

digital

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WRITTEN BY		June 8, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

digital

1.1 digital Documentation - Contents

```

*****
**                                                                 **
**                               digital 1.0                         **
**                                                                 **
**                               F R E E W A R E !                   **
**                                                                 **
**                               A digital clock for the Amiga      **
**                                                                 **
**                               Copyright © 1996 Stephan Fuhrmann  **
**                                                                 **
*****

Introduction                               Why digital?
Copyright                                  Most important information.
System Requirements                        Read this before usage.
Usage                                       How to use it.
History                                    What happened to this program.
Author                                     How to contact me.

Bugs                                       How to find and report bugs.

Ich würde meinem Kind lieber Drogen geben als DOS.
Scott McNealy, Gründer von SUN

```

1.2 digital Documentation - History

V 1.0 - (26 FEB 1996)

Initial release

1.3 digital Documentation - How to report a bug

Best is to read this section before discovering a bug.

Don't panic. Many bugs are harmless, most are never discovered. Be sure to save all projects in other applications before running software that is suspected to be buggy.

Is it really a bug?

This is a serious question. In some circumstances, other software crashes and it appears that this application has a bug. Try to reconstruct the same situation where the error occurred again without any 3rd party software running.

Out of that, check out if you're really right with your expectations. If the software crashes, it's probably a bug. But if the software does something that you didn't expect, it could be that you're not using the software in the means the author has specified. Carefully reread the sections covering your problem in the user manual to verify your actions.

Gosh - it is a bug!

Now that you have found out that you have discovered a real bug, try to find out in which situations it occurs. Does it depend on other software running simultaneously to the application? Does it appear in certain situations? Does it depend on your system hardware? Find this out by running this software on other machines than yours or by removing hardware components (only do this if you know what you're doing).

How to report a bug

First, you should report the versions of all software you're running when getting the bug. Also, your complete hardware specifications are helpful.

Describe exactly what you have done to come to the situation where the bug occurs. Preferences or tooltype settings are important, too. Try to do step-by-step instructions how to get to the bug. The author must be able to reconstruct the bug on his machine. What happens when the bug occurs? Can you come up with a guru/software error number?

If you've been using software to find the bug, send it included with the bug report.

If the bug only occurs in 'extreme' situations, try to find the point where the software doesn't work correctly anymore.

Other material like hex-dumps, screen dumps etc. may be interesting, too.

If you have finished your bug report, finally send it to the author of the software. While electronic mail is faster, snail mail on paper has a higher 'consistence' and can be read while the computer of the author is crashing. Have this in mind when choosing between email and snail mail.

Finally, always include your physical and electronical mail addresses, even if you send snail mail.

1.4 digital Documentation - Requirements

Hardware

Amiga, Motorola 68000 CPU or higher

Software

OS 2.0 or higher

diskfont.library
dos.library
exec.library
intuition.library
icon.library
graphics.library
gadtools.library
utility.library

1.5 digital Documentation - Copyright

digital is a nice little program that acts like a digital chronometer. Program code, documentation and icon design done by Stephan Fuhrmann.

digital may be included in Fred Fish's AmigaLib, on the AmiNet and on Meeting Pearls.

IT IS STRICTLY PROHIBITED TO SELL THIS SOFTWARE AND/OR ASSOCIATED DATA ON MEDIA OTHER THAN THOSE COMING DIRECTLY FROM THE SOURCES DESCRIBED ABOVE. THIRD PARTIES NEED THE WRITTEN PERMISSION OF THE AUTHOR.

IT IS ALSO STRICTLY PROHIBITED TO USE AND/OR REUSE AND/OR ALTER PARTS OR ROUTINES OF THE PROGRAM AND/OR ASSOCIATED DATA WITHOUT THE WRITTEN PERMISSION OF THE AUTHOR.

If you don't understand or don't accept the contents of this page, you're not allowed to run digital or store it on any media in unpacked form. You must delete it NOW.

1.6 digital Documentation - Introduction

While I was searching for a chronometer worth running the whole time the system is up, I had to see that there were no real time displayers out there (since now :).

Some offered thousands of options, but the really interesting stuff was missing (i.e. digital easily readable time display). Most did not allow free font selection or window scaling / placement. Some hacked themselves into the system to display the time in the screen's title bar. Since the screen's title bar is the property of the screen's owner, I can't agree with such strategies.

Well, digital satisfies all your needs (hopefully). It comes along with a fast freely scalable and configurable GUI (which is **not** MUI, of course,

it's SCALAR), and does always display the true system time. To beat the best, it only prints texts that have changed in its GUI, so it is really nice to the system and doesn't hurt performance in doing superfluous stuff.

digital was thought to be copied to your WBStartup-drawer and being used permanently as your system's digital chronometer. Of course you can include it in your User-Startup, too, but (de)installing it from the WBStartup is much easier.

Created using SAS/C 6.56.

1.7 digital Documentation - Usage

digital can be used from Workbench and from the Shell, using the same keywords.

```
l> digital PS=PUBSCREEN/K,PL=POPLEFT/N/K,PT=POPTOP/N/K,PW=POPWIDTH/N/K,  
        PH=POPHEIGHT/N/K, FN=FONTNAME/K, FS=FONTSIZE/K/N, TP=TOOLPRI/K/N
```

Example: `digital PS=Workbench POPLEFT=0 PT=10 PW=400 PH=200 FN=topaz.font FS=11`

PUBSCREEN is the name of the public screen to open the window on.

POPLEFT, POPTOP, POPWIDTH and POPHEIGHT are the numeric initial position- and sizing parameters to use when opening the window. Be careful with them. For your pleasure, digital displays the current coordinates directly after changing the position or size for a while. Please only use these coordinates because digital does its internal window size calculation.

FONTNAME is the name of the font to use for the display. You can use really every font here that makes sense. People who like big stuff may want to use a scalable CompuGraphics (tm) font and size it to the maximum height that will fit into the screen. People liking little stuff may choose their favourite little designed font or could even make a little font on their own. If you do this and want to share it with the rest of the world, give it to me and I'll include it in one of the next releases of digital.

FONTSIZE is the numeric value of the height of the desired font.

TOOLPRI, the last parameter, is the numeric value of the task priority of digital compared to other tasks in your system. Zero is the default, but a higher value doesn't hurt performance because digital doesn't need much CPU time, only once a second.

Using one of the font-parameters only makes sense when using the other one, too.

The recommended way for configuring digital when running it from the WB are tooltypes. Their usage and description are equal to those of the Shell parameters. Check out the already set tooltypes and you'll know how it works.

1.8 digital Documentation - Author

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