ScreenClock

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	COLLABORATORS		

	TITLE : ScreenClock		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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	REVISION HISTORY		

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ScreenClock

1.1 ScreenClock Documentation

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                                  /
                ScreenClock v1.81 / by Thomas Igracki
               _____/

                    AFD - C O P Y R I G H T

     What should be in the archive?   The history of the program
     What is it for?                  How to contact me?
     How to start?                    Possible error messages


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   This software is subject to the "Standard Amiga FD-Software Copyright Note"
   It is GIFTWARE as defined in paragraph 4g. [...]
   For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
```

1.2 ScreenClock/What should be in the archive?

The following files should be in the archiv:

```
  env/ScreenClock              --> example environment variable
  libs/sysinfo.libray          --> sysinfo.library by Petri Nordlund
  help/deutsch/ScreenClock.guide --> german documentation, AmigaGuide-Format
  help/deutsch/AFD-COPYRIGHT.de  --> german COPYRIGHT-Note
  help/english/ScreenClock.guide --> english documentation, AmigaGuide-Format
  help/english/AFD-COPYRIGHT     --> english COPYRIGHT-Note
  ScreenClock                  --> the program for OS >= v38 (2.1)
  ScreenClock.info             --> the wb-icon for ScreenClock
```

1.3 ScreenClock/What is this program for?

This program displays the date, time and optional the free memory in your
current screen's titlebar (left to the depth-gadget) in the actual
language. Additionaly the current cpu usage can be display too!

The features are:

- configurable date and time format
- optional showing of the free memory
- in-/excluding screens to be used or not used
- adjustable update-rate in which the display should be updated
- using a notified environment variable, named SCREENCLOCK, which will
  be read at startup and on changing
- observing ENV:SYS/locale.prefs to get informed, if the language changed
- optional working only on public-screens, see OPS=OnlyPubScreens/T
- adjustable task priority, see Pri=TaskPriority/K/N
- supporting autoscroll screen, see AV=AlwaysVisible/T
- v1.72: displaying 1/50ths of a second on demand, see ST=ShowTicks/T
- v1.73: double the 1/50ths of a second on demand to have pseudo 1/100,
  see DT=DoubleTicks/T
- v1.8 : displaying the current cpu usage optionaly, see CPU=CpuUsage/T
         suppress locking of the screen while writing to it,
         see NLS=NoLockScreen/T
- v1.81: fixes a bug if NLS=NoLockScreen/T is off (the pubScreen wasn't unlocked)

To remove ScreenClock simple start it again.

1.4 ScreenClock/How to start

Start from a shell:

    [Run] ScreenClock DF=DateFormat/K,MF=MemoryFormat/K,
                    Screens/K,D=Delay/K/N,Mem=Memory/T,
                    OPS=OnlyPubScreens/T,Pri=TaskPriority/K/N,
                    AV=AlwaysVisible/T,ST=ShowTicks/T,DT=DoubleTicks/T
                    CPU=CpuUsage/T,CF=CpuFormat/K,NLS=NoLockScreen/T

Start from Workbench:

    Just double-click the icon. There is no tooltype-support, use the env-var
    instead! This may change in future.

1.5 ScreenClock/Argument

DF=DateFormat/K
    This option specifies the format in which the date & time should
    be displayed.
    The available parameters are (see Locale.FormatDate()):

        %a - abbreviated weekday name
        %A - weekday name
        %b - abbreviated month name

