

MagicClock

COLLABORATORS

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Contents

1	MagicClock	1
1.1	MagicClock V1.1 by Ronny Dudeck	1
1.2	index	1
1.3	Introduction	2
1.4	History	2
1.5	Legalstuff	2
1.6	Authors	4
1.7	Requirements	4
1.8	How to use	4
1.9	Configuration	5
1.10	Project	5
1.11	Hands	6
1.12	HourHand	6
1.13	MinHand	7
1.14	SecHand	8
1.15	Display	9
1.16	Minute	10
1.17	Hour	11
1.18	Quarter	12
1.19	Twelve	13
1.20	Background	14
1.21	Border	15
1.22	Activated	16
1.23	Inactivated	16
1.24	Sound	17
1.25	Alarm	17
1.26	Counter	18
1.27	Chime	19
1.28	Hour	19
1.29	Quarter	20

1.30 half	20
1.31 Installation	21
1.32 Known bugs	21
1.33 Future	21
1.34 Tested on	22
1.35 Register	22
1.36 Thanks	23
1.37 iff.library	23
1.38 Registration form	23

Chapter 1

MagicClock

1.1 MagicClock V1.1 by Ronny Dudeck

```
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   /  /  /  /  /  _ /  _ /  _ /  _ /  _ /  _ /  _ /
*****
MagicClock V1.1
is an analogous Workbench clock
Copyright 1995 Digital Innovations
*****

Continue

Für die einen ist es eine Analoguhr,
für die anderen die wahrscheinlich
tollste Uhr der Welt

                                (ask a german what it means)
```

1.2 index

Introduction	What is MagicClock?
Copyright	Copyright and Distribution
Registration	How can I register MagicClock?
Requirements	What do I need for using MagicClock!
Installation	How can I install MagicClock?
How to use	How do I use MagicClock?
Configuration	How do I config MagicClock?
Testet on	Tested computers!
Known bugs	Bugs ?!@#./
Authors	Who is who?

History	Historylist
Future	Which changes will be done next time?
Thanks	Thanks to ...

1.3 Introduction

Introduction

MagicClock is a analogous clock for the Workbench.
Everybody who's using MagicWB should also use MagicClock, because the look has made in such a way that it fits to the MagicWB-look.
You certainly can change the look of MagicClock so that it appeals to you.
It does'nt matter, if you like e.g a one-color background, a colorpattern, a brush (MWB) or a snaped windowbackground.
I tried to make the use of MagicClock as easy as possible but if there is something you don't understand, read the guidefile.
If there are still problems, you find a bug, you want to make some suggestions or what ever, write or mail to one of the addresses.

I wish you a lot of fun with MagicClock ;-)

1.4 History

History

26.06.1995 V1.0

- First Public Release

05.08.1995 V1.1

- font adaptation rewritten
- About now runs correctly with Kickstart 2.x / better fonthandling
- problem while refreshing, while the secondhand is turned off, removed (reported by Chris Kerr)
- defaultpath is now set correctly at the end of the program
- error while snapping at the screenborder removed
- degrees corected to 0-359
- datatypes support added
- Pop To Back added
- Dithering added
- Snap/ Snap Always now work with MagicLayers
- error with Color- and Sliderrequesters removed
- selectable ReMap
- Notify for Background added (for Snap Always)
- selectable picturescaling added

1.5 Legalstuff

Copyright

The program MagicClock, the documentations and the program MC-Edit are (C)copyright 1995 by:

Ronny Dudeck
Ralph Wermke
Frank Toepper.

All rights reserved.

MagicClock is Shareware. If you use this version frequently, you should register.

This program uses the iff.library.

Distribution

With passing MagicClock it's not allowed to get profit with it, especially the prize of one disk which includes MagicClock must not be higher than DM 5,- (respectively an equivalent amount in another currency). MagicClock may freely distributed in mailboxes and networks and also as part from shareware/freeware-CDs.

All right for the commercial usage remaining by the authors.

The version you get as a registered user, must only be installed on one computer and on no account it's allowed to pass it to other persons. Violations are prosecuted by us. With your signature on the registration form you agree to this conditions.

Confinements

The authors don't take any responsibility for any effect, when using this program.

You use this program on your own risk.

