

Recall Guide

Ketil Hunn

Copyright © Copyright©1993,1994,1995 Ketil Hunn

COLLABORATORS

	<i>TITLE :</i> Recall Guide		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Ketil Hunn	November 24, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Recall Guide	1
1.1	Documentation for Recall	1
1.2	Description	1
1.3	Disclaimer	2
1.4	Copyrights & distribution	3
1.5	Distributability	3
1.6	About Recall and Credits	5
1.7	Installing	7
1.8	Running the programs	7
1.9	How to handle the CPU workload	8
1.10	Using Recall Preferences	9
1.11	Describing the graphic user interface	9
1.12	Using on-line help	10
1.13	Modules	10
1.14	Describing the import modules	11
1.15	Describing the export modules	12
1.16	Describing the displayer module	12
1.17	Describing the operator modules	12
1.18	Developer info	13
1.19	Main window	13
1.20	Creating an event	13
1.21	Using cut	14
1.22	Using paste	14
1.23	Recursive folders	14
1.24	List of events	15
1.25	Renaming events	16
1.26	Making a folder	16
1.27	Orientating yourself in the project	16
1.28	Saving the project and quitting	16
1.29	Testing a project	17

1.30 Cancel all changes and quit	17
1.31 Text window	17
1.32 Adding text to an event	18
1.33 Selecting a command from a filerequester	18
1.34 Inserting fields	18
1.35 Describing each field	19
1.36 Date window	20
1.37 Creating a new date	20
1.38 Setting the day	21
1.39 Setting the month	21
1.40 Setting the year	21
1.41 Setting the period for a date or time	22
1.42 Setting the repeat value for a date or time	22
1.43 Setting the weekdays	22
1.44 Setting the time of an event	23
1.45 Tuning the date and time	23
1.46 Attributes window	23
1.47 Grouping events	24
1.48 Flashing the screen	24
1.49 Confirming events	24
1.50 Postponing events	25
1.51 Multitasking launched binaries	25
1.52 Centring requesters	25
1.53 Selecting the type of event	25
1.54 Describing input events	27
1.55 Selecting how often the event will be displayed	29
1.56 Selecting a screen	30
1.57 Selecting a directory	30
1.58 Setting the stack of an executable	30
1.59 Setting the priority of an executed program	30
1.60 Setting the timeout period for alerts	30
1.61 Some examples on how to configure your events	31
1.62 Describing the Project menu	32
1.63 Describing the Edit menu	33
1.64 Describing the View menu	33
1.65 Describing the Search menu	34
1.66 Describing the GUI menu	34
1.67 Describing the Settingsmenu	35
1.68 Known bugs	36

1.69 Future developments and plans 36

1.70 Troubleshooting, Tips & Tricks 37

1.71 History 38

1.72 How to report bugs 43

1.73 How to register as an user 43

1.74 About the author 44

1.75 Index 45

Chapter 1

Recall Guide

1.1 Documentation for Recall

This document describes the usage of Recall and how to make your own customized project of events.

- Description
- Disclaimer
- Copyrights
- Distributability
- Credits and requirements

- Installing
- Running the programs
- Using the Preferences

- Developers

- History
- Known bugs
- Future developments and plans
- Troubleshooting, Tips & Tricks

- How to report bugs
- How to register
- How to contact the author

1.2 Description

Do have a tendency to forget birthdays, anniversaries and other important events?

Well, there are plenty of products on the market that will prevent that from happening.

But, do you also want to
o be reminded with requesters, alerts or practically anything that can be
displayed on an Amiga-monitor?

- o automatically start programs (CLI/WB/AREXX/BATCH) depending on the date, time or weekday?
- o create input events at certain days/time/weekday?
- o keep track of the remaining days/time to important events?
- o keep track of the days/time since important events happened?
- o be reminded every # day (e.g. every 14th day)?
- o be reminded # days before or after the event
- o be reminded once a day, every time you boot, before or after a certain date, before or after a certain hour or minute?
- o be reminded about events until you acknowledge them?
- o be reminded on certain weekdays?
- o display unlimited lines of text in the same requester or alert?
- o group different events and make them appear simultaneously?
- o keep a simple database of the birthdays of family and friends?
- o let your Amiga keep track of how old people are by insterting the date of birth in the middle of the string where you want to display the age? (I.e. the text "Adam is {years:08/05/1970} years old today" may be displayed as "Adam is 24 years old today".)
- o make advanced events which are displayed for example after 21:00 every 3rd day the first 7 days of every 2nd month the next 4 years?
- o combine all of the attributes mentioned above in the same event?
- o enter these events in an easy-to-use, totally adaptable multi-window environment and without the need of programming-knowledge, just by entering the desired text and pressing a few buttons?

Well, then you will find this program extremely useful, because Recall will do exactly that for you! It is an easy-to-use, intuition-based utility for the absent-minded!

1.3 Disclaimer

THIS SOFTWARE AND/OR INFORMATION IS PROVIDED "AS-IS". THERE IS NO WARRANTY FOR THE PROGRAMS, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAMS "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAMS IS WITH YOU. SHOULD THE PROGRAMS PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY REDISTRIBUTE THE PROGRAMS AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAMS (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAMS TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ALL RISKS DUE TO THE PERFORMANCE OR RESULT OF THE USE OF RECALL ARE ASSUMEND BY YOU. THE AUTHOR ASSUMES NO RESPONSIBILITY OR LIABILITY WHATSOEVER.

1.4 Copyrights & distribution

All binaries and documentation are copyrighted (C) 1993,1994,1995 to Ketil Hunn.

Due to the great amount of work this version required, Recall is now released as SHAREWARE. You are allowed to use this copy for evaluation for maximum ONE week. You are not allowed to use this software after that period has expired, unless you pay the shareware fee of US \$15 or 100 Norwegian kroner (do not send other currencies, since the exchange fee would quickly exceed the shareware fee).

People who pay the shareware fee and are available through e-mail, will automatically receive new releases of Recall through e-mail (optional).

Unregistered users will not be able to save projects larger than 10 events. When you register, you will be sent a private coded Recall key that removes this limitation.

See also Credits
How to register

1.5 Distributability

The archive may be spread through BBS, Internet, AmiNet and on Public Domain disks as long as the archive is not modified in any way. This means that you can copy it freely as long as you don't ask for a more than nominal copying fee. This fee must not be more than US \$5 or 5 DM. It would be much appreciated if magazines notified me through e-mail or ordinary mail if they include Recall on a cover-disk.

If you wish to include Recall on a magazine cover disk, you may do so as long as you send a complimentary copy of the magazine issue in which it appears to my home address. The entire package must be included on the disk, not just the executable. Please contact me in advance to ensure you have the latest version.

If you wish to supply Recall as part of a CD-ROM compilation of freeware, you may do so as long as the disc contains at least 20 Mb of other freeware. Otherwise, contact me first please. Explicit permission is granted to distribute Recall on any CD-ROM produced by Fred Fish / Amiga Library Services, and on any officially supported Aminet compilation CD-ROM.

The following files should be in this archive:

Utilities (dir)	
SetMouse	SetMouse.doc
SetMouse.doc.info	SetMouse.info
Docs (dir)	
Recall.ascii	Recall.ASCII.info
Recall.guide	Recall.Guide.info
Install (dir)	
Dansk.info	Deutsch.info

English.info	Espanol.info
Français.info	Hellas.info
Install	Italiano.info
Nederlands.info	Norsk.info
Nynorsk.info	Portugues.info
Suomi.info	Svenska.info
Catalogs (dir)	
Portugues (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Norsk (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Suomi (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Languages (dir)	
nynorsk.language	ReadMe
ReadMe.info	suomi.language
Svenska (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Deutsch (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Nederlands (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Dansk (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Nynorsk (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Hellas (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Français (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Español (dir)	
Recall (dir)	
Prefs.catalog	Recall.catalog
Languages.info	Speaka no englis?
Speaka no englis?.info	
Libs (dir)	
easygadgets.library	morereq.library
Loaders (dir)	
ASCII	ASCII.info
Recall V1.x	Recall V1.x.info
Recall V2.x	Recall V2.x.info
Savers (dir)	
ASCII	ASCII.info
Operators (dir)	
Sort	Sort.info
Displayers (dir)	
Browser	Browser.info

```

Icons (dir)
  Module 1.info
  Module 2.info
  Prefs 2.info
  Recall 2.info
Projects (dir)
  Examples.project
  Recall.project
  Welcome.project
Fonts (dir)
  NewRecall (dir)
    11
    13
    8
  NewRecall.font
Scripts (dir)
  ReadMe
  RECALL.SBQ
  SBasePro->ASCII
  Environment (dir)
    Recall.env
Catalogs.info
Displayers.info
Fonts.info
Install.info
Operators.info
Prefs.info
Recall
Savers.info
Utilities.info
Prefs 1.info
Recall 1.info
Recall.info
ReadMe.info
Recall.sbq.info
SBasePro->ASCII.info
Docs.info
Icons.info
Loaders.info
Prefs
Projects.info
Recall.info
Scripts.info