```
        %B - month name
        %c - same as "%a %b %d %H:%M:%S %Y"
        %C - same as "%a %b %e %T %Z %Y"
        %d - day number with leading 0s
        %D - same as "%m/%d/%y"
        %e - day number with leading spaces
        %h - abbreviated month name
        %H - hour using 24-hour style with leading 0s
        %I - hour using 12-hour style with leading 0s
        %j - julian date
        %m - month number with leading 0s
        %M - the number of minutes with leading 0s
        %n - insert a linefeed
        %p - AM or PM strings
        %q - hour using 24-hour style
        %Q - hour using 12-hour style
        %r - same as "%I:%M:%S %p"
        %R - same as "%H:%M"
        %S - number of seconds with leadings 0s
        %t - insert a tab character
        %T - same as "%H:%M:%S"
        %U - week number, taking Sunday as first day of week
        %w - weekday number
        %W - week number, taking Monday as first day of week
        %x - same as "%m/%d/%y"
        %X - same as "%H:%M:%S"
        %y - year using two digits with leading 0s
        %Y - year using four digits with leading 0s

    Default: "%A %d-%h-%y %T".
    The result is: Monday 09-Jan-95 18:22:57.

    If you set this option to "" while ScreenClock is running, the default
    setting will be used again!
```

1.6 ScreenClock/Argument

```
MF=MemoryFormat/K
    This option specifies the format of the memory display.

    There are 3 parameters (%ld or %lD) supported:
      - the 1. is for the free chip-memory in KB,
      - the 2. is for the free fast-memory in KB and
      - the 3. is for the total free memory in KB.

    Default: " - C:%lD F:%lD".
    The result is: " - C:1.737 F:3.538".

    If you set this option to "" while ScreenClock is running, the default
    setting will be used again!

    You should use a space as the first character, because the created string
    is appended to the created date/time string!
    You could also append a space to the date/time string;-)
```

```
Tip:
  If you like to change the order of the memory type, you have to
  place a <Position>$ command between the % and the ld
  or lD chars!
  <Position> is the number of the memory type, see above.

  Example: MF = " Total: %3$lD (FAST = %2$lD, CHIP = %1$lD)"

  And If you only want to display the total free memory you have to do this:
  MF = "%0.0ld%0.0ld Total: %lD"!

  See also Locale/FormatString().

The difference between %ld and %lD, is that the second uses locale format.
```

1.7 ScreenClock/Argument

```
Screens/K
  This option specifies the screens on which ScreenClock should appear
  or should NOT appear by an AmigaDOS pattern!

  Because ScreenClock compares with the screen's defaulttitle, it displays
  the date/time/mem even if a program changed the used screen title!

  If this option is not used ScreenClock uses all screens which have a titlebar.

  If you set this option to "" while ScreenClock is running, the default
  setting (no matching) will be used again!

  Tip2:
    You should use a #? instead of a *, because the wild star
    has also some other meaning under DOS (i.e. *")!

  Tip2:
    If you want that some screens aren't used, than try this pattern:
    ~(<TitelName>|<TitelName>)

    Example: SCREENS = "~(DosControl#?)"

    Action : The 'DosControl'-Screen won't be used.
```

1.8 ScreenClock/Argument

```
D=Delay/N
  This number specifies the update-rate in which ScreenClock updates
  the display.

  Number of 1/50 seconds. Minimal value is 10, maximal 100.

  Default 50.
```

1.9 ScreenClock/Argument

```
Mem=Memory/T
   This toggle option specifies if the free memory should be appended to
   the date & time string.

   ON : Memory = ON or Mem = ON
   OFF: Memory = OFF or Mem = OFF

   Default is OFF.

   The "=" is optional!
```

1.10 ScreenClock/Argument

```
OPS=OnlyPubScreens/T
   This is the option to specify, if only (non-private) public screens should
   be used.

   ON : OnlyPubScreens = ON or OPS = ON
   OFF: OnlyPubScreens = OFF or OPS = OFF

   Default is OFF.

   The "=" is optional!
```

1.11 ScreenClock/Argument

```
Pri=TaskPriority/K/N
   This option specifies then priority of ScreenClock.

   Only priorities between -3 and +3 will be accepted.

   Default is 0.
```

1.12 ScreenClock/Argument

```
AV=AlwaysVisible/T
   This option specifies if the date/time/mem should be written relative to
   visible right side of the screen (ON) or left to depth-gadget (OFF).

