LC.lib,LIB:Amiga.lib
quit
*/

#include <intuition/intuition.h>
#include <intuition/screens.h>
#include <graphics/text.h>
#include <libraries/gadtools.h>

#ifdef LATTICE
#include <string.h>
#include <clib/alib_protos.h>
#include <clib/exec_protos.h>
#include <clib/intuition_protos.h>
#include <clib/gadtools_protos.h>
#include <clib/graphics_protos.h>
/* disable SAS/C CTRL-C handing */
int             CXBRK(void)
{
    return (0);
}
int             chkabort(void)
{
    return (0);
}

#endif

struct IntuitionBase *IntuitionBase;
struct GfxBase *GfxBase;
struct Library *GadToolsBase;
struct Library *IconBase;
struct Library *CxBase;

LONG            main(LONG, UBYTE **);

LONG
main(LONG argc, UBYTE ** argv)
{
    struct Window       *window;
    struct IntuiMessage *imsg;
    struct Gadget       *gadgetcontext;
    struct Gadget       *gadget, *nextscreengadget;
    struct NewGadget     ng;
    struct TextExtent    textextent;
    UWORD                left, top;
    void                *visualinfo;
    UBYTE               *startupname;
    UBYTE                namebuffer[MAXPUBSCREENNAME];
    UBYTE              **tooltypes;
    BOOL                 ABORT = FALSE;

    if (IntuitionBase = OpenLibrary("intuition.library", 37))
    {
        /* Open GfxBase to use TextExtent() so we can handle proportional fonts */
        if (GfxBase = OpenLibrary("graphics.library", 37))
        {
            if (GadToolsBase = OpenLibrary("gadtools.library", 37))
            {

                /*
                 * Open commodities & icon.library so we can use ArgArray
                 * functions
                 */
                if (CxBase = OpenLibrary("commodities.library", 37))
                {
                    if (IconBase = OpenLibrary("icon.library", 37))
                    {
                        left = 50;
                        top = 50;                /* Initial offset */
                        /* Note that these are functions in amiga.lib */
                        if (tooltypes = ArgArrayInit(argc, argv))
                        {
                            startupname =
                                ArgString(tooltypes, "PUBSCREEN", "Workbench");
                            strcpy(namebuffer, startupname);
                            ArgArrayDone();
                        }
                        else
                            strcpy(namebuffer, "Workbench");
                        do
                        {
                            /* open a window with tags */
                            /* no NewWindow structure, tags only */
                            if (window = OpenWindowTags(NULL,
                                        /* Open at far left corner */
                                        WA_Left,  left,
                                        WA_Top,   top,
                                        WA_Width, 150,
                                        WA_Height, 80,
                                        WA_Title, (LONG) "jumpy",
                                        WA_PubScreenName, (LONG) namebuffer,
                                        /* if no pubscreen with this name exists... */
                                        WA_PubScreenFallBack, TRUE,
                                        /* ...fall back on default pubscreen */
                                        WA_Flags, WFLG_DRAGBAR | WFLG_DEPTHGADGET |
                                            WFLG_CLOSEGADGET | WFLG_ACTIVATE |
                                            WFLG_SMART_REFRESH | WFLG_NOCAREREFRESH,
                                        WA_IDCMP, IDCMP_CLOSEWINDOW | IDCMP_GADGETUP,
                                        TAG_DONE))
                            {

                                /*
                                 * Get the visual info gadtools needs for the
                                 * screen we opened on
                                 */
                                if (visualinfo = GetVisualInfoA(window->WScreen, NULL))
                                {

                                    /*
                                     * Create a simple gadtools button and sort
                                     * of lay it out. Note this doesn't do any
                                     * checking for legal (window) dimensions.
                                     */
                                    if (gadget = CreateContext(&gadgetcontext))
                                    {