```

See also Credits

1.6 About Recall and Credits

```

NAME:      Recall
VERSION:   V3.0
PROGRAMMER: Ketil Hunn
PLACE:     Fredrikstad / Molde - Høgskolen i Molde, Norway
COPYRIGHT: All binaries and docs are © 1993,1994,1995 Ketil Hunn
            Read copyright-notice
DISTRIBUTE: Shareware.
PRICE:     US $15 or 100 Norwegian kroner.
MAIL:      Ketil.Hunn@hiMolde.no
TOOLS:     SAS/C V6.51
            fd2pragma
            RevCo 1.0
            AGIndex V1.04
            MemMinister V1.1
            SnoopDos V3.0

REQUIREMENTS: Any Amiga with WB2.0+
                MoreReq.library
                EasyGadgets.library
                ReqTools.library (optional)

```

Needs WB2.1+ in order to be localized
Amigaguide.library is required for on line-help

REQTOOLS: The usage of ReqTools.library is optional. The library is not included in this archive. ReqTools is freely distributable and you should be able to find it on any FTP site, BBS or PD-disks.

TRANSLATIONS: Deutsch: Rudi Brand
Nederlands: Frank Breedijk
Suomi: Juha Kettunen
Svenska: Andreas Moestedt
Dansk: Anders Wegge Jakobsen
Hellas: Sophocles Richar Metsis
Français: Yves Perrenoud
Português: Manuel Lemos
Español: Angela Wilkinson with help from Diego Duque and Mabel Torres.
Nynorsk: Ove-Rune Driveklepp and Ketil Hunn
Norsk: Ketil Hunn

BETATESTERS: Giorgio Demenego
Michael Zielinski
Frank Breedijk
Frank Duerring
Philip Graham Meyer
Nuutti Meriläinen
Juha Kettunen
Janne Simonen
Rudi Brand

CREDITS: This package was developed on an A3000 25MHz with 6Mb RAM, ForeFront monitor, 105Mb harddrive, 3 drives and a Nec P20-printer. All software were running under WB3.1 on 724x566, 8 colors screen.

The ReqTools.library is copyrighted to Nico François.

fd2pragma is copyrighted to Jochen Wiedmann.

RevCo is copyrighted to Litrik De Roy.

AGIndex is copyrighted to Camiel Rouweler.

MemMinister is copyrighted to Marcus Ohlström.

SnoopDos is copyrighted to Eddy Carrol.

The calendar is based on the DateSelectorGadClass which is copyrighted to Markus Aalto.

MoreReq.library and EasyGadgets.library are copyrighted Ketil Hunn.

The suomi.language is copyrighted to Tomi Blinnikka
(I tried to get in touch with you through e-mail, but I never received a reply) Hope you don't mind that I've

included your .language file.

THANKS TO: All those who sent me suggestions and bugs, and of course the translators and the betatesters. I would also like to thank all those who sent me e-mails. The response has been enormous. If this keeps up, I'll have to hire a secretary :-)

1.7 Installing

I am not going to go through the whole installation process here, since most of you are already familiar with Commodore's Installer. Just doubleclick on the install-icon, and the program will install itself automatically (just answer a few questions...). All files except the font will be placed in a private drawer called 'Recall'. The font will be copied to your 'FONTS:' directory.

Beginning with version 2.1, the installation-script is localized. Just click on the preferred language and the installation and it's questions will be given in that language.

The script needs Commodore's 'Amiga Application Installation Utility' (Installer) in order to run. This is not included in this package because it is copyrighted to Commodore. The Installer utility is shipped with WB2.1 and higher.

IMPORTANT It is important that you do not move Recall or Recall Preferences outside the Recall drawer, or else it cannot find the necessary files. If you absolutely **MUST**, you should create project icons pointing to the Recall drawer instead!

See also Tooltypes

1.8 Running the programs

Both programs may be run from Shell or from Workbench by doubleclicking on their icons. Recall may be terminated using Ctrl-C.

Recall will install itself as a commodity and may be controlled through the Exchange program. Tooltypes may be used to override the default settings in both programs.

General tooltypes:

FROM=<filename>	- Project filename to use. Defaults to Recall/Projects/Recall.project.
LANGUAGE=<language>	- Force Recall programs to use another language than the default selected language. When not provided the default locale will be used.
USEREQTOOLS=<switch>	- Set to TRUE/YES or FALSE/NO, TRUE/YES telling Recall to use reqtools.library REQUESTERS instead of the standard requesters. When present in

Recall Preferences, ReqTools requesters will be used when testing the project. This tooltype must be present in order to centre requesters when testing the project. Defaults to NO.

Recall Preferences tooltypes:

HELP=<filename> - Path and name of the AmigaGuide documentation. By default, Recall will first look for the guide in the drawer from where the Recall Preferences program was started and then the HELP:english drawer.

Recall tooltypes:

DONOTWAIT - Should be present if Recall is started from your WBstartup drawer.

CX_PRIORITY=<value> - Sets the priority of the Recall commodity.

WAIT=<value> - The idle time in seconds between each time Recall checks the project. Will only be affective if STAYRESIDENT is positive. Defaults to 60 (every minute).

STAYRESIDENT=<switch> - Set to TRUE/YES or FALSE/NO, TRUE/YES telling Recall to stay resident in memory. If negative, Recall will run through the project once and then exit (If any programs were launched, it will wait until the terminates). Defaults to NO.

BUFFERSIZE=<value> - Sets the size in bytes of the textbuffer Recall will need. Defaults to 3000.

Running from Workbench

Doubleclick on the icon to run the program. Tooltypes may be entered by clicking once on the icon and selecting the item 'Icons->Information' from the Workbench. Please refer to your manual 'Using the System Software' for further details.

Running from Shell

Enter the name of the program to start at the shell-prompt. Tooltypes may be entered directly after the program name. E.g.:

```
Recall FROM=myproject.prefs STAYRESIDENT=YES WAIT=3600
```

See also How to handle the CPU workload

1.9 How to handle the CPU workload

Recall is designed to use as little CPU-time as possible. When loading the project it converts the project to a format that may easily be parsed (without recursion or calculation of dates etc.). A normal project will take up 1-2 ln some tenths of a second every time the project is checked for events. It will of course use more of the CPU-time when an events are displayed...

When running other applications that requires much of the available CPU-time, you may easily disable Recall by setting the task to Inactive

through Commodore's Exchange program.

Hints on how to decrease the CPU workload:

- o Set the WAIT tooltype to more than the default 60 seconds. If checking once in a hour is sufficient for you, then set the WAIT value to 3600.
- o Start Recall without the STAYRESIDENT tooltype or set it to FALSE/NO.

1.10 Using Recall Preferences

The Recall Preferences program is used to create and maintain your own project of events.

General about the GUI
Using on-line help
Modules

Main window
Text window
Date window
Attributes window

Menus:
Project menu
Edit menu
View menu
Search/Replace menu
GUI menu
Settings menu

1.11 Describing the graphic user interface

Much work has been done to make the graphic user interface intuitive and easy to use. Here are some of its features:

- o Multi-window environment. The windows work independently of each other and are 'multitasking'.
- o All windows are font-adaptable and sizeable.
- o The program can either display its windows on the Workbench, on the default public screen or open an own screen of any resolution, size and depth.
- o Most gadgets have keyboard equivalents for easy execution.
- o The windows will remember it's attributes when closed and reopened.
- o All environment attributes may be saved to disk.
- o On-line help for all windows, gadgets and menu-items.
- o Pop-up requesters
- o Image buttons where appropriate.
- o Recall comes with a nice font which looks good on both non-interlaced and interlaced screens.

Listviews may be controlled using the arrow-keys:

Cursor up - Previous item

Cursor down	- Next item
Shift Cursor up	- Previous page
Shift Cursor down	- Next page
Control Cursor up	- Top item
Control Cursor down	- Bottom item
Alt Cursor up	- Top item
Alt cursor down	- Bottom item
Return	- Enter a folder/edit name

NOTE: A gadget-shortcut may be cancelled by pressing another key or the alt-qualifier while holding the shortcut-key down.

See also GUI menu

1.12 Using on-line help

Recall has a built-in help function that can pop up help on any window, gadget or menu-item directly from the program. This function is activated when positioning the mouse-pointer over a window, gadget or menu-item and then pressing the HELP-key on your keyboard.