And here the long version:

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDER AND/OR OTHER PARTIES PROVIDE THE PROGRAM "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 PROGRAM IS WITH YOU. SHOULD THE PROGRAM 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 PROGRAM 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 PROGRAM (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 PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

1.6 Authors

Send bug-reports, ideas, suggestions, money or what you want to:

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1.7 Requirements

Systemrequirements

An Amiga :-)

Kickstart 2.04 or higher

At least an MC68020

(If a lot are interested in a 68000er-Version, I'll make it.)

The iff.library respectively Datatypes (OS2.1+)

(By missing this both, backgroundloading is disabled.)

1.8 How to use

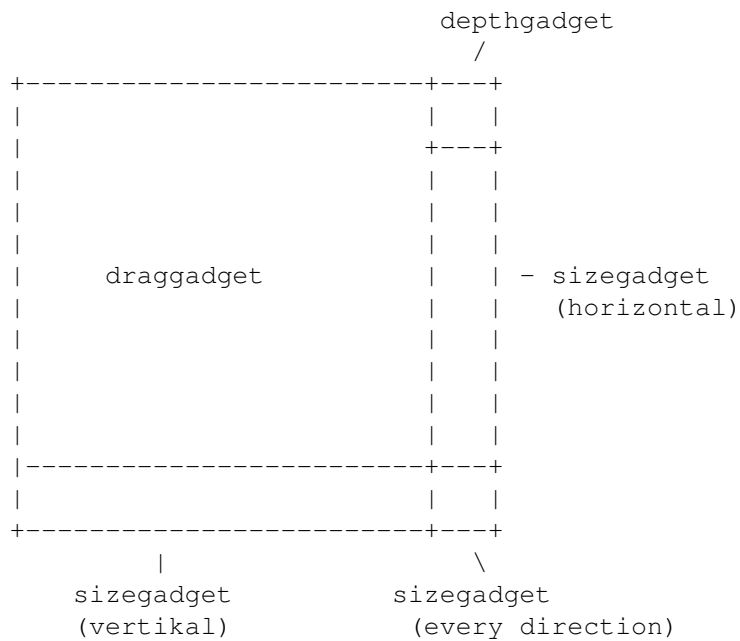
Usage

Using MagicClock is very easy. You can start it from the Workbench, by a doubleclick on the MagicClock-icon or from the Shell.

If you start MagicClock from the Shell it starts an own process. You should put MagicClock into the WBStartup-drawer if you want to use it every time ;-)).

The configuration of MagicClock uses menus.

How to use the window you can see in this little design:



1.9 Configuration

MagicClock is easy to config by using the menu.
Some menupoints are described by short-cuts.

Here is the description for the menus:

Project Hands Display Background Border Sound

1.10 Project

With the Project-Menu you can make global adjustments

Open Prefs...

Loads a saved preferencefile and resets settings.

Save Prefs

Saves the actual settings to drawer 'envarc:MagicClock' with the name 'MagicClock.prefs'.

Save Prefs As...

Saves the actual settings to a selectable path with a selectable name.

Set Startdelay...

Sets the time the program waits before it starts. That's necessary if you want to snap the background already when starting, but the background needs a little longer to appear.

About...

Shows informations about program and authors.

Quit

Quits the program.

1.11 Hands

HourHand
MinHand
SecHand

Second

Turns the secondhand on/off.

Shadow Degree...

Sets the degree of the light in a range from 0-359.
(0 degree is above; the angle moved anticlockwise (sorry))

Shadow Color...

Sets the shadowcolor (It's the same for any shadow).

Double Buffering

Turns the graphic buffering on/off.
Without doublebuffering it was drawn directly into the window. This saves memory but it could flicker when a lot of points were drawn or big areas must be filled. This can also happens if you use big windows and/or you have a slow graphicoutput.
But is doublebuffering turned ON this affect will be stopped.

1.12 HourHand

Special settings for the Hourhand

Open...

Loads a saved hourhand.

Triangle

Sets the hourhand to the internal triangle-form.

Rectangle

Sets the hourhand to the internal rectangle-form.

Line

Sets the hourhand to the internal line-form.

Transparent

Draws only the border of the hand.

Fit To Nums

Fits the hand directly to the dail.