   AlwaysVisible = ON  or AV ON  -> always visible!
   AlwaysVisible = OFF or AV OFF -> always left to the depth-gadget

   Default is ON!

   The "=" is optional!
```

1.13   ScreenClock/Argument

```
ST=ShowTicks/T
   This option specifies if you want to see 1/50ths of a second.

   ShowTicks = ON  or ST ON  -> yes, they will be displayed
   ShowTicks = OFF or ST OFF -> no, they won't be displayed

   Default is OFF!

   The "=" is optional!

Note:
   The 1/50ths of a second will be appended (with a "."), to the DateFormat.
   I did this, because ticks (1/50ths of a second) aren't supported by Locale. ↩
      FormatDate().
   I  think,  this feature will not be used very often by much people,
   so it's not worth the work to extend Locale.FormatDate().

   If  there exists more than one people who haven't their time at the
   end  of  the  date and want the ticks to be displayed anywhere they
   want, I maybe change this;-)
```

1.14   ScreenClock/Argument

```
DT=DoubleTicks/T
   This option specifies if you want to see pseudo 1/100ths of a second.
   Thats done by multiply the ticks (1/50ths of a second) with 2.

   DoubleTicks = ON  oder DT ON  -> yes, they will be doubled
   DoubleTicks = OFF oder DT OFF -> no, they won't be doubled

   Default is OFF!

   The "=" is optional!

Note:
   This option is only usefull in combination with ShowTicks/T!
```

1.15   ScreenClock/Argument

```
CPU=CpuUsage/T
   This option specifies if you the current CPU usage should be appended
   to the date, time & memory string (CPU-Format).

   This is done with help of sysinfo.library by Petri Nordlund.

   ON : CpuUsage = ON  or CPU ON
   OFF: CpuUsage = OFF or CPU OFF

   Defailt is OFF!
```

```
   The "=" is optional!
```

1.16 ScreenClock/Argument

```
CF=CpuFormat/K
   This option specifies the format of the cpu-usage display.

   There are maximal 2 parameters (%ld) supported:
     - the 1. is for the number before the point
     - the 2. is for the number after the point

   See also Locale/FormatString().

   Default is: " - CPU = %2.2ld.%.1ld%%".
   The result is for example: " - CPU = 2.7%".

   If you set this option to "" while ScreenClock is running, the default
   setting will be used again!

   You should use a space as the first character, because the created string
   is appended to the created date/time/mem string!

   Tip:
     If don't want to have a number after the point, you can set the string
     to: CF = " CPU = %2.2ld"
```

1.17 ScreenClock/Argument

```
NLS=NoLockScreen/T
   This options specifies if if the screen should be locked during writing
   the data to the titlebar.
   This could lead to a problem, if only one screen is open and the screen-
   mode is changes. [Reported by Marcin Andrzejak]

   NoLockScreen = ON  or NLS ON -> no locking
   NoLockScreen = OFF or NLS OFF-> locking is used

   Default is OFF!
```

1.18 ScreenClock/Errormessages

```
Possible error messages during startup:

1 : Failed to create the msg-port.
2 : Dos.AllocDosObject(Dos.rdArgs) failed.
3 : Notify to ENV:ScreenClock failed.
4 : Notify to ENV:SYS/locale.prefs failed.
5 : Failed to InitSysinfo().

If  the  env-var  or  the shell arguments couldn't be parsed an appropriate
```

error message will be displayed.

1.19   ScreenClock/Programhistory

```
Release 1.81:
  38.25 (25.11.95):
      Fix: fixes a bug if 'NoLockScreen' is off (the pubScreen wasn't unlocked)

Release 1.8:
  38.24 (15.11.95):
      New: Option 'NLS=NoLockScreen/T' specifies, if the screen should be locked
           during writing the data to the titlebar.
           This could lead to a problem, if only one screen is open and the  ←
               screenmode
           is changes. [Reported by Marcin Andrzejak]
      Chg: The Environment-Variable (SCREENCLOCK) can now contain upto 1024 chars ←
           .
  38.23 (14.11.95):
      New: Options: CPU=CpuUsage/T,CF=CpuFormat/K
           The current CPU usage can be displayed additionaly!