AmigaGuide is opened asynchronously, meaning that it will be launched as separate task, independently from Recall. This allows you to continue your work while help is being displayed.

If you wish to select help on another subject while AmigaGuide is open, just activate the desirable window, place the pointer at another object, press HELP and AmigaGuide will show text on that subject without you having to close its window and load everything again.

The latest versions of AmigaGuide allows you to save position, width and height of the AmigaGuide-window. When the on-line help system is activated later, AmigaGuide will open at the coordinates last saved. You should only save the AmigaGuide settings if Recall is opened on its own screen or else the settings will affect all the other programs as well.

The documentation was designed to be displayed in a 640 pixels wide window, but it will wordwrap the text if the window is made smaller.

NOTE 1: In order for the on-line help system to work, 'amigaguide.library' must be available on your system.

1.13 Modules

Recall allows its functionality to be extended through modules. This means that functions can be added later or you could even write your own modules and Recall will automatically detect and run them when they are

selected from the menu.

Recall handles 4 types of modules:

- Import
- Export
- Operators
- Displayers

See also Developer info

1.14 Describing the import modules

Import-modules are modules that allows easy converting from other formats to the Recall project format. All import modules may be started by selecting the sub-items in the menu 'Project->Import'. If no import-modules were installed, Recall will not show this sub-menu.

Currently, Recall comes with the following import-modules:

ASCII

Imports an ASCII project into Recall Preferences. This loader module can be very useful to convert birthday databases to a Recall project since most databases can save their data in ASCII format. The ASCII-file may need some changes before it can be imported by Recall. All ASCII texts in the following format are accepted:

EVENT/A,DATE/A,TIME/A,TEXT/M/A

All items must be enclosed in quotation marks '"' and separated by a comma. NOTE! NO comma at end of line! As stated, TEXT may occur as many times as you wish. If these fields do not exist in you database, it should quite easy to create them globally before exporting it as an ASCII-file. Example:

"Remember","29.08.1993","11:00","To put your jeans on BEFORE your shoes!"

Recall V1.x

Imports a Recall V1.x project.

Recall V2.x

Imports a Recall V2.x project.

See also

- Export modules
- Operator modules
- Displayer modules
- Developer info
- Module settings

1.15 Describing the export modules

Export modules are modules that allows easy converting from the Recall project format to another formats. All saver modules can be started from the menu 'Project->Export'. If no export modules were installed, this menu item will not be available.

Currently, Recall comes with the following export modules:

ASCII

Exports a Recall project to an ASCII-file. The ASCII-format is described under import modules.

See also Import modules
 Operator modules
 Displayer modules
 Developer info
 Module settings

1.16 Describing the displayer module

Displayers are modules that will display the data in a Recall project in any other way than provided through the Recall Preferences program. If no displayer modules are installed, this menu will not be shown at all.

Currently, Recall comes with these displayer modules:

Browser

Lists all events in the same listview. Allows you to browse through events easily. You may jump to an event by double-clicking in the browser listview or pressing the 'Jump to'-button.

See also Import modules
 Export modules
 Operator modules
 Developer info
 Module settings

1.17 Describing the operator modules

Operators are modules that will alter the list in any way. If no operators are installed, this menu will only have one item: 'Last saved'.

Currently, Recall comes with this operator module:

Sort

Sorts the list of events by their names or dates. You also have the option of displaying folders first or last.

See also Import modules
 Export modules
 Displayer modules
 Developer info
 Module settings

1.18 Developer info

Sorry, no Recall developer information are available yet. I'm currently working on the API Recall should use when communicating with the modules through message ports (so you won't need to re-compile your module every time a new version of Recall is released...)

You must be registered as an Recall user before you are allowed to release a Recall module.

1.19 Main window

This is the main window where all the events are listed. Manipulating the events listed in the listview will affect the contents of Text, Date and Attributes windows.

Adding an event
Cut event
Paste event

Recursive folders
Making a folder
Orientating yourself

List of events
Renaming events

Save project
Test project
Cancel

See also Text window
 Date window
 Attributes window

1.20 Creating an event

You can add a new event to the list by clicking on 'New' in the main window. The stringgadget below the listview will become activated, allowing you to enter the name of the event. The length of the name is limited to 255 characters.

If you have many events of the same type (i.e. birthdays), they should be grouped together in a folder.

The name you enter, will only be added to the list if you press return. Failing to do so, will cancel the creation of the new event. Pressing return will add the new event at the bottom of the list. The listview will automatically scroll the list to show the new event. The new event will be highlighted to indicate that it is the current active event.

The number of events are only limited by the available memory.

See also Making a folder

1.21 Using cut

Several windows have a Cut-button. This button can be used to delete, copy or move data between different events/folders.

When selected, Recall will copy the selected data to a buffer and remove it from the listview. Recall will detect what kind of data is being cut and place it in its own buffer. Currently buffers exist for these types: Event, Text and Date.

Any subsequent calls to Cut will erase the contents of the specific buffer.

See also Using paste

1.22 Using paste

Several windows have a Paste-button. This button can be used to retrieve any data in a buffer. This button is disabled if the buffer does not contain data (this does not happen to the Textwindow Paste-button, since the buffer may contain text copied/cut from other applications).

When selected, Recall will insert a copy of the buffer in the listview. The buffer will not be emptied! This allows you to duplicate data.

See also Using cut

1.23 Recursive folders

Recall folders are pointers to a group of events. A possible project could look like this:

```
rootlist
|
```

```

event1---list of texts---list of dates
|           |           |
|           text1       date1
|           |
|           text2
|
dir1-----children
|           |
|           event1.1----list of texts...
|           |           |
|           |           text1
|           |
|           dir1.1-----children
event2      |           |
            event1.2     event2.1----list of texts...

```

etc.

When displaying this project it would show the events in this order:

```

event1
event1.1
event2.1
event1.2
event2

```

So when Recall discovers a folder, that folder will be parsed before any succeeding events in the current list.

More levels of folders requires more stack and Recall will monitor the stack and allocate more if it are about to run out.

See also [List of events](#)
[Orientating yourself in the project](#)

1.24 List of events

All events in Recall will appear in this listview and the events will be shown in priority from top to bottom.

The list may contain folders which are not 'real' events, but rather a group of one or more events of the same type and they can be accessed by doubleclicking on the folder name.

NOTE That the update will be rather slow when doubleclicking on folders and all the windows (Event, Text, Dates and Attributes) are open. This is NOT a bug in Recall! Unfortunately, gadtools isn't very fast...

See also [Adding events](#)
[Adding folders](#)

1.25 Renaming events

You can change the name of the event any time by selecting the event in the listview and alter the name in the stringgadget below the listview.

1.26 Making a folder

Pressing 'Makedir' will activate the stringgadget below the listview, allowing you to enter the name of the new folder. The stringgadget will already contain the characters '>>' indicating that is a directory. The length of the name is limited to 255 characters.

The name you enter, will only be added to the list if you press return. Failing to do so, will cancel the creation of the new directory. Pressing return will add the new folder at the bottom of the list. The listview will automatically scroll the list to show the new folder.

The implementation of folders allows you to group events of the same type together. This results in a much more surveyable project. For example could all birthday events profitably be positioned inside a folder called 'Birthdays'.

Since a folder is not an event in itself, you will not be able to add text, date to it or change the attributes.

The number of levels of folders are only limited to your available memory.

See also Recursive folders

1.27 Orientating yourself in the project

Anyone familiar with directory utilities like DirectoryOpus, DirMaster or such will recognize Recall's method of handling folders.

Doubleclicking on a directory in the list of events will make that folder the active one.

The Root button will bring you to the first level.

The Parent button will bring you to the previous level.

See also Recursive folders

1.28 Saving the project and quitting

When clicking on Save, Recall saves the current project under the default name and exits.

The project can be saved without exiting, by selecting Project->Save from the Project menu. If you want to save the project under a different name you can achieve this by selecting Project->Save as...

If Recall is resident in memory when you save your project, Recall will be notified and load the new project.

See also Project menu
Cancel

1.29 Testing a project

When creating a new project of events, there is sometimes a wish to try things out before saving to disk. This can be achieved by clicking on the Test-gadget or by selecting the menu-item Project->Test.

When selected, Recall Preferences will start Recall and go through the list of events and display them according to their attributes. Recall must be available in the same directory as Recall Preferences.

See also Project->Test

1.30 Cancel all changes and quit

Clicking on the Cancel-gadget will terminate the program without question, unless the Settings->Acknowledge? menu-item is checked. All changes done to the project will be lost.