It's only useable for non-circle dails (Rectangle).

FillColor...

Sets the color that fills the hand. Transparents has to be turned off.

BorderColor...

Sets the color for the handborder.

Shadow

Turns the shadow for the hourhand on/off.

Shadow Depth...

Sets the shadowdepth for the shadow of the hourhand.

1.13 MinHand

Special settings for the Minutehand

Open...

Loads a saved Minutehand.

Triangle

Sets the Minutehand to the internal triangle-form.

Rectangle

Sets the Minutehand to the internal rectangle-form.

Line

Sets the Minutehand to the internal line-form.

Transparent

Draws only the border of the hand.

Fit To Nums

Fits the hand directly to the dail.
Its only useable for non-circle dails (Rectangle).

FillColor...

Sets the color that fills the hand. Transparents has to be turned off.

BorderColor...

Sets the color for the handborder.

Shadow

Turns the shadow for the hourhand on/off.

Shadow Depth...

Sets the shadowdepth for the shadow of the minutehand.

1.14 SecHand

Special settings for the Secondhand

Open...

Loads a saved secondhand.

Triangle

Sets the secondhand to the internal triangle-form.

Rectangle

Sets the secondhand to the internal rectangle-form.

Line

Sets the secondhand to the internal line-form.

Transparent

Draws only the border of the hand.

Fit To Nums

Fits the hand directly to the dail.
Its only useable for non-circle dails (Rectangle).

FillColor...

Sets the color that fills the hand. Transparents has to be turned off.

BorderColor...

Sets the color for the handborder.

Shadow

Turns the shadow for the hourhand on/off.

Shadow Depth...

Sets the shadowdepth for the shadow of the hourhand.

1.15 Display

Minute

Hour

Quarter

Twelve

Reversemode

The clock suddenly runs backwards.

Fit Window To X

Fit Window To Y

The program tries to fit the opposite side to the selected so, that the clock looks quadratic.

The program uses display informations from the system.

But it is possible that it doesn't look like a square. That could be because of special monitorsettings.

To correct this take a look at the next 3 items.

Use User Aspect

Switchs to user defined aspect.

Set X-Aspect...

Sets the aspect for the x-direction.

Set Y-Aspect...

Sets the aspect for the y-direction.

Don't Pop

Turns >Pop To Front< respectively >Pop To Back< off.

Pop To Front

That means the MagicClock-window is always in front of all other windows on screen.

Pop To Back

That means the MagicClock-window is always back of all other windows on screen.

1.16 Minute

Adjustments for the minute-element

On/Off

Turns the minute-element on/off.

Open...

Loads a saved minute-element.

Triangle

Sets the minute-element to the internal triangle-form.

Point

Sets the minute-element to the internal point-form.

Rectangle

Sets the minute-element to the internal rectangle-form.

Transparent

Draws only the border of the minute-element.

Unturned

The element will not be turned with the dail.

This mode isn't only very nice, its also an advantage, if your workbench works with a low resolution, because it helps to reduce the contortion.

If you make your own element you have to notice that it has to be between the points (-14,114) and (14,86). Otherwise it could happen that the border will be destroyed.

FillColor...

Sets the fillcolor for the minuteelement.

BorderColor...

Sets the bordercolor for the minute-element.

Shadow

Switchs the shadow on/off.

Shadow Depth...

Sets the shadowdepth for the minute-element.

1.17 Hour

Adjustments for the hour-element

On/Off

Turns the hourelement on/off.

Open...

Loads a saved hour-element.

Triangle

Sets the hour-element to the internal triangle-form.

Point

Sets the hour-element to the internal point-form.

Rectangle

Sets the hour-element to the internal rectangle-form.

Transparent

Draws only the border of the hour-element.

Unturned

The element will not be turned with the dail.

This mode is not only very nice, it's also an advantage, if your workbench works with a low resolution, because it helps to reduce the contortion.

If you make your own element you have to notice that it has to be between the points (-14,114) and (14,86). Otherwise it could happen that the border will be destroyed.

FillColor...

Sets the fillcolor for the hour-element.

BorderColor...

Sets the bordercolor for the hour-element.

Shadow

Switches the shadow on/off.

Shadow Depth...