Release 1.73:
  38.22 (17.07.95):
      New: Option 'DoubleTicks/T' -> the 1/50 secs. get doubled, so you have  ←
          pseudo 1/100 secs.
           Only in combination with 'ShowTicks/T'. Default is OFF. [Wished by Raj ←
               Joshi]
      Chg: The ticks will be shown with 2 or 3 digits (if DoubleTicks = ON).

Release 1.72:
  38.21 (20.06.95):
      New: Option: 'ShowTicks/T' -> Display 1/50ths of a second? [Wished by Raj  ←
          Joshi]
           With limitation, see ST=ShowTicks/T
           Default is OFF.
      Fix: After a notify-signal or Ctrl-C is received (Env-Var or Locale
           changed), ScreenClock won't do a delay.
      Fix: "Titlebar-flicker" reduced

Release 1.71:
  38.20 (30.04.95):
      Chg: The Env-Var can contain multiple lines, they will be concated.
  38.19 (26.04.95):
      Chg: Scr.defaultTitle AND Scr.title have to be NIL, to display nothing.
           [Wished by Rodney Hester, so he can use Klondike V1.8 ;-]
           IF .defaultTitle = NIL and .title # NIL, then .title will be used for  ←
               matching.

Release 1.7:
  38.18 (04.03.95):
      Doc: Node  What is it for?  improved.
      Doc: Node  How to contact me?  corrected.
      Fix: If the new string is shorter than the old, the display wasn't cleared.
           [Reported by J.Frede]
           [I have used "<" instead of ">";-(]
```

```
        Chg: Under OS v38, I now use color 0 on 1.
             That should be the last change;-)
             If it doesn't, I probaly will add 2 new options (front-, backpen)
             in the next version;-)
             [Reported by T.Schwarz]

Release 1.6:
   38.17 (01.03.95):
        Chg: Error messages are displayed as numbers.
        Doc: Possible error messages explained.
   38.16 (26.02.95):
        Fix: Pubscreens couldn't be recognized if OPS = ON. [reported by Hanno]


Release 1.5:
   38.15 (16.02.95):
        Chg: The bars layer will get locked only direct around Int.PrintIText().
        Doc: Start from Workbench explained.
        Doc: Icon added!
   38.14 (15.02.95):
        Chg: Under OS v38, background color is 2, foreground color is 1.
             That should be the right combination!?
        Fix: If an autoscroll-screen with leftedge = 0 is used, the x pos.
             was calculated as if it was a normal screen.
   38.13 (14.02.95):
        New: If the layer and the pub-screen was locked at the end of the program,
             they will be unlocked.
             This could (!) occure, if ScreenClock gets breaked during the  ←
                calculating
             of a new date/time/mem-string by an error.
             This should avoid the rarely occured 'hanger'.
   38.12 (13.02.95):
        New: Some NIL-checks added.
        New: The actual screen will be compared with the screen which was actual
             before calculating a new date/time/mem-string.
             This should make the program a little more stable with non-public- ←
                screens.
   38.11 (12.02.95):
        Chg: Under OS v38, the shadow-pen (instead of the shine-pen) will be used
             as the background color.
   38.10 (11.02.95):
        New: Option 'AV=AlwaysVisible' -> date/time/mem always visible?
             Default is ON!
   38.9 (09.02.95):
        New: The date/time/mem is always visible!
             Usefull for oversized (autoscroll) screens!
        Doc: Examples for the option Screens


Release 1.4:
   38.8 (29.01.95):
        Fix: Screens with a title but no titlebar won't be used anymore!
        Chg: The screen will be written with Intuition.PrintIText(), so the
             rare 'color-changes' of the titlebar shouldn't appear anymore!
             Because this proc. sets the front- and backPen!
        Chg: Therefore ScreenClock doesn't needs a special version for OS v39!
             Also it won't be check anymore if OS is >= v38 (2.1)!
        Fix: FreeScreenDrawInfo() forgotten;-(
        Chg: It doesn't checks anymore before writing if a non-public screen
```

```
            is closed!