                                        /*
                                         * Use TextExtent to handle
                                         * proportional fonts
                                         */
                                        TextExtent(&(window->WScreen->RastPort),
                                                      "Jump", 4, &textextent);
                                        ng.ng_Width = textextent.te_Width + 8;
                                        ng.ng_LeftEdge = (window->Width / 2) -
                                                          (ng.ng_Width / 2);
                                        ng.ng_Height = textextent.te_Height + 4;
                                        ng.ng_TopEdge = (
                                            (window->Height - window->BorderTop -
                                                window->BorderBottom) / 2) +
                                            (ng.ng_Height / 2);
                                        ng.ng_TextAttr = window->WScreen->Font;
                                        ng.ng_GadgetText = "Jump";
                                        ng.ng_VisualInfo = visualinfo;
                                        ng.ng_GadgetID = 1;
                                        ng.ng_Flags = PLACETEXT_IN;
                                        nextscreengadget = gadget =
                                            CreateGadget(BUTTON_KIND, gadget, &ng,
                                                         TAG_END);
                                        AddGList(window, gadget, -1, -1, NULL);
                                        RefreshGList(gadget, window, NULL, -1);
                                        GT_RefreshWindow(window, NULL);

                                        WaitPort(window->UserPort);
                                        while (imsg = (struct IntuiMessage *)
                                            GetMsg(window->UserPort))
                                        {
                                            if (imsg->Class == IDCMP_CLOSEWINDOW)
                                                ABORT = TRUE;
                                            else if (imsg->Class = IDCMP_GADGETUP)
                                                NextPubScreen(window->WScreen,
                                                              namebuffer);
                                            ReplyMsg((struct Message *) imsg);
                                        }
                                        RemoveGadget(window, nextscreengadget);
                                        FreeGadgets(gadgetcontext);
                                    }
                                    FreeVisualInfo(visualinfo);
                                }
                                left = window->LeftEdge;
                                top = window->TopEdge;
                                CloseWindow(window);
                            }
                        } while (ABORT == FALSE);

                        CloseLibrary(IconBase);
                    }
                    CloseLibrary(CxBase);
                }
                CloseLibrary(GadToolsBase);
            }
            CloseLibrary(GfxBase);
        }
        CloseLibrary(IntuitionBase);
    }
    return (0);
}
```

```
;/* Zoom.c - Execute me to compile me with Lattice 5.10a
LC -b1 -cfistq -v -y -j73 Zoom.c
Blink FROM LIB:c.o,Zoom.o TO Zoom LIBRARY LIB:LC.lib,LIB:Amiga.lib
quit
*/
#include <intuition/intuition.h>
#include <intuition/screens.h>

#ifdef LATTICE
#include <clib/exec_protos.h>
#include <clib/intuition_protos.h>
/* disable SAS/C CTRL-C handing */

int             CXBRK(void)
{
    return (0);
}

int             chkabort(void)
{
    return (0);
}
#endif

struct IntuitionBase *IntuitionBase;

LONG            main(void);

LONG main(void)
{
    struct IBox     ibox;    /* The structure we'll use to specify the zoom'ed
                              * dimension. */
    struct Screen  *wbscreen;
    struct Window  *window;
    struct Message *msg;     /* Make this an IntuiMessage when you want to use
                              * it */


    if (IntuitionBase = OpenLibrary("intuition.library", 37))
    {

        /* Lock workbench screen so we can watch it closely */
        if (wbscreen = LockPubScreen("Workbench"))
        {

            /*
             * Generate a nice position for the zoom'ed window. Note that this
             * specifies the INITIAL position of the window. Since we don't
             * have a size gadget, the user can't change the height and width,
             * but the offset is changed as the window is dragged.
             */
            ibox.Left = wbscreen->Width - 180;   /* far right corner */
            ibox.Top = wbscreen->BarHeight + 1;  /* Just below screen bar */
            ibox.Width = 180;
            /* ght of the window topborder */
            ibox.Height = wbscreen->WBorTop + wbscreen->Font->ta_YSize + 1;

            /* open a window with tags */
            if (window = OpenWindowTags(NULL,    /* no NewWindow structure,
                                                  * tags only */
                                        WA_Left, 0,     /* Open at far left
                                                         * corner */
                                        WA_Top, wbscreen->BarHeight + 1,
                                        WA_Width, 200,
                                        WA_Height, 100,
                                        WA_Title, (LONG) "A simple window",
                WA_Flags, WFLG_DRAGBAR | WFLG_DEPTHGADGET | WFLG_CLOSEGADGET |
                     WFLG_ACTIVATE | WFLG_SIMPLE_REFRESH | WFLG_NOCAREREFRESH,