Sets the shadowdpeth for the hour-element.

1.18 Quarter

Adjustments for the quarter-of-an-hour-element

On/Off

Turns the quarter-of-an-hour-element on/off

Open...

Loads a saved quarter-of-an-hour-element.

Triangle

Sets the quarter-of-an-hour-element to the internal triangle-form.

Point

Sets the quarter-of-an-hour-element to the internal point-form.

Rectangle

Sets the quarter-of-an-hour-element to the internal rectangle-form.

Transparent

Draws only the border of the quarter-of-an-hour-element.

Unturned

The element will not be turned with the dail.

This mode is no only very nice, its also an advantage, if your workbench works with a low resolution, because it helps to reduce the contortion.

If you make your own element you have to notice that it has to be between the points (-14,114) and (14,86). Otherwise it could happen that the border will be destroyed.

FillColor...

Sets the fillcolor for the quarter-of-an-hour-element.

BorderColor...

Sets the bordercolor for the quarter-of-an-hour-element.

Shadow

Switchs the shadow on/off.

Shadow Depth...

Sets the shadowdpeth for the quarter-of-an-hour-element.

1.19 Twelve

Adjustments for the twelve-o'clock-element

On/Off

Turns the twelve-o'clock-element on/off

Open...

Loads a saved twelve-o'clock-element.

Triangle

Sets the twelve-o'clock-element to the internal triangle-form.

Point

Sets the twelve-o'clock-element to the internal point-form.

Rectangle

Sets the twelve-o'clock-element to the internal rectangle-form.

Transparent

Draws only the border of the twelve-o'clock-element.

Unturned

The element will not be turned with the dail.

This mode is not only very nice, it's also an advantage, if your workbench works with a low resolution, because it helps to reduce the contortion. If you make your own element you have to notice that it has to be between the points (-14,114) and (14,86). Otherwise it could happen that the border will be destroyed.

FillColor...

Sets the fillcolor for the twelve-o'clock-element.

BorderColor...

Sets the bordercolor for the twelve-o'clock-element.

Shadow

Switches the shadow on/off.

Shadow Depth...

Sets the shadowdepth for the twelve-o'clock-element.

1.20 Background

Settings for background

Open...

Loads a brush as a background.
From OS 2.1 MagicClock uses Datatypes to load.
Otherwise the iff.library was used.

Remap

If Remap is turned on the colors of the loaded picture will fitted to the workbenchcolors (only Datatypes).

Scale Picture To Window size

Scales the loaded picture to window size.
Also after expanding or reducing the window size.

Brush

Used a picture as background for the clock.
If you haven't chosen a picture before, a filerequester will opened.
(won't saved in the unregistered version)

Snap

Snaps the graphics behind the window.
(won't saved in the unregistered version)

Snap Always

It does the same as Snap, but it will do it always after moving and sizing the window and also when the background was changed.
(won't saved in the unregistered version)

Empty

Sets the background to a simple color.

Pattern

Puts a colorpattern into the background.

Dithering
(won't saved in the unregistered version)

Puts a nice colorbleed into the window.

Snap Delay

That means the time before the program snaps the background.
Thats important, if you want to snap a simple-refresh-window that needs longer for refreshing.
It's the same for Snap and SnapMode.

Notification

Watches the workbench background and snaps the new background after a 3 sec. delay.

This functions is only available by using >Snap Always<.

Empty Color

Sets the color for the one-colored background.

Pattern Color 1

Sets color 1 (above right) for the colorpattern.

Pattern Color 2

Sets color 2 (above left) for the colorpattern.

Pattern Color 3

Sets color 3 (below right) for the colorpattern.

Pattern Color 4

Sets color 4 (below left) for the colorpattern.

Three Color Dithering

switchs between 2 or 3 colors for the dithering.

Dither Color 1

Sets color 1 (above) for the the dithering.

Dither Color 2

Sets color 2 (centre/below) for the dithering.

Dither Color 3

Sets color 3 (below) for the dithering.

1.21 Border

Settings for the windowborder

No Border

Draws no border around the window.

Single Border

Draws a simple border around the window. Settings for outer border were used.

Double Border

Draws a double border with the user settings around the window.

Transparent

Puts the brush also into the border.

