

Subject: : AmigaOS4

Topic: : Is there a way to avoid blocking of everything else, when hold the LMB over icon on WB ?

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Situations is : let's say we run something in a window on the workbench. It doesn't matter what exactly : be it sdl apps, or pure amigaos-native-api with pure usage of graphics.library functions only, the matter that we run something which not only static, but have some movements.

Now, when we by left mouse button grab any icon on workbench screen, and hold the mouse button, everything else on screen freezes. Music didn't blocked through, but everything else is freezes, until i didn't realize mouse button.

Question is: is it priorities issues, or it design flaw ? I mean, what the problem to move icon over the screen without blocking everything ? Or it is possible, and there is some option in the WB settings ?