

**LockWindow**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> LockWindow		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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## Chapter 1

# LockWindow

### 1.1 LockWindow.doc

```
--AMOK-Header-- ()  
--background--  
--history-- ()  
--interface-- ()  
ClearWaitPointer()  
LockWindow()  
SetWaitPointer()  
UnlockWindow()
```

### 1.2 LockWindow/--AMOK-Header--

```
Program.      LockWindow.mod  
Author.       Albert Weinert [awn], Kai Bolai [kai],  
Author.       hartmut Goebel [hG], Oliver Knorr [olk]  
Version.      $VER: LockWindow.mod 1.4 (16.2.95)  
Copyright.    Freeware  
Language.     Oberon  
Translator.   Amiga Oberon 3.11  
Contents.     Procedures for setting a "busy"-mousepointer and for "locking"  
Contents.     windows, so all user input is blocked.
```

### 1.3 LockWindow/--background--

The "User Interface Style Guide" (UISG) suggests that the user should be informed when a window can temporary not accept any input. The most simple possibility is to use a "busy" mouse-pointer. A "busy"-pointer has a special look defined in the UISG.

This module gives you one set of procedures to set and remove only the busy-pointer and another to both change the mouse-pointer and block all user input by opening an invisible Intuition Requester.

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## 1.4 LockWindow/--history--

V1.4 : 16-Feb-1995 [olk]  
 UnlockWindow() uses ClearWaitPointer() instead of I.ClearPointer().  
 All procedures now check for NIL-pointers.  
 Documentation revised and translated to English.

V1.3 : 24-Sep-1993 [awn]  
 New documentation in AutoDoc-Format.

V1.2 : 19-Sep-1993 [hG] (based on V1.1)  
 LockWindow() now uses SYSTEM.ALLOCATE().  
 Under V39+ the default BusyPointer is used.  
 Now works with garbage collector.  
 Needs V39 Interfaces.

V1.1.1 : ??-???-???? [kai]  
 Under V39+ the default BusyPointer is used.

V1.1 : 19-Aug-1992 [awn]  
 Mouse-pointer setting has been moved to separate Procedures.

V1.0 : 02-Aug-1992 [awn]  
 First working version.

## 1.5 LockWindow/--interface--

```
DEFINITION LockWindow;

IMPORT
  I := Intuition;

PROCEDURE SetWaitPointer(window: I.WindowPtr);
PROCEDURE ClearWaitPointer(window: I.WindowPtr);
PROCEDURE LockWindow(window: I.WindowPtr): I.RequesterPtr;
PROCEDURE UnlockWindow(VAR req: I.RequesterPtr);

END LockWindow.
```

## 1.6 LockWindow/ClearWaitPointer

NAME  
 ClearWaitPointer -- set a window's mouse-pointer to "normal"-state

SYNOPSIS  
 ClearWaitPointer (window: I.WindowPtr)

FUNCTION  
 Removes the "busy" mouse-pointer from a window.

INPUTS  
 window = Intuition Window that shall get a "normal" mouse-pointer,

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as defined in preferences.

#### NOTES

#### SEE ALSO

SetWaitPointer()

## 1.7 LockWindow/LockWindow

#### NAME

LockWindow -- lock an Intuition Window

#### SYNOPSIS

LockWindow (window: I.WindowPtr): I.RequesterPtr

#### FUNCTION

Locks an Intuition Window by opening an invisible Requester, so all user input is completely blocked. To give the user a visible hint for this, the mouse-pointer is set to "busy"-look with SetWaitPointer().

#### INPUTS

window = Intuition Window that shall be locked

#### RESULTS

Pointer to the invisible Intuition Requester. Use it to unlock the Window again.

#### EXAMPLE

```
MODULE Test.

IMPORT lw := LockWindow,
       I  := Intuition,

VAR req: I.RequesterPtr;
    win: I.WindowPtr;

BEGIN
    [.....]
    req := lw.LockWindow( win );
    [.....]
    lw.UnlockWindow( req );
END Test.
```

#### NOTES

#### BUGS

The size-gadget of a locked window (if it has one) can still be used. So please mind that the user might have changed the window size while it was locked.

#### SEE ALSO

UnlockWindow(), SetWaitPointer(), Intuition/Request()

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## 1.8 LockWindow/SetWaitPointer

### NAME

SetWaitPointer -- set a window's mouse-pointer to "busy"-state

### SYNOPSIS

SetWaitPointer (window: I.WindowPtr)

### FUNCTION

Changes the look of an Intuition Window's mouse-pointer to "busy".

### INPUTS

window = Intuition Window that shall get a "busy" mouse-pointer.

### NOTES

Running und Intuition V39 or higher, the busy-pointer defined in preferences will be used. Under ealier versions, the busy-pointer suggested by the UISG (a clock) will be used.

This Procedure only changes the mouse-pointer look, input is *\*not\** blocked by this.

### SEE ALSO

ClearWaitPointer(), LockWindow()

## 1.9 LockWindow/UnlockWindow

### NAME

UnlockWindow -- unlock an Intuition Window

### SYNOPSIS

UnlockWindow (VAR req: I.RequesterPtr)

### FUNCTION

Unlocks a window that has been locked with LockWindow() and restores the normal mouse-pointer.

### INPUTS

req = Pointer to the Requester returned by LockWindow().

### NOTES

### SEE ALSO

LockWindow(), ClearWaitPointer()

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