If Transparent is inactivated a special fillcolor will be used.

Borderwidth

Sets the horizontal width of the doubleborder.

Borderheight

Sets the vertical width of the doubleborder.

Activated Adjustments for the activated window

Inactivated Adjustments for the inactivated window

1.22 Activated

Settings for the activated window

Shine Color...

Sets the color for the "bright" side of the outer border.

Shadow Color...

Sets the color for the "dark" side of the outer border.

Inner Shine Color...

Sets the color for the "bright" side of the border.

Inner Shadow Color...

Sets the color for the "dark" side of the border.

FillColor...

Sets the fillcolor of the border. (Transparents has to be turned off)

1.23 Inactivated

Settings for the inactivated window

Shine Color...

Sets the color for the "bright" side of the outer border.

Shadow Color...

Sets the color for the "dark" side of the outer border.

Inner Shine Color...

Sets the color for the "bright" side of the border.

Inner Shadow Color...

Sets the color for the "dark" side of the border.

FillColor...

Sets the fillcolor of the border. (Transparents has to be turned off)

1.24 Sound

Settings for sound output

Alarm	Special adjustments for Alarmoutput
Counter	Special adjustments for counter
Chime	
Hour	
Quarter	
Half	

Set Play Buffer...

Sets how many memory will be allocated as buffer for playing samples.

Stop Sound

Stops the current playing sound.

Stop At Activation

If this switch is on, every playing sound will be stopped by activating the window.

1.25 Alarm

Alarmsettings

On/Off

Turns the alarm on/off.

Set Alarm...

Sets the alarmtime.

Open Sample...

Opens a sample that plays on alarmtime.
It only supports uncrunched mono IFF samples, up to 28000 Hz.
The menuitem beep has to be turned off.

Beep

Switchs to beep.

Sample

Activates the samplemode.

Sound Options...

Includes some settings for the activated mode.

Sample:

- only volume

beep:

- Frequency - Play frequency
- Volume - Play volume
- Beep Length
- Delay - How much time it takes until the beep restarts

- | | | |
|-------------|---|-----------------------|
| Okay | - | Uses settings |
| Test | - | Tests settings |
| Stop | - | Stops testing |
| Closebutton | - | Settings will be lost |

Set Play Buffer...

Sets how much memory for buffering the program gets for playing sample.

Set Count...

Sets how often the sample or the beep will be played.

1.26 Counter

Countersettings

On/Off

Turns the counter on/off.

Set Alarm...

Sets the counter time.

Open Sample...

Opens a sample that plays on alarmtime.
It only supports uncrunched mono IFF samples, up to 28000 Hz.
The menuitem beep has to be turned off.

Beep

Switchs to beep.

Sample

Acivates the samplemode.

Sound Options...

Includes some settings for the activated mode.

Sample:

- only volume

Beep:

- Frequency - Play frequency
- Volume - Play volume
- Beep Length
- Delay - How much time it takes until the beep restarts

- Okay - Uses settings
- Test - Tests settings
- Stop - Stops testing
- Closebutton - Settings will be lost

Set Count...

Sets how often the sample or the beep will be played.

1.27 Chime

A signal will be played:

- None - never
- Hour - hourly
- Half - every half hour
- Quarter - every quarter of an hour

1.28 Hour

Settings for the hourly signal

Sound Options...

Special beepsettings

- Frequency - Play frequency
- Volume - Play volume
- Beep Length
- Delay - How much time it takes until the beep restarts

Okay - Uses settings
Test - Tests settings
Stop - Stops testing
Closebutton - Settings will be lost

Set Count...

Sets how often it beeps.

Count = Hour

That means that it beeps according to the actual hour.

1.29 Quarter

Settings for every quarter of an hour

Sound Options...

Special beep settings

- Frequency - Play frequency
- Volume - Play volume
- Beep Length
- Delay - How much time it takes it until the beep restarts

Okay - Uses settings
Test - Tests settings
Stop - Stops testing
Closebutton - Settings will be lost

Set Count...

Sets how often it beeps.

1.30 half

Settings for every half an hour

Sound Options...