See also Settings->Acknowledge
Save

1.31 Text window

An event would be of much use if it didn't contain some data. In this window you describe what the event should display or do.

Adding text to an event
Using cut
Using paste
Getting a filename
Inserting a field
Describing each field

See also Main window
 Date window
 Attributes window

1.32 Adding text to an event

Pressing 'New' in the text window will activate the stringgadget below the listview, allowing you to enter the text. The length of the name is limited to 255 characters. Although the length of text can be as much as 255 character, you should keep in mind that alerts and requesters on a standard 640 pixels wide screen are limited to a width of 77 characters.

The text you enter, will only be added to the list if you press return. Failing to do so, will cancel the operation. Pressing return will add the text at the bottom of the list. The listview will automatically scroll the list to show the new text.

The number of texts attached to one event are only limited by your available memory.

See also Getting a filename
 Inserting a field
 Setting the type of event

1.33 Selecting a command from a filerequester

Instead of typing in the programs you want to execute from Recall, you can simply click on the GetFile-gadget to the left of the stringgadget. Clicking this button will bring up a filerequester, allowing you to select the command you want to run. The name of the selected file will be copied to the stringgadget and the cursor will be positioned at the end of the string, allowing you to enter any parameters.

This button will only be available if the type of event is set to either CLI, WB or AREXX.

See also Setting the type of an event

1.34 Inserting fields

One of the most powerful features of Recall, is that it understands certain fields inside the text. These fields will be calculated during the execution of a project and the resulting value will be displayed instead of the date field.

The format of the date field is {<calculate:>DD/MM/YYYY} for calculation fields and {<display>} for display fields, and MUST be exactly in that

format! Notice the bracket parenthesis surrounding the date field - they can not be omitted!

To simplify the process of inserting fields, these fields can be selected, and automatically inserted at the cursor-position, from a listview by pressing the pop up gadget to the right of the stringgadget.

There is no limit to the number of fields one line can contain as long as the number of characters does not exceed 255.

Some examples to demonstrate its power:

"I will be {years:08/05/1970} years in {days:08/05/1970} days"
may be displayed as
"I will be 24 years in 7 days".

"Time left to my date with Cindy: {timelapse:31/12/1995 15:30}"
may be displayed as
"Time left to my date with Cindy: 03:15".

"{minutes:31/11/1994 00:00} minutes left to midnight"
may be displayed as:
"7 minutes left to midnight"

"Today: {weekday}, {date} {time}"
may be displayed as
"Today: Sunday, 1.May.94 13:34:23"

"Maxiplan Account_{month}.exc"
may be executed as
"Maxiplan Account_5.exc"

See also Describing each field

1.35 Describing each field

Here's a brief explanation of each field:

Field	Result
{days:DD/MM/YYYY}	Number of days between now and the given date.
{months:DD/MM/YYYY}	Number of months between now and the given date.
{years:DD/MM/YYYY}	Number of years between now and the given date.
{hours:DD/MM/YYYY HH:MM}	Number of hours between now and the given date and time.
{minutes:DD/MM/YYYY HH:MM}	Number of minutes between now and the given date and time.
{timelapse:DD/MM/YYYY HH:MM}	Hours and minutes between now and the given date and time
{date}	Displays the current date.
{time}	Displays the current time.

{weekday}	Displays the name of the current weekday.
{day}	Displays the current day in the month.
{month}	Displays the current month in the year.
{year}	Displays the current year.
{hour}	Displays the current hour.
{minute}	Displays the current minute.

NOTE: Only dates after 01.Jan.78 will return correct values except for {years:DD/MM/YYYY} which only takes the years in account.

See also Inserting fields
 Adding text to an event

1.36 Date window

The calendar allows the user to enter the date of the event in a very easy and intuitive way. Near the top of the calendar is a display gadget that shows the selected date. When a component of the date is of no importance, it will be displayed as two or more '*', meaning the current day/month/year/hour/minute.

Creating a new date
Using cut
Using paste

Setting the day
Setting the month
Setting the year
Setting the period for a date
Setting the repeat-value

Setting the time
Setting the period for a time
Setting the repeat-value

Setting the weekday
Tuning the date and time

Examples

See also Main window
 Text window
 Attributes window

1.37 Creating a new date

Recall allows dates to be attached to an event. The event will only be shown when the date occur.

The number of dates attached to the same event are only limited by your

available memory.

1.38 Setting the day

To set the day of an event, simply click on one the numbered gadgets in the calendar-window. The selected day will be highlighted and displayed in the date field. If you want the event to appear on any day, please select the gadget '**' meaning any day. '**' will always be replaced by the current day.

NOTE: It is of no use setting the date to Before or After day ** since ** will be replaced by the current day.

See also Setting the month
 Setting the year

1.39 Setting the month

The month is set by cycling through the month-cyclegadget until the desired month is activated. If you want the event to appear every month, please select the item 'Any month'.

NOTE: It is of no use setting the date to Before or After month ** since ** will be replaced by the current month.

See also Setting the day
 Setting the year

1.40 Setting the year

The year of the event is set by entering the desired year in the integer-gadget next to the month-cyclegadget. If you want the event to appear every year, enter a zero or nothing.

Entering a number of length less than four, will cause the event to be displayed each year the given year match with the current year. In other words, entering year='3' (displayed as '***3') will display the event every year that ends with '3'.

NOTE: It is of no use setting the date to Before or After year **** since **** will be replaced by the current year, and thus the event will never be displayed.

NOTE: Acceptable values are from 1978 to 2099.

See also Setting the day
 Setting the month

1.41 Setting the period for a date or time

It is sometimes desirable to display an event *n* days before or after a specified date or *n* minutes before or after a specified hour.

Recall allows the user to set the interval of days or minutes, and the event will only be displayed during that interval.

This gadget becomes available only when the date is set to Before or After.

See also [Setting the repeat value for a date](#)
[Examples](#)

1.42 Setting the repeat value for a date or time

It is sometimes desirable to display events at repeating intervals. This can be achieved by entering the desirable minute-interval in this gadget.

This gadget becomes available only when the prefix is set to Before or After.

Another way of making a repeating event, is of course by setting one or more of the components to a zero (indicated by '**' in the display).

See also [Setting the period for a date](#)
[Examples](#)

1.43 Setting the weekdays

Events may pop up on certain weekdays. If no weekdays are checked, the event will pop up every day of the week (whenever the date matches the current date). Whenever an item is checked, the event will pop up on that weekday ONLY.

Examples:

After 23/10/1994, Monday and Friday checked:

The event will appear after 23/10/1994 every monday and friday.

NOTE: Checking weekdays when the date is full (i.e. when no item is set to '**' and set to EXACT), will probably prevent the event from showing.

NOTE: Checking all weekdays equals checking none.

See also [Examples](#)

1.44 Setting the time of an event

Setting the time is just as simple as setting the time in Commodore's Time Preferences. Just drag the sliders to the desired level. The selected hour and minutes will be shown in the main window. Setting any of the sliders to the bottom level will replace its value with '**', meaning that it will be replaced by the current time when the project is run.

NOTE: It is of no use setting the time to Before or After **:** since **:** will be replaced by the current time.

NOTE: That Recall isn't synchronized with the internal clock of your Amiga. An event that should be shown exactly 13:00 might as well be shown on 13:00:59 if you started Recall 12:00:59 (Recall will just be idle the requested time (set by the WAIT tooltip)).

See also [Tuning the date and time Examples](#)

1.45 Tuning the date and time

It may be times when you do not want the events to appear on a specific date or time, but rather before or after. This can easily be achieved by adjusting the cycle-gadgets at the top of both date- and time-groups in the calendar. The default value is 'Exact'.

Exact

The event will appear ONLY at the given date or time. If you do not turn your machine on that day, you will never see the event!

Before

The event will appear only BEFORE and EXACT the given date or time. If the selected date is '07.**.1993', the event will appear on the first 7 days every month during 1993. If the selected time is '11:00', the event will appear between '00:00' and (not including) '11:00'.

After

The event will appear only AFTER and EXACT the given date or time. If the selected date is '07.06.1993', the event will appear every day from '07.06.1993' to eternity. If the selected time is '11:00', the event will appear between '11:01' and (including) '23:59'.

See also [Setting the period of date and time Examples](#)

1.46 Attributes window

Each event has a defined set of attributes which may be set individually of other events.

Group
Flash
Confirm
Postpone
Multitask
Centre

Setting the type
Setting the show-type
Setting the screen
Setting the start-up directory
Setting the stack
Setting the priority
Setting the alert timeout-value

Describing input events

See also Main window
 Text window
 Date window
 Describing input events

1.47 Grouping events

Events of the same type may be grouped together and displayed in the same requester or alert. Executable events will still launch its programs one after the other (unless all executables have the Multitask-flag set), but if Confirm is checked, you may acknowledge the whole group as one.

