

TolleUhr

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Chapter 1

TolleUhr

1.1 TolleUhr Documentation - Contents

TolleUhr v1.3

written in 1993/94 by Matthias Fleischer
enhanced in 1994/95 by Gunther Nikl

Public Domain

Introduction	What is TolleUhr?
Requirements	What system do I need?
Installation	Getting started
Usage	All available options
Known bugs	What does not work?
Technical stuff	About the Source
History	What is new in this version?
Acknowledgments	Who I want to thank.
Disclaimer	Short: Use it at your own risk!
Copyright	About legal issues.
Author	Where you can reach me.

1.2 TolleUhr Documentation - Introduction

Introduction

This is yet another Workbench-Clock-Utility ???!?! Not quite :-)

TolleUhr is an analogous clock for the workbench (or any other public screen) and looks really nice.

The functionality in short:

- nice outfit
- mini-menu
- cli && workbench support
- optional second hand
- custom background-pattern
- custom background-image (3.x only)
- localized (asm version only)
- and more

1.3 TolleUhr Documentation - Requirements

Requirements

TolleUhr requires at least v37 of the OS. The plain version will run on every 680x0, the other version requires a 68020 or higher. TolleUhr should work with gfx-cards. One last requirement: you need an Amiga (but this should be obvious :)

The program has been tested on:

- an A1200, 68020, WB3.0
- an A4000, 68030/882, WB3.0
- an A4000, 68030/882, WB3.0, Retina Z3

1.4 TolleUhr Documentation - Installation

Installation

Only two files have to be copied (the program and its icon), so I do not provide an installation script. TolleUhr likes to be placed in the WBStartup drawer :-), but you can copy it to any location (preferable on a harddisk). Please select yourself a version that suits your needs and/or requirements. The asm version supports the locale.library. A catalog for german can be found in the catalogs drawer. To install the catalog copy it to "LOCALE:catalogs/deutsch".

1.5 TolleUhr Documentation - Usage

Usage

TolleUhr can be started either from CLI/Shell or from the Workbench. Settings will always be saved to the programs icon (will be created if it doesn't exist). Sending a Ctrl-c to TolleUhr causes the program to abort immediately.

Menus:

You can set anything but pubscreen, taskpriority and background image from menus and save it to the tooltypes field with the 'Save prefs' menu.

There's also an alarm-function from menus.

Gadgets:

There is a invisible close-gadget in the upper left corner of the window, a (also invisible) depth-gadget in the upper right, a sizing-gadget in the lower right corner and a drag-gadget in the middle of the window.

Background image:

An image as window background is only available with OS3.x, since this feature uses the `datatypes.library`. You can use any image format as long as a datatype for the image type has been installed (and activated).

IMAGE - name of a picture (including the path)
USEIMAGE - show the image
NOREMAP - by default the 'picture.datatype' remaps a picture. This prevents color remapping - check it out (seems to be useful for MagicWB 2.0)

Please note, that this feature can need *much* memory! Window resizing will become very slow on a screen with many colors. This should affect only native graphics, not graphic cards.

The arguments:

Shell-Template: (for a short description see below at the tooltypes)

TOP/N, LEFT/N, WIDTH/N, HEIGHT/N, SECONDS/S, PATTERN/K, OVAL/S, SHADOW/S, SHOWFACE/N, HANDTYPE/N, HANDWIDTH/N, DRAWPENS/K, BORDERTYPE/N, CHIME/N, CLOSEGAD/S, USEIMAGE/S, NOREMAP/S, IMAGE/K, PUBSCREEN/K, TASKPRI/N:

Tooltypes:

TOP - Number of Pixels in top of the window
LEFT - Number of Pixels left of the window
WIDTH - Width of the window in pixels
HEIGHT - Height of the window in pixels
SECONDS - 1: seconds on 0: seconds off
PATTERN - 0000-3333
OVAL - 1: oval face 0: rectangle
SHADOW - 1: shadow on 0: shadow off
SHOWFACE - 0: show minute marks 4: show no marks at all
HANDTYPE - 0: line 1: triangle 2: rhombus 2: rectangle

HANDWIDTH - 0: very thin 4: very thick

DRAWPENS - 0000000000000000-33333333333333

BORDERTYPE- 0 no border 5 full border

CHIME - 0 no chime 4 full functioning chime

CLOSEGAD - activate the window close gadget

PUBSCREEN - Name of public screen

TASKPRI - Priority of the clock-task (`_should_` be between -5 and 5)