Special beep settings

- Frequency - Play frequency
 - Volume - Play volume
-

- Beep Length
- Delay - How much time it takes until the beep restarts

Okay - Uses settings
 Test - Tests settings
 Stop - Stops testing
 Closebutton - Settings will be lost

Set Count...

Sets how often it beeps.

1.31 Installation

Installation

Best use the present installer-script.

If you want, you can also install MagicClock by yourself.

Copy the iff.library into your libs: drawer.

(If not present.)

Now copy the program MagicClock in a drawer of your choice. The drawer

>MagicClock< in the ENVARC: directory is created by the program self

if it does'nt exists.

The drawer for hands and pattern can be choosen at random.

After that you can start MagicClock from WB or Shell.

1.32 Known bugs

Known bugs

There are some problems with the Cybergraphics-System, if you use the high- or truecolor modes. (Tested on A4000/40/10MB Piccolo SD64).

If you want to use MagicClock nevertheless you should:

- not use SNAP and SNAPMODE
- turn on DOUBLEBUFFERING

Maybe this error is caused by an erroneous blitteremulation.

If it's not the cause and somebody know what the reason is, let us know!

If you are using Pop To Front respectivly Pop To Back and also MagicMenu the menus could be caught.

1.33 Future

Further plans

- external prefsprogram (is in hand)
- more polygons per element
- coloraccommodation of loaded brushes to the WB-Colors
- digitalpart
- variable dailplates (Triangle...)

- locale.library support
 - datatypes support
 - playing stereo-samples
 - playing samples with more than 28000 Hz
 - changed shadowmodes (e.g. Realshadows - real calculated shadows with different shadowlengths in dependence from the height)
 - Support for the screennotify.library
(Frank Pagels)
 - Colorpool
(Frank Pagels)
 - selectable publicscreen
 - mathematical "textures"
 - more ditheroptions
- perhaps a 68000er version (it depend the users interests)

1.34 Tested on

Tested on

A2000/030/40/40/5MB	
A2000/030/40/40/9MB	Piccolo SD64
A2000/030/25/50/9MB	
A1200/030/50/50/6MB	
A1200/020/14/2MB	
A4000/040/25/10MB	Piccolo SD64 (EGS 7.0 / Cybergraphics 40.46)
	CyberVision 4MB
A2000/030/28/28/5MB	Merlin 2 4MB

1.35 Register

Registration

MagicClock is Shareware, that means you have to pay a little fee to get a full functional version.

The unregistered version has got some little restrictions.

- you can't save Brush/ Snap/ Snap Always and Dithering

The Shareware-fee is DM 10/ US\$ 10/ £5 respectivly an equivalent amount in your own currency.

If you want to get the registered version and/or updates via post it arised a little extra charge for postage,packing and disk from DM 5/ US\$ 5/ £2 or an equivalent amount in your own currency.

Updates via EMail are free and were send automatically.

Alternative you could send us a registered version of your own shareware- or commercial program.

Please register it to:

Digital Innovations
Frank Toepper
Ralph Wermke

Ronny Dudeck

How can I become a registered user?

It's very easy, fill out the registration form, then print and subscribe it. After that put it together with the registration fee into a letter and send it to one of the authors.

If you haven't got a printer write all relevant informations on a sheet of paper and send this together with the registration fee to one of the authors.

1.36 Thanks

Special thanks goes to all the people who worked with me on this program:

Ralph Wermke for his large bugreports, the documentation, optimizing+bugfixing and suggestions.

Frank Toepper also for bugreports and suggestions and besides for programming MC-Edit

Also:

Stefan Markwardt and ALIENDESIGN for betatesting.

Our special thanks goes to all registrered users and especially Frank Pagels for the first registration.

Digital Innovations (c)1995

1.37 iff.library

iff.library

The iff.library is copyright by:

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1.38 Registration form

Registration MagicClock V1.1

Name :
Street :
City :
Country :
Telephon :
EMail :

Organisation :
Handle :

Computer :
Operating Sys:
Memory :
Harddisks :

Expansions :
.....
.....
.....
.....

Comments :
.....
.....
.....
.....

Kind of registration:

Post	[]	DM 15/ US\$ 15/ £7/ ...
EMail	[]	DM 10/ US\$ 10/ £5/ ...

I've read the Copyright note and do agree.

(City, Date)

(Signature)