Currently, Requester and Alert events only uses the first event's attributes when grouped. So if the first event is to be confirmed all events grouped together with this event will also have to be confirmed. If you do not want this to happen, don't check the Group-button.

See also Multitask

1.48 Flashing the screen

Important events sometimes need to be call the attention of the user with something extra, and by checking this checkbutton, Recall will flash the screen and signal with a beep (V38+) before displaying the event.

1.49 Confirming events

If Confirm is checked, Recall will add an extra button to all requesters (including confirm-requesters for executables) allowing you cancel the event for the rest of the day.

1.50 Postponing events

If Postpone is checked, Recall will add an extra button to all requesters (including confirm-requesters for executables) allowing you to postpone the displayed event or events if grouped.

Postpone is very useful with daily events. Pressing Postpone in the requester will put off the event until the next checking of the project. In other words, it will keep nagging you until you acknowledge or cancel it.

Here's a little example:

Let's say a message pops up asking you if it should run the backup utility because it is 60 days since you last took a backup of your harddrive. Let's just assume that you haven't got time to do the backup right now. If you press Cancel, Recall will cancel that event and not display it before another 60 days have passed. Pressing Postpone on the other hand, will just put it off until the next time Recall checks the project.

1.51 Multitasking launched binaries

If Multitask is checked, Recall will launch all started programs as a separate task and immediately continue with the next event in the project.

If this item is not checked, Recall will kindly wait for the executed program to exit before continuing with the next event in the project.

NOTE

Currently AREXX commands are not sent asynchronously. The multitask switch applies to CLI and WB events only

1.52 Centring requesters

Checking Centre will force all ReqTools requesters to be centred on the screen.

The state of this checkbox will be ignored if the tooltype USEREQTOOLS is FALSE or NO.

See also Describing the Settings menu
Running the programs

1.53 Selecting the type of event

In what way an event will appear, is determined by which type is chosen for that event. Currently these modes are available:

Requester

All texts will be displayed in a standard requester with an OK-button. The maximum number of lines which may be displayed is only limited by the screens resolution and font. The requester will automatically adjust to the font used by your system. The requester will have more buttons if either Postpone or Confirm is checked.

Yellow alert

All texts will be displayed using a standard RECOVERY (yellow) alert. The alert will be opened on a 640*200 screen on a NTSC-machine or a 640*256 screen on a PAL-machine. The font used will always be Topaz8. The frame of the alert will be automatically adjusted to fit the number of lines shown and all lines will be centred.

Press either left or right mousebutton to continue. If Confirm is checked, the alert will contain a line at the bottom of the alert announcing that pressing the left mousebutton will continue and pressing the right mousebutton will cancel the event.

Red alert

As 'Yellow alert' but all texts will be displayed in a DEADEND (red) alert instead of a RECOVERY alert. Useful for VERY important events.

CLI

All text-lines will be run as if they were typed in a Shell window. If several programs is requested, they will be run after each other in priority from top to bottom.

Running larger batch-programs can be done easily by entering "execute <filename>". Recall also accepts remarks and 'execute <filename> ; remark' will work without problems.

WB

All text-lines will be launched like programs from Workbench. This means that the programs may take advantage of any data in their icons. Use this whenever you start a program that has an icon.

AREXX

All text-lines will be launched as AREXX-scripts. That way you may control other applications directly from Recall.

Input

Probably the most powerful of all Recall event-types. Each of the text-lines will sent to the input stream as one event (with qualifiers). The possibilities is unlimited. May also be used to pop up programs that react to certain hotkeys or execute macros etc.

See also Confirm
Postpone

Describing input events

1.54 Describing input events

Input events must follow a certain syntax or else an enforcer-hit will occur:

```
[<Class>] {[<Qualifier>]} [-][upstroke] [<Keycode>]
```

All keywords are case insensitive.

Classes

This parameter is optional and if missing the default 'rawkey' is used. Currently these classes are defined:

rawkey	This is the default class and covers all keyboard events. For example 'rawkey a' or 'a' will send an 'a' to the input stream (equal to the user pressing an 'a'). You must specify a keycode for this class.
rawmouse	This class describes all mouse button events. You must specify a keycode for this class.
diskinserted	Events of this class are generated when a disk is inserted in a drive. This class has no keycodes.
diskremoved	Events of this class are generated when a disk is removed from a drive. This class has no keycodes.

Qualifier

Qualifiers are 'signals' that must be set or cleared by the time the hotkey is activated. For each qualifier that must be set you supply its keyword. All other qualifiers are expected to be cleared by default. If you want to ignore a qualifier, just set a '-' before its keyword. The qualifiers inside parenthesis are only available on kickstart V38 and higher.

lshift, [left_shift]	Left shift-key
rshift, [right_shift]	Right shift-key
shift	Either shift-keys
capslock, [caps_lock]	Caps lock key
caps	Either shift key or caps lock key
control, [ctrl]	Control key
lalt, [left_alt]	Left alt key
ralt, [right_alt]	Right alt key
alt	Either alt key
lcommand, [lamiga], [left_amiga], [left_command]	Left Amiga/Command key

```

rcommand, [ramiga],
[right_amiga], right_command]    Right Amiga/Command key

numericpad, [numpad],
[num_pad], [numeric_pad]         This keyword must be used for any key on
                                  the numeric pad

leftbutton, [lbutton],
[left_button]                    Left mouse button

midbutton, [mbutton],
[middlebutton], [middle_button] Middle mouse button

rbutton, [rightbutton],
[right_button]                   Right mouse button

repeat                           This qualifier is set when the keyboard
                                  repeat is active. Only useful for the
                                  'rawkey' class.

```

Note: Commodities V37 has a bug which prevents the use of 'leftbutton', 'midbutton' and 'rbutton' as qualifiers. This bug is fixed in V38.

upstroke

Normally a hotkey event is generated when a key is pressed. If the event should be generated when the key is released, supply the keyword 'upstroke'. When both press and release of the key should generate an event, use '-upstroke'.

Keycodes

Each InputEvent class has its own keycodes. The keycodes inside parenthesis are only available on kickstart V38 and higher.

```

rawkey:  a-z, 0-9, ...           ASCII characters

        f1, f2, ...             Function keys

        up, [cursor_up']
        down, [cursor_down]
        left, [cursor_left]
        right, [cursor_right]   Cursor keys

        esc, [escape],
        backspace, del, help
        tab, comma, return
        space, [spacebar]       Special keys.

        enter
        [insert], [delete]
        [page_up], [page_down]
        [home], [end]           Numeric Pad keys. Each of these key
                                  codes must be used with the 'numericpad'
                                  qualifier keyword!

```

rawmouse	mouse_leftpress	Left mouse button.
	mouse_middlepress	Middle mouse button.
	mouse_rightpress	Right mouse button.

Note: To use one of these key codes, you must also set the corresponding qualifier keyword, e.g. rawmouse leftbutton mouse_leftpress

Here are some examples to clarify:

'alt t' Will pop up a program that respond to the 'alt t' hotkey.

'shift K'

'e'

't'

'i'

'l' Will paste the word 'Ketil' into an active shell, stringgadget, texteditor or whatever.

NOTE: Only one input event per line is allowed. Recall will generate an enforcer-hit otherwise.

WARNING: Using ASCII codes in input events may be dangerous, as they can trigger short-cuts for buttons, mess up text in a texteditor etc. Use at your own risk!

1.55 Selecting how often the event will be displayed

Recall uses two methods to determine whether an event will be shown or not. First it checks the state of the Show-cyclegadget, then it excludes those events that don't match the current date and time.

These are the states of the Show-cyclegadget:

Startup

The event will be shown only the first time Recall checks the project.

Always

The event will be displayed every time Recall checks the project. How often this is, depends on the settings. If the checker is resident in memory, that may be once every minute (the idle time may be changed using tooltypes). Avoid using this mode when the checker is made resident, as this would certainly increase Recall CPU usage as the event would pop up every minute.

Daily

The event will only be run the first time Recall is run that day, in other words; only once a day.

Never

The event will never be displayed. Useful if you want to temporarily prevent an event of being displayed.

See also `Setting the tooltypes`

1.56 Selecting a screen

Allows the user to set the name of the public screen on which the requester will appear. You may either type in the name or press the pop-up gadget and select among the current public screens that are open.

If the requested screen does not exist, Recall will pop up the requester on the default public screen.

NOTE: Even if some screens are public and appear in the public list, some may be public in a 'private' manner and thus Recall requesters cannot be displayed on that screen.