Release 1.3a:
   38.7 (28.01.95):
       Fix: Check, if the barLayer is allready locked.
            If so then don't wait until its free!

Release 1.3:
   38.6 (27.01.95):
       New: 'OPS=OnlyPubScreens/T' -> use only public screens?
       New: If the actual screen is public, it will be locked during writing,
            to prevent it of beeing closed!
            If not, it will be checked if its not closed yet before Gfx.Text().
       Fix: 'Ugly' displays should be the past.
       New: 'Pri=TaskPriority/K/N' -> Priority of the task. -3 <= pri >= +3
       New: Notify on 'ENV:sys/locale.prefs'
   38.5 (26.01.95):
       Fix: Screen.barLayer is locked during the action.

Release 1.2:
   38.4 (13.01.95):
       New: The right pens (like the titlebar) should (!) be used now.
       New: Two different versions for OS2.x (>=v38) and O3.x (>=v39)
            It will be checked during start.
       Fix: CloseLocale() have been forgotten at the end;-(
       Fix: Locale.FormatDate() appends one 0X too many on some formats
            (the abreviated!), therefore the date could be one char too short.
       Fix: If the notify fails, has been Dos.EndNotify() called though.
       Some cleaning ups.

Release 1.1:
   38.3 (12.01.95):
       Fix: The reloading of the parameters didn't acts like it should.
       New: If MF = "" or DF = "" the defaults will be set again.
   38.2 (11.01.95):
       New: The env var will be reloaded on changes!
       Chg: Option 'Memory' changed to a toggle option, s. docs
   38.1 (09.01.95):
       Chg: Locale.FormatDate() instead of Dos.DateToStr() and SPrintF() used.
            Therefore the version bumps to 38!
       Chg: 'Seconds/S' isn't supported anymore.
       New: Option 'DF=DateFormat/K'   -> Format of the date/time
       New: Option 'MF=MemoryFormat/K' -> Format of the memory
       New: Environment variable (ScreenClock) for the parameters

Release 1.0:
   37.3 (05.01.95):
       New: Option 'Memory/S' -> show the memory too.
       Chg: Some internal changes -> less time needed!?
   37.2 (03.01.95):
       New: Option 'Screen/K' - pattern for screens to use.
       New: A msg-port added to quit if double started.
   37.1 (02.01.95):
       Beginning, because I realised that the clock is the only cause
       for KCX running;-)

Abbreviations:
```

```
New: Something new added.
Chg: Something has changed.
Fix: Some bugs removed.
Doc: Documentation changed/improved.
```

1.20   ScreenClock/How to contact me?

```
If you have suggestions, bug reports or any question you can reach me
by the following addresses, e-mail preferred!

    Z-Netz: T.Igracki@BAMP.berlinet.de
    FIDO  : Thomas_Igracki%2:2410/309.34
    UseNet: lokai@cs.tu-berlin.de     -or-
            t.igracki@bamp.berlinet.de (preferred!)
    Mail  : Thomas Igracki (c/o Lind), Siegener Str. 34, Germany-13583 Berlin

If you want to send me some money for my work on ScreenClock, then
send it by cash or transfer it to the following bank-account:

     Thomas Igracki
     Account 860169138
     Sparkasse Berlin
     BLZ 100 500 00

Please add a note like "Gift for ScreenClock <Your name + email>".

If you send me an email, I will notify you if a new version is out and send
it you if desired!

Have fun with my program!
```