

Subject: : AmigaOS4

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

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

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URL:

It happens because of the way icon dragging (moving the icons sprite like (actually bobs) over the screen) is done by Workbench. It locks all the layers on the screen so that it can draw directly into screen bitmap and the locks prevent other apps from rendering at the same time to prevent gfx trashes.

Theoretically icon dragging could be handled differently by Workbench by doing it like in other OSes where they put the icons in a irregular shaped window (or alpha shaped window with compositing enabled) and move that around. This needs a lot more cpu/gfx power so on things like Classic Amigas would be unusable slow.

Or Workbench could optionally simply not do the LockLayers()/UnlockLayers() calls and user would have to live with small gfx trashes every once and then. There are tricks to repair some of the gfx trashes after dragging is done. Partly automatically, partly by user.