The screen is only used for determine on which screen the requesters should appear.

1.57 Selecting a directory

Allows the user to set the program's current directory. You may either type in the directory yourself, or press the `getdir-gadget` and use a `filerequester` to select a directory.

The directory is only used when starting CLI or Workbench programs.

1.58 Setting the stack of an executable

Allows the user set the stack size of the program started by Recall. If the program is started as a Workbench task, Recall will use the stack in the program's icon if it is larger than the one requested.

The stack is only used when starting CLI or Workbench programs.

1.59 Setting the priority of an executed program

Allows the user to set the priority of the program started by Recall.

The priority is only used when starting CLI or Workbench programs.

1.60 Setting the timeout period for alerts

Allows the user to set length of time the alert should wait for the user to respond. This time is the number of video frames the alert should remain up for. Setting the timeout-value has no effect on machines with kickstart lower than 39.

This switch can be very useful for machines that run a BBS and that needs to go on with their script if the user doesn't reply.

NOTE

The timeout value is only used for Yellow and Red alerts.

1.61 Some examples on how to configure your events

Period:
Date: Before 07/**/1994
Date period: 2
Result: Displayed on the 5th, 6th and 7th day every month of 1994

Date: Before 14/12/****
Date period: 7
Weekdays: Sunday (are checked)
Result: Displayed on the second sunday of december every year.

Time: After 12:00
Time period: 120 (=2 hours)
Result: Displayed from 12:00 to 14:00

Repeat:
Date: After 01/01/1994
Date repeat: 14
Result: Displayed every 14th day after 1st of january 1994

Time: After 12:00
Time repeat: 10
Result: Every 10th minute after 12:00

Combinations
Date: After 01/10/1994
Date period: 10
Date repeat: 3
Result: Displayed every 3rd day between 1st and 10th of october 1994.

Time: After 12:00
Time period: 120
Time repeat: 10
Result: Displayed every 10th minute between 12:00 and 14:00

Advanced combinations

Date: After 01/10/1994
Date period: 10

Date repeat: 3
Time: After 12:00
Time period: 120
Time repeat: 15
Result: Displayed every 10th minute between 12:00 and 14:00 every 3rd day between 1st and 10th of october 1994.

Date: After 01/10/1994
Date period: 10
Date repeat: 3
Weekdays: Monday, Wednesday, Friday (are checked)
Time: After 12:00
Time period: 120
Time repeat: 15
Result: Displayed every 10th minute between 12:00 and 14:00 every 3rd day between 1st and 10th of october 1994 IF they happen to be either a monday, wednesday or friday.

See also Setting the period
 Setting the repeat-value

1.62 Describing the Project menu

New...

Selecting this item will clear the list of events allowing you to start from scratch designing your new project of events. If the menu item Settings->Acknowledge is checked, you will be warned if changes to the project have not been saved.

Open...

Brings up a filerequester and lets the user select a new project to be loaded. The new project will replace the current project. If the menu item Settings->Acknowledge is checked, you will be warned if changes to the project have not been saved.

Include...

Brings up a filerequester and lets the user select a project to be joined with the current project. The new project will appear at the end of the active directory.

Import

Recall uses modules to import other project formats into Recall. These modules can be started by selecting them in this submenu This menu item will not be available if no import modules were installed.

Save

Saves the project to disk under the default name, without exiting the program.

Save as...

Lets the user save the current project under a different name.

Export

Exports the current project to different formats. This menu item will not be available if no export modules were installed.

Test project

Runs the current project. Recall must be located in the same drawer that Recall Preferences.

Iconify

Closes all open windows and iconifies the program to an icon placed on the workbench screen. The program may be un-iconified by double-clicking on the iconified icon.

About...

Loaded with interesting information. Try it out immediately!

Quit

Terminates the program. If the menu item Settings->Acknowledge is checked, you will be warned if changes to the project have not been changed.

See also Import modules
 Export modules

Other menus: Search
 Edit
 GUI
 Settings

1.63 Describing the Edit menu

Last saved

Restores the last saved project under the default name to memory.

Other operator modules will appear at the bottom of this menu

See also Operator modules

Other menus: Project
 View
 Search
 GUI
 Settings

1.64 Describing the View menu

Displayer modules that are installed on your system will appear in this menu. If no modules are installed this menu will not be displayed.

See also displayer modules

Other menus: Project
Edit
Search
GUI
Settings

1.65 Describing the Search menu

Find...

Opens a requester allowing the user to enter the name of the event to search for. If a name is found, it will be made the active one and display all its attributes, texts and dates.

Find next

Search for the next occurrence of a word in the current list and all its children without showing the requester. This item will be ghosted if no search name has been entered in the find requester.

Replace...

Opens a requester allowing the user to enter the name of the event to be replaced by another name. If a name is found, you will be asked if the program should replace it, ignore this word and search on or just cancel the operation.

Replace next

Replaces the next occurrence of a word without showing the requester. A requester will inform you of how many occurrences have been replaced.

Ignore case

If checked, the search will be case insensitive.

Only whole words

If checked, the whole name of the event must match the given search string in order to be found.

Replace mode

Toggles between search and replace modes.

Other menus: Project
Edit
View
GUI
Settings

1.66 Describing the GUI menu

Text window

Open/Close the text window.

Date window

Open/Close the date window.

Attributes window

Open/Close the attributes window.

Use screen

If checked, Recall will open it's own screen using the resolution, depth, width, height, overscan, font and palette selected by the user.

Simple refresh

If checked, Recall will use simple refresh mode when on windows. Simple refresh mode need not as much memory as Smart refresh windows, but is also slower.

Close workbench

Toggles the Workbench screen.

Select screen...

Lets the user select the resolution, depth, width, height and overscan of Recall's own screen. This menu item will be disabled if 'Use screen' is not checked.

Select font...

Lets the user select the font used by Recall's own screen. This menu item will be disabled if 'Use screen' is not checked.

Adjust palette.

Lets the user adjust the palette table of Recall's own screen. This menu item will be disabled if 'Use screen' is not checked. This is the only implementation that NEEDS reqtools.library (I _have_ implemented my own

requester, but didn't want to include it in Recall because of the increase in size...)

Other menus: Project
Search
Edit
Settings

1.67 Describing the Settingsmenu

Save when exit

If checked, Recall will remember the environment when exiting. If not checked Recall will use the environment last saved to disk next time it is run.

Acknowledge

If checked, Recall will display a warning message if the changes done to the project are about to be lost.

Sub menu: Modules

Affect all events

If checked, all events will be affected by an operator or displayer

module. If not checked, only the current folder will be affected by it's operation.

Parse folders

If checked, both operator and displayer modules will affect/display folders inside the current folder. If not checked, only the current folder will be parsed.

Open...

Lets the user select a Recall environment file to load.

Save

Saves the environment to disk under the default name.

Save as...

Saves the environment to disk under another name.

Other menus: Project
Edit
View
Search
GUI

1.68 Known bugs

Recall:

- Input events cause enforcer-hits when wrong input are provided. Follow the guidelines carefully.

Preferences:

- GUI does not default to Topaz80 when font is too big.

See also Troubleshooting, Tips & Tricks
Describing input events

1.69 Future developments and plans

Implementations to do:

- AREXX control for both Recall Preferences, allowing external control and macro creation.
 - Replace text routine
 - LOGFILE=<filename> tooltype to keep a log over events showed by Recall. Nice if you run a BBS or something and want to keep track of what Recall has done.
 - A catch-up feature, so no events are missed.
-

- Startup-drawer where you can put the modules you automatically want to run when Recall Preferences is started.
- Paste text should filter out unknown characters (tab/eol/lf).
- Paste text should create more lines if the clipboard buffer contains more than one line.
- Hooks that let you control the listview through the stringgadgets.
- AM/PM time in countries that use such format (TOOLTYPE)
- Default to Topaz80 when a window is too big for the screen.
- Better search-routine. Should jump recursively backwards as well.
- HELP menu listing the important topics.

Modules:

- Print export module.
- Almanac/Filofax module.
- Export module: Generate a list containing the text of all events (with calculation fields replaced by their values). (Suggested by Per Sverre Vogt-Hansen)
- Module that let you alter the inner flags of an event (if an event is cancelled you may 'un-cancel' it...).
- Match module. Display all events that match given data.

1.70 Troubleshooting, Tips & Tricks

The event does not show even if the date and time is set right
Try setting 'Show' to 'Always' and try again. The event might have been run earlier that day... If you cycle through the Show-gadget, Recall Preferences will reset the daily flag.

The event will not execute!

Recall needs the full path! If you for example use the Say-command, you must enter "SYS:Utilities/say" or else it will not be able to find it.

