

Wait-GUI

COLLABORATORS

	<i>TITLE :</i> Wait-GUI		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Wait-GUI

1.1 Wait_GUI 2.11 © 1998