                                        /* Only interested in closewindow      */
                                        WA_IDCMP, IDCMP_CLOSEWINDOW,

                                        /* pass the alternate zoom dimension   */
                                        WA_Zoom, (LONG) & ibox,

                                        TAG_DONE))
            {
                /* And just wait for windowclose */
                WaitPort(window->UserPort);
                /* clear the message port */
                while (msg = GetMsg(window->UserPort))
                    ReplyMsg(msg);

                CloseWindow(window);
            }
            UnlockPubScreen(NULL, wbscreen);
        }
        CloseLibrary(IntuitionBase);
    }
}
```

```
/*
 * Hide.h
*/

UWORD chip      ImageI1Data[] =
{
/* Plane 0 */
    0x0000, 0x0000, 0x0000, 0x0000, 0x0000, 0x8208, 0x0000, 0x0000,
    0x8208, 0x7FFF, 0xFFFF, 0xFEF8, 0x4000, 0x0000, 0x00A8, 0x4000,
    0x0000, 0x0048, 0x4000, 0x0000, 0x00A8, 0x4000, 0x0000, 0x0048,
    0x4000, 0x0000, 0x00A8, 0x4000, 0x0000, 0x0008, 0x4000, 0x0000,
    0x0008, 0x4000, 0x0000, 0x00E8, 0x4000, 0x0000, 0x0008, 0xFFFF,
    0xFFFF, 0xFFF8,
/* Plane 1 */
    0xFFFF, 0xFFFF, 0xFFF8, 0x8000, 0x0000, 0x4100, 0x8000, 0x0000,
    0x4100, 0x8000, 0x0000, 0x0100, 0xC000, 0x0000, 0x0110, 0xC000,
    0x0000, 0x0110, 0xC000, 0x0000, 0x0110, 0xC000, 0x0000, 0x0110,
    0xC000, 0x0000, 0x0110, 0xC000, 0x0000, 0x0110, 0xC000, 0x0000,
    0x0110, 0xC000, 0x0000, 0x0110, 0xFFFF, 0xFFFF, 0xFFF0, 0x0000,
    0x0000, 0x0000,
};

struct Image    ImageI1 =
{
    0, 0,                    /* Upper left corner */
    45, 14, 2,               /* Width, Height, Depth */
    ImageI1Data,             /* Image data */
    0x0003, 0x0000,          /* PlanePick, PlaneOnOff */
    NULL                     /* Next image */
};

UWORD chip      ImageI2Data[] =
{
/* Plane 0 */
    0x0000, 0x0000, 0x0000, 0x7FFF, 0xFFFF, 0xBEF8, 0x7FFF, 0xFFFF,
    0xBEF8, 0x7FFF, 0xFFFF, 0xFEF8, 0x4000, 0x0000, 0x00E8, 0x4000,
    0x0000, 0x00E8, 0x4000, 0x0000, 0x00E8, 0x4000, 0x0000, 0x00E8,
    0x4000, 0x0000, 0x00E8, 0x4000, 0x0000, 0x00A8, 0x4000, 0x0000,
    0x00A8, 0x4000, 0x0000, 0x00E8, 0x4000, 0x0000, 0x0008, 0xFFFF,
    0xFFFF, 0xFFF8,
/* Plane 1 */
    0xFFFF, 0xFFFF, 0xFFF8, 0xFFFF, 0xFFFF, 0x7DF0, 0xFFFF, 0xFFFF,
    0x7DF0, 0x8000, 0x0000, 0x0100, 0xC000, 0x0000, 0x0150, 0xC000,
    0x0000, 0x01B0, 0xC000, 0x0000, 0x0150, 0xC000, 0x0000, 0x01B0,
    0xC000, 0x0000, 0x0150, 0xC000, 0x0000, 0x01F0, 0xC000, 0x0000,
    0x01F0, 0xC000, 0x0000, 0x0110, 0xFFFF, 0xFFFF, 0xFFF0, 0x0000,
    0x0000, 0x0000,
};

struct Image    ImageI2 =
{
    0, 0,                    /* Upper left corner */
    45, 14, 2,               /* Width, Height, Depth */
    ImageI2Data,             /* Image data */
    0x0003, 0x0000,          /* PlanePick, PlaneOnOff */
    NULL                     /* Next image */
};