How do I make an annual event?

Set the date of the event to DD.MM.****, where DD and MM represents the day and the month you want the event to pop up. Setting the year to **** is the same as saying 'every year' and **** will be replaced by the current year.

How do I make a birthday event?

There is unlimited number of ways to enter a birthday-event, depending of how you want the event to be shown. Here's one suggestion.

```
(Problem: Remind me of Rebecca's birthday on 08.05.1970)
Set the date to 'Before', '08.05.****'
Set the time to 'After', '11:00'
Days='3'
Repeat='0'
Text='Rebecca is {years:08/05/1970} on 8th of May'
Show='Daily'
```

This event will be displayed daily on the 6th, 7th and 8th of May, leaving enough time to buy her a flower or whatever... (...am I getting soft or what ;).

Testing an event with Show set to 'Daily'
When testing such a project the event will ALWAYS be shown if it has not been displayed that day. Furthermore will it not show if it already has been displayed that day. This is inevitable, since Recall Preferences do not alter the project's private structure.

How to make events appear x days BEFORE and y days AFTER a date?
If you want an event to be displayed 3 days before the 10.10.93 AND 2 days AFTER, you must simply set the date to BEFORE 16.10.93 and days to 5!

When I try to execute a program from Recall it crashes!
When running Recall from the WBStartup-drawer, some programs seem to cause an out of memory-guru. This is not a bug in Recall! I have only discovered this error while running ToolManager from WBStartup and Maxiplan V4.09 (started as an event within Recall) while running under WB3.0. Other programs might cause similar problems. The solution is however, quite simple; enter 'Wait 2' on the line above your program, and your program will work just fine.

How do I play a tune while displaying an event?
You have to create two events to do a thing like that (or by creating a little batch-file to execute). The first event must be of execute-type: "run >NIL: play birthday.mod". The second event must be of alert- or requester-type with the desired text. The dates of the two events must of course be the same.

How do I display events before the first of a month?
If you want the event to be shown x days before the 1st of every month, set it up like this: n-1 days before the last day in the month or i.e. after 25th.

See also Known bugs
How to handle the CPU workload

1.71 History

The Recall version follows the notation <version>.<revision>, meaning that V3.10 is greater than V3.1. The current version can be printed out using 'Version full Recall' or by selecting About from the Project-menu in Recall Preferences.

In the early days

This program actually started out as a small AREXX script, size 883 bytes! You might say that this project has grown significantly since then ;)

24.May.93 V1.0

First released version.

25.May.93 V1.1

RecallPrefs used to crash when it loaded an old project and the user selected 'Use'. Now fixed.

29.May.93 V1.2

RecallPrefs now tries to open its window using the current font set by the user. If this fails (usually when the window becomes too big for the screen), it settles for the standard Topaz8-font. RecallPrefs now uses NewLook-style in menus.

04.Jun.93 V1.3

Recall now only updates the project when it's absolutely necessary. This saves a lot of disk-access. Fixed a bug in the compare date & time header file. Fixed a bug in the purge-function which removed events with empty dates... Updating the attributes of the event is now speeded up. RecallPrefs disables the corresponding (Exact/Before/After)-cyclebutton if Datestring or Timestring are empty. Made more compliant with Commodore's Style Guide.

08.Jun.93 V1.4

Oooooops, made a MAJOR mistake by releasing V1.3 too soon! In the last minute a minor bug was fixed, and this resulted of course in a MAJOR bug at another location in the program! Selecting 'Before' or 'After' with dates did not work at all... nor did # Days or Repeat every #... I PROMISE to check more thoroughly in the future... When testing the project from RecallPrefs, the program asked for a assign called 'REC:'. Now removed... Recall must be located in your working path. (i.e. >path work:recall). Fixed a bug which resulted in a ghosted textstring when editing a line of text...

30.Oct.93 V1.5

Fixed a bug which caused Recall to return a returncode and generate an error when testing a project from 'Recall Preferences'. Now fixed.

08.Nov.93 V1.6

Fixed two tiny bugs which caused Enforcer hits. Since they where positioned in the main loop of both 'Recall Preferences' and Recall, hits appeared on every GADGETUP IDCMP and event. Now fixed. (Reported by Henning Schmiedehausen). Selecting the GetFile gadget when no event was selected also caused an Enforcer hit. Now fixed. The Add Text gadget was sometimes not disabled, making it possible to add text to a non-existing event. Now fixed. Added an extra menu item to save project under default name without terminating the program. (Suggested by Raoul Rodriguez). Also, the new archive is better organized with drawers for preferences, install and documentation. The Installer-script has been rewritten. The documentation has been processed once again, making (hopefully) easier to read (all chapter has a right justified margin...).

12.Nov.93 V1.7

The two binaries is now reduced in size. The sources may now be compiled by double-clicking on the Build-icon in the Source drawer. Added more

tips to 'Troubleshooting'. The installer-script is made more generic and will also detect if the user already has a Recall project and rename it to 'Recall_OLD.prefs' when installing new example project. Also reorganized the .guide, so that the chapters appear in the same order as when using browse. Corrected a few mistakes and misspellings in the documentation. Fixed a bug which caused repeating events not to be displayed when they should. Also, when counting days between different months and years did not come out right. Now fixed. (thanks to Juha Kallioinen for questions about weekly events, which led me into finding this bug!)

16.Nov.93 V2.0

This version is re-written from scratch. Uses MUImaster.library for creating a great looking GUI. Font-adaptable window. Sizable window. Short-cuts for most functions. IFF-FORM .prefs-file. Possibility to group events, flash screen before event, automatically delete expired events, acknowledging events alerts. Confirm actions in Preferences. Setting the date and time from a 'calendar'. Possibility to copy and sort lines of text. Better readability and better organized .guide. Documentation also included in ASCII-format. Uninstall-script to delete the Recall package on your harddisk. Importing and exporting projects of different formats (may be controlled via the Preferences). More show-options. More date fields in the same line. Do not use reqtools.library if not requested. The program may be iconified. On-line-HELP. Although Recall has gained a lot of functions, it is actually smaller in size! Optimized code if a faster CPU is available. Much more...

07.Dec.93 V2.1

NEW All binaries and the installation-script is localized. English, french, spanish, german, swedish and norwegian catalogs are included.
NEW Speeded up Recall 30%!!!
NEW All binaries has reduced in size! Rewritten to use tiny ROM-routines!
NEW Postponing events! If you put off an event, it will keep nagging you until you acknowledge it!
NEW Updating event's attributes is now speeded up (a lot!) in Preferences.
NEW Safer IFF-saving.
NEW Settings menu-item: Confirm executables?
NEW Recall requesters now state the current date in their titles. Uses the selected dateformat.
NEW Recall uses less memory than before!
NEW Rearranged the GUI a little: The date and time are separated from the text-group, the getfile-gadget now uses the button-background set in MUIprefs.
NEW The day-of-the-month gadgets are now of BOOL type (like Time Preferences).
NEW The calendar can now be controlled from the keyboard.
FIX Events with x days BEFORE or AFTER were not displayed (Reported by Dirk Böhmer).
FIX Acknowledging alerts did not work, unless 'Acknowledge events?' was NOT checked. This bug did not appear when the binaries was not optimized by the compiler... Strange...
FIX The GUI of the installation-script was messy if you did not use the Topaz.font (Reported by Heikki Kantola).
FIX The GetFile-gadget did not work! (Reported by Olav Müller).
FIX GetFile did not allocate it's memory properly.
FIX The GetFile-gadget was not documented.
FIX Purging did not remove all the events that it should.
FIX Corrected several bugs regarding ghosted buttons and the update of

attributes.

- FIX One node in the documentation of Recall was not linked properly. (Reported by Olav Müller).
- FIX Recall and Recall Preferences did not deallocate all used memory when terminating.
- FIX Recall crashed if Use ReqTools? was checked but not available!
- FIX Events set to whenever or anytime did not show if BEFORE or AFTER was selected.
- FIX The stringgadgets do no longer get activated when selecting a new event/text from the listviews, making it easier to use the keyboard short-cuts.
- FIX Recall Prefs no longer asks for a file to import or export when SYS:Tools/ReConvert is not available...
- FIX Changed the name of some items. 'Whenever' and 'Anytime' changed to 'Every day' and 'All day', respectively. 'Once a day' has been changed to 'Daily'.
- FIX Enforcer Hit when accidentally loading certain non Recall IFF-files.
- FIX All output to shell from Recall will now be routed to the same shell-window!

