

**Wasted Time release 2**

**COLLABORATORS**

	<i>TITLE :</i> Wasted Time release 2		
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**REVISION HISTORY**

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## Chapter 1

# Wasted Time release 2

### 1.1 Wasted Time Documentation

Wasted Time release 2 - The Time Blender for systems 2.0+

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Introduction~ - as written on the left  
Disclaimer~~~ - DISConnectLAImer  
Installation~ - brief story about using COPY command  
ToolTypes~~~~ - how to configure it  
Locale~~~~~ - ...and catalogs like things  
History~~~~~ - Long, long time ago...  
Other stuff - Things you may download...  
Authors~~~~~ - I mean - not YOU!

### 1.2 Introduction

Introduction:

The Wasted Time is a simple way to measure the time You are spending with Your Amiga working every day.

To add some sense to it, I have added the money-measurement mechanism which might be found quite usable some day.

Wasted Time uses AppMenu solution to be called up by the user, and can be controlled by Exchange (or CXCommander) as it become commodity.

It works in background storing information about passed time in S: drawer every 5 minutes by default (until you change those values. with corresponding ToolTypes .

Have fun!

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## 1.3 Disclaimer

I don't care if You will find some day Your Amiga turned into lame pC due to using Wasted Time. So, You're using it on Your own risk!

...but it should work painless.

## 1.4 Installation

Simply copy Wasted Time with it's icon into WBStartup.

Included wastedtime.catalog should be placed in proper Locale's drawer.

In case you encounter problems mastering COPY command, we recommend enclosed Installer script, which, when launched by double-click is expected to do all needed work for you harmless.

After this You can restart Your Amiga or start it by clicking the icon.

## 1.5 TOOLTYPES

Wasted Time recognizes following ToolTypes (or CLI arguments as well):

- DISPLAY\_MONEY           - permit the displaying of money calculations
  - CURRENCY\_SIGN = text   - allows You to set CurrencySymbol instead of default Locale's one.
  - MINS\_PER\_UNIT = int     - defines the number of minutes to be passed for one "time unit". Setting this to zero disables money calculations.
  - MONEY\_PER\_UNIT = int   - defines the amount of money to be gained after passing of every "time unit". Setting this to zero disables money calculations.
  - SAVE\_EVERY = int       - defines the number of minutes to pass between the savings of information onto HD. Added due to extended usage of HS\_Sleep alike software. Default = 5 mins.
  - New in v2
  - LOG\_FILE = FileName     - lets you override default placement and name of program's logfile (which is S:Wasted.report), with your own.
  - SAVE\_ON\_QUIT           - if you want Wasted Time to save state of wasted counter on exit, just enable this tootype
-

NO\_MENU\_ITEM - if you don't like programs adding own menu items to the Workbench's Tools menu, just use this tooltype and the have fun calling Wasted report with hotkey or relaunching program

Standard Commodity hotkeys (for beginners)

CX\_PRIORITY - program's priority in internal Commodity list (0 fits almost everyone needs)

CX\_POPKEY - hotkey you want Wasted Time to react on and open Wasted report window

CX\_POPUP - this tooltype normally forces to open program's window (if there's any) on startup, but it's ignored by Wasted Time so far

## 1.6 Locale

As released, Wasted Time contains built-in English texts and Polish (my native language) catalog 'wastedtime.catalog'.

You can easily built Your own since I have included the file 'wastedtime.cd'.

If you use polish environment, W.F.M.H. LocalePL, Wasted Time will take special care on using proper numerals.

NOTE: if you want Wasted Time to cares about your numerals (in case of exceptions), please let me know.

Polish version uses AmigaPL standard, as it is used in W.F.M.H.'s LocalePL © Marcin Orlowski which may be taken from Aminet (misc/misc) or our support BBS.

Have fun!

PS. I have received the swedish translation, but as I lost e-mail of the translator (sorry pal), I couldn't ask him for the update...

## 1.7 Authors

Wasted Time was invented and written (up to v1.1e) by:

Pawel POLONUS Soltysinski

GlobalNET: 52:4800/6 (Pawel Soltysinski)

...then the idea was stolen, and program rewritten from scratch by:

Marcin Orlowski

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E-Mail: carlos@dedal.man.szczecin.pl  
WWW : dedal.man.szczecin.pl/~carlos/

and he's responsible for any harms caused by Wasted Time v2+

## 1.8 History

up to v1.1e

- I simply don't (and care :-)) the history of the changes up to 1.1e...

v2.0 (20.04.1996)

IMPORTANT: Release 2 is fully compatible with previous version's log file, so you may transparently update and continue to wasting your time harmless.

- Rewritten from the scratch
- Wasted Time is now Commodity (launch Exchange if you don't believe)
- LOG\_FILE tooltype added to change name and path to the Wasted.report
- SAVE\_ON\_QUIT tooltype added - if you don't want to loose your counter state while quitting (but what to quit Wasted Time for?)
- NO\_MENU\_ITEM tooltype added - if you prefer using CX hotkey or just don't like mess in Tools menu
- Reacts on CTRL-C so you can quit this way. IMPORTANT: due to internal sub-task arbitration, sending all expected signals to the program (e.g. using ARTM or XOPA) will ALWAYS cause GURU! The only legal way to signal Wasted Time to quit is to use system BREAK command (or simmilar), or tool allowing to send single signals (like TASK-X). Otherwise you get GURU on demand. You have been warned.
- DISPL\_MONEY tooltype renamed to DISPLAY\_MONEY
- Takes care of currency definition and properly displays currency sign before or after cash using proper separator (on at least OS2.1)

## 1.9 Other releases by W.F.M.H.

Other releases by W.F.M.H.

- aMiPEG 0.6 (gfx/show/aMiPEG06.lha)
  - ASL v42+ (util/libs)
  - FED 1.41 (biz/patch/Fed\_1.41\_Patch.lha)
  - ham8\_r3d.library (gfx/3d/ham8\_r3d.lha)
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- LocalePL v2! (misc/misc/LocalePL20.lha)
  - MaxManager (comm/maxs/MaxManagerDemo.lha)
  - Max-FileGuide (comm/maxs/MAX-FileGuide.lha)
  - Max-DoorPack (comm/maxs/MAX\_DoorPack.lha)
  - Memory Viewer
  - ImageFX MTV Loader
  - ImageFX Progressive JPEG loader
  - wfmh\_cybergfx\_r3d
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