struct DiskObject AppIconDObj =
{
    0,
    0,
    {                        /* Embedded Gadget Structure */
        NULL,                /* Next Gadget Pointer */
        0, 0, 45, 15,        /* Left,Top,Width,Height */
        GFLG_GADGHIMAGE,
        0,                   /* Activation Flags */
        0,                   /* Gadget Type */
        (APTR) & ImageI1,    /* Render Image */
        (APTR) & ImageI2,    /* Select Image */
        NULL,                /* Gadget Text */
        NULL,                /* Mutual Exclude */
        NULL,                /* Special Info */
        0,                   /* Gadget ID */
        NULL,                /* User Data */
    },
    0,                       /* Icon Type */
    NULL,                     /* Default Tool */
    NULL,                     /* Tool Type Array */
    NO_ICON_POSITION,         /* Current X */
    NO_ICON_POSITION,         /* Current Y */
    NULL,                     /* Drawer Structure */
    NULL,                     /* Tool Window */
    0                         /* Stack Size */
};
```

```
;/* Hide.c - Execute me to compile me with Lattice 5.10a
LC -b1 -cfistq -v -y -j73 Hide.c
Blink FROM LIB:c.o,Hide.o TO Hide LIBRARY LIB:LC.lib,LIB:Amiga.lib
quit
*/

#include <intuition/intuition.h>
#include <intuition/screens.h>
#include <graphics/text.h>
#include <libraries/gadtools.h>
#include <workbench/startup.h>
#include <workbench/workbench.h>
#include "hide.h"

#ifdef LATTICE
#include <clib/alib_protos.h>
#include <clib/exec_protos.h>
#include <clib/intuition_protos.h>
#include <clib/gadtools_protos.h>
#include <clib/graphics_protos.h>
#include <clib/wb_protos.h>

/* disable SAS/C CTRL-C handing */
int             CXBRK(void)
{
    return (0);
}
int             chkabort(void)
{
    return (0);
}

#endif

struct IntuitionBase *IntuitionBase;
struct GfxBase *GfxBase;
struct WorkbenchBase *WorkbenchBase;
struct Library *GadToolsBase;

LONG            main(void);

LONG
main(void)
{
    struct Window  *window;
    struct IntuiMessage *imsg;
    struct Gadget  *gadgetcontext;
    struct Gadget  *gadget, *hidegadget;
    struct MsgPort *appport;
    struct NewGadget ng;
    struct TextExtent textextent;
    struct AppIcon *appicon = NULL;
    struct AppMessage *appmsg;
    UWORD           left, top;
    void           *visualinfo;
    ULONG           signal, windowsignal, waitmask;
    BOOL            ABORT = FALSE;
    BOOL            CONTINUE, ICONIFY;

    if (IntuitionBase = OpenLibrary("intuition.library", 37))
    {
        /* Open GfxBase to use TextExtent() so we can handle proportional fonts */
        if (GfxBase = OpenLibrary("graphics.library", 37))
        {
            /* Open gadtools for that lonely gadget */
            if (GadToolsBase = OpenLibrary("gadtools.library", 37))
            {
                if (WorkbenchBase = OpenLibrary("workbench.library", 37))
                {
                    /* Message to receive appmessage on */
                    if (appport = CreateMsgPort())
                    {
                        /* open a window with tags */
                        left = top = 50;
                        do
                        {
                            /* no NewWindow structure, tags only */
                            if (window = OpenWindowTags(NULL,
                                             /* Open at far left corner */
                                             WA_Left, left,
                                             WA_Top, top,
                                             WA_Width, 150,
                                             WA_Height, 80,
                                             WA_Title, (LONG) "hide",
                                             WA_Flags, WFLG_DRAGBAR |
                                                 WFLG_DEPTHGADGET | WFLG_CLOSEGADGET |
                                                 WFLG_ACTIVATE | WFLG_SMART_REFRESH |
                                                 WFLG_NOCAREREFRESH,
                                             WA_IDCMP,
                                                 IDCMP_CLOSEWINDOW | IDCMP_GADGETUP,
                                             TAG_DONE))
                            {
                                windowsignal = 1L << window->UserPort->mp_SigBit;
                                /*
                                 * Get the visual info gadtools needs for the
                                 * screen we opened on
                                 */
                                if (visualinfo = GetVisualInfoA(window->WScreen, NULL))
                                {