03.Mar.94 V2.2

- NEW Italiano catalogs included.
- NEW Nederlands catalogs included.
- NEW SBasePro 4 batch script for converting a database of birthdays to a Recall project included. Script provided by Thorsten Gau.
- NEW Recall only updates the project when the user has selected a button which alters any of the internal flags. Less disk-access.
- NEW The ASL requester now excludes the .info-files.
- FIX Recall now handles dates after 30. January 2000.
- FIX When displaying requesters with only one button (no Cancel-button), pressing OK was interpreted as Cancel.
- FIX Events of type 'Execute' were only run once when 'Confirm executables' was not checked.
- FIX You could always cancel an alert, even if the 'Confirm Alerts?' was not checked...
- FIX Prefs only allocates memory for the Asl-requester when needed.
- FIX Fixed a bug in the IFF save-routine, which caused a GURU on some machines.
- FIX Safer IFF-saving.
- FIX All binaries reduced in size (again). The checker is now only 8Kb!
- FIX Recall used c-lib routines to get and calculate date and time. This could be quite annoying when running SnoopDOS in the background, as these functions access ENV:TZ a lot. Switched to ROM-routines instead.
- FIX Recall Preferences did not show events which printed texts to a shell-window when testing the project.
- FIX Recall Preferences would not update the list of texts when the first event in the list was highlighted, and user opened another project.
- FIX Corrected some mistakes and misleadings in the docs.

The ReqTools.library will not be included from V2.2 and later in a desperate try to reduce the size of the archive. Anyway, 991f all Amiga-owners already have this library...

28.Apr.94 V2.3

- NEW Suomi catalogs included.
- FIX Better Nederlands translation. Now fits on a 640x200 screen.

- FIX Faster rendering of alerts.
- FIX Fixed a bug which caused Alerts to crash on some machines. Thanks to Olaf Seibert for suggesting the byte-split...
- FIX The Recall-documentation contained an unknown link. Reported by Philip Meyer.
- FIX The calendar crashed on some machines when using MUI V2.0.

The source will not be included in V2.3 and later in order to reduce the size of the archive. (Not many were interested in the source, anyway...)

V3.0 14.May.95

- NEW The checker may stay resident in memory (optional) and keep on reminding you until you quit the program or turn off your machine. Will check the project of events every minute (idle time may be changed). Uses very little CPU time.
 - NEW The checker is a commodity, and may be controlled via the Commodore's Commodities Exchange program.
 - NEW Unlimited number of dates can be attached to the same event.
 - NEW The calendar now takes weekdays in account.
 - NEW You can combine weekdays and date, allowing you to make events which will be shown i.e. the third Sunday in a month etc.
 - NEW The calendar will put each day on its right weekday in the calendar.
 - NEW Possibility to set the period before or after a specified time.
 - NEW Major update of the calculation fields: allowing you to include both the current date, current time, calculation of days, calculation of years, current weekday and such in the SAME event! The fields can be selected and inserted from a requester.
 - NEW LOTS of new fields types.
 - NEW Tooltypes support.
 - NEW Executed programs can be launched either as Shell or Workbench tasks. Programs started in Workbench-mode will use tooltypes in their icons.
 - NEW Possibility to group only certain events, flash certain events etc.
 - NEW Recursive directories, allows you to make folders of events i.e. keeping all birthday-events in a folder called Birthdays. Unlimited number of levels!
 - NEW Modular built. Its functionality may be extended with modules. Modules included: Import ASCII, Recall V1.x, Recall V2.x. Export ASCII. Module that sorts events by date or alphabetically. Browser-module for easy displaying all events.
 - NEW Search and replace of event names.
 - NEW Completely new graphic user interface.
 - NEW Multi-window environment. All windows are 'multitasking'.
 - NEW No longer needs MUI, but the preferences program is still font-adaptable and sizeable.
 - NEW ALL window-positions and sizes (including the ASL requester), as well as font, screen, palette, etc. may be saved to disk.
 - NEW Recall preferences will remember all window sizes and positions when exiting.
 - NEW Recall can pop up requesters on any public screen.
 - NEW Requesters may be forced to open on a certain public screen.
 - NEW Cut and paste of texts and dates between events.
 - NEW Cut and paste of texts to/from clipboard.
 - NEW New powerful type of event: Input - generates input-events and hotkey-presses.
 - NEW New type of event: AREXX - runs AREXX scripts directly without the need of RX.
-

NEW Recall can now display both RECOVERY (Yellow) and DEADEND (Red) alerts.

NEW Possibility to set the stack of executed programs.

NEW Possibility to set the current dir for executed programs.

NEW Possibility to set the priority of executed programs.

NEW Possibility to set a timeout-value for alerts (V39).

NEW Dansk catalogs.

NEW Svensk catalogs.

NEW Greek catalogs.

NEW Español catalogs.

NEW Français catalogs.

NEW Português catalogs.

NEW Nynorsk catalogs.

NEW Asynchronous on-line help.

NEW Date in the calendar is now shown in your country's format under WB2.1 and higher.

NEW The calendar will show Sunday as first weekday in countries that use such format.

NEW If Recall is resident in memory and the project is changed by Recall Preferences these changes will be detected and the new project will be loaded to memory.

NEW Recall can now function as an alarm clock with snooze function.

NEW ...lots more...

1.72 How to report bugs

Keep these things in mind when you report bugs:

- o State the version of Recall you are using
- o State from where you received this software (PD disk, AmiNet, etc.)
- o State your configuration (Kickstart, WB, special tools run from WBStartup/Startup-Sequence, etc.)
- o Check that the bugs are not listed in 'Known bugs', described in 'Troubleshooting' or listed in 'Future developments and plans'.
- o Your list of bugs

NOTE! The size of the source-code is over 1 Megabyte so please keep your temper when reporting bugs. It's easy for bugs to slip through when the source gets this long... You use Recall entirely at your own risk!

See also How to contact the author

1.73 How to register as an user

Fill in and send it to me along with the shareware fee (make sure the envelope is thick enough and that you can't see the money through it).

8< ----- CUT HERE ----- >8

Recall registration form

I want to register as user of your excellent reminder-utility, Recall, and have included in this envelope:

☐ \$15 US dollars

☐ 100 Norwegian kroner

Name: _____

Address: _____

Country: _____

e-mail: _____

☐ I want to subscribe to new releases of Recall through e-mail.

Version currently using: _____

8< ----- CUT HERE ----- >8

Your private Recall key along with the latest version of Recall will be included in the registered archive.

The archive will be sent through e-mail when available. Please allow up to three weeks for delivery through ordinary mail (one week's delivery should be normal though).

NOTE If you want to pay in a another way or currency, and I'll see if we can work it out.

See also How to contact the author

1.74 About the author

Contact me on this address:

Ketil Hunn
Nabbetorpveien 35B
N-1632 Gamle Fredrikstad

NORWAY

or by e-mail:

Ketil.Hunn@hiMolde.no

I hope you agree with me, that this program is the BEST reminder-utility available for the Amiga. If not, tell my why so I can improve it.

Enjoy!

Ketil Hunn
Molde, May 1995

1.75 Index

A

- About Recall and Credits
- About the author
- Adding text to an event
- Attributes window

C

- Cancel all changes and quit
- Centring requesters
- Confirming events
- Copyrights & distribution
- Creating a new date
- Creating an event

D

- Date window
- Describing each field
- Describing input events
- Describing the displayer module
- Describing the Edit menu
- Describing the export modules
- Describing the graphic user interface
- Describing the GUI menu
- Describing the import modules
- Describing the operator modules
- Describing the Project menu
- Describing the Search menu
- Describing the Settingsmenu
- Describing the View menu
- Description
- Developer info
- Disclaimer
- Distributability
- Documentation for Recall

F

Flashing the screen

Future developments and plans

G

Grouping events

H

History

How to handle the CPU workload

How to register as an user

How to report bugs

I

Inserting fields

Installing

K

Known bugs

L

List of events

M

Main window

Making a folder

Modules

Multitasking launched binaries

O

Orientating yourself in the project

P

Postponing events

R

- Recursive folders
- Renaming events
- Running the programs

S

- Saving the project and quitting
- Selecting a command from a filerequester
- Selecting a directory
- Selecting a screen
- Selecting how often the event will be displayed
- Selecting the type of event
- Setting the day
- Setting the month
- Setting the period for a date or time
- Setting the priority of an executed program
- Setting the repeat value for a date or time
- Setting the stack of an executable
- Setting the time of an event
- Setting the timeout period for alerts
- Setting the weekdays
- Setting the year
- Some examples on how to configure your events

T

- Testing a project
- Text window
- Troubleshooting, Tips & Tricks
- Tuning the date and time

U

- Using cut
- Using on-line help
- Using paste
- Using Recall Preferences