IMAGE - name of a bitmap to be used as background

USEIMAGE - display the image (if available)

NOREMAP - disable color mapping

The background-pattern:

It is set by a decimal number of 4 digits (abcd) and gives a background-pattern that looks like this:

abababababab	For example: 0110 gives dark grey
cdcdcdcdcdcd	0220 gives light grey
abababababab	0123 looks a bit like jeans-style
cdcdcdcdcdcd	

numbers greater than nine are set as: xaabbccdd (hex)

The drawpens:

abcdefghijklmn

- a color for second hand
- b color for minute hand
- c color for minute hand outline
- d color for hour hand
- e color for hour hand outline
- f color for shadow
- g color for 12'o clock mark
- h color for quarters
- i color for hour marks
- j color for minute marks
- k border color 0
- l border color 1
- m border color 2
- n border color 3

You also can use xaabbccddeeffgghhiijjkllmmnn.

1.6 TolleUhr Documentation - Known Bugs

Known Bugs

Currently none :^)

1.7 TolleUhr Documentation - Technical stuff

TolleUhr exists as assembler and as C version. They differ only marginally:

- the assembler version is localized, pure and tolerates more errors if some resources are not available (eg. no icon if started from WB). Also DRAWPENS and PATTERN can start with '0x' or '\$' not only 'x'. Furthermore the asm version saves currently not used values (eg. for border: hires and lace if border is off) and is a little bit shorter :-)

All other things work in both versions the same! A plain and a 68020 version is available (check the version strings).

C

-

The C-versions have been compiled with gcc, but the program should compile fine with SAS/C or DICE (don't know about MANX or Maxon C++, but better avoid the last two, both are known to have serious bugs). But note: the compiler must offer auto-opening of system libraries **before** it calls '_main'!

I used gcc v2.3.3 to compile TolleUhr because I needed a **working** '-fbaserel'. The 'new' gcc-proto includes have to be installed (distributed since gcc 2.6.1). Its absolutely **no** problem to use them with 2.3.3 (why should it!?) Nethertheless it compiles fine with every other gcc version as long as '-fbaserel' is disabled.

Asm

The assembler version also comes in two flavors. Its my first try with 68020+ instructions and I am not sure its worth the efforts. Anyway there is a version for 'bigger' processors. The source for this version is supplied as a diff-file, so you need a 'patch' program, eg. from the gcc-distribution :-). Additionally you need an assembler capable of handling 68020 instructions. I tested PhxAss but I used SNMA (a really good one, but only few people seem to use it) to create the 68020 executable. A68k (v2.71) is sufficient to create the plain version.

1.8 TolleUhr Documentation - History

History

* 1.3 : both:

- changed window handling to shared IDCMP
- fixed low-memory bugs (eg. return value of BuildEasyRequest)
- added support for a background image via datatypes (OS3.x only!)
- better icon handling (if started from CLI)

- taskpriority now defaults to 0 (values >0 cause the mysterious system 'hangs' - a v39 only problem !?)

asm:

- fixed alarmSet() - didn't set st/mi
- reduced overall stackusage
- savePrefs() rewritten

* 1.21: both:

- window will now be opened with 'WA_AutoAdjust' (so the window will open almost always)

asm:

- several minor improvements (can't remember exactly what)
- reduced stackusage
- tweaked :-)

c:

- removed a bug in saveprefs() that created blank lines
- some code cleanups

* 1.12: - added NewLookMenus for OS3.x
- area buffer was to small
- assembler version created

* 1.11: - initial release

1.9 TolleUhr Documentation - Acknowledgments

Acknowledgments

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for his suggestions and testing various intermediate versions

- Henryk Richter

for his interest in the further development of TolleUhr

- Markus Wild

for porting gcc to the amiga (for -fbaserel I am using still his port of ↵
2.3.3)

- Samu Nuojuua

for his assembler SNMA (used to assemble the asm version)

1.10 TolleUhr Documentation - Disclaimer

Disclaimer

Standard disclaimer:

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1.11 TolleUhr Documentation - Copyright

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But: It must be absolutely clear at any time if and by what person this program was modified - there must be a FULL list of ALL the authors who made ANYTHING about this program at least in the source code and also in any about-requesters.

1.12 TolleUhr Documentation - Author

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(don't ask him for any enhancements, he dropped the development - G.N.)