                                    /*
                                     * Create a simple gadtools button and sort
                                     * of lay it out
                                     */
                                    if (gadget = CreateContext(&gadgetcontext))
                                    {

                                        /*
                                         * Use TextExtent to handle
                                         * proportional fonts
                                         */
                                        TextExtent(&(window->WScreen->RastPort),
                                                   "Hide", 4, &textextent);
                                        ng.ng_Width = textextent.te_Width + 8;
                                        ng.ng_LeftEdge = (window->Width / 2)
                                                             - (ng.ng_Width / 2);
                                        ng.ng_Height = textextent.te_Height + 4;
                                        ng.ng_TopEdge = (
                                            (window->Height - window->BorderTop
                                                - window->BorderBottom) / 2)
                                            + (ng.ng_Height / 2);
                                        ng.ng_TextAttr = window->WScreen->Font;
                                        ng.ng_GadgetText = "Hide";
                                        ng.ng_VisualInfo = visualinfo;
                                        ng.ng_GadgetID = 1;
                                        ng.ng_Flags = PLACETEXT_IN;
                                        hidegadget = gadget =
                                            CreateGadget(BUTTON_KIND, gadget,
                                                         &ng, TAG_END);
                                        AddGList(window, gadget, -1, -1, NULL);
                                        RefreshGList(gadget, window, NULL, -1);
                                        GT_RefreshWindow(window, NULL);

                                        CONTINUE = TRUE;
                                        waitmask = windowsignal|
                                                       1L << appport->mp_SigBit;
                                        do
                                        {
                                            signal = Wait(waitmask);
```

```
          if (signal & windowsignal)
            {
                while (imsg = (struct IntuiMessage *)
                    GetMsg(window->UserPort))
                {
                    if (imsg->Class ==
                            IDCMP_CLOSEWINDOW)
                    {
                        ABORT = TRUE;
                        CONTINUE = FALSE;
                        ICONIFY = FALSE;
                    }
                    else
                    if (imsg->Class == IDCMP_GADGETUP)
                        ICONIFY = TRUE;
                    ReplyMsg((struct Message *) imsg);
                }
            }
            if (signal & (1L << appport->mp_SigBit))
            {
                while (appmsg = (struct AppMessage *)
                    GetMsg(appport))
                {

                    /*
                     * If am->NumArgs is zero
                     * the user double-clicked
                     * on our icon, otherwise
                     * one or more icons were
                     * dropped on top of it.
                     */
                    if (appmsg->am_NumArgs == 0)
                    {
                        RemoveAppIcon(appicon);
                        CONTINUE = FALSE;
                    }
                    ReplyMsg(
                        (struct Message *) appmsg);
                }
            }
            if (ICONIFY)
            {

                /*
                 * Add appicon, close window if
                 * succesful
                 */
                appicon = AddAppIcon(1, NULL, "Hide",
                    appport, NULL, &AppIconDObj, NULL);
                if (appicon == NULL)
                {
                    DisplayBeep(window->WScreen);
                }
                else
                {
                    RemoveGadget(window, hidegadget);
                    left = window->LeftEdge;
                    top = window->TopEdge;
                    CloseWindow(window);
                    window = NULL;
                    /* there is no window
                     * message port anymore */
                    waitmask =
                        1L << appport->mp_SigBit;
                }
                ICONIFY = FALSE;
            }
        } while (CONTINUE == TRUE);
        if (window)
            RemoveGadget(window, hidegadget);
        FreeGadgets(gadgetcontext);
    }
    FreeVisualInfo(visualinfo);
}
```

```
                                if (window)
                                {
                                    left = window->LeftEdge;
                                    top = window->TopEdge;
                                    CloseWindow(window);
                                }
                            }
                        } while (ABORT == FALSE);
                        DeleteMsgPort(appport);
                    }
                    CloseLibrary(WorkbenchBase);
                }
                CloseLibrary(GadToolsBase);
            }
            CloseLibrary(GfxBase);
        }
        CloseLibrary(IntuitionBase);
    }
    return (0);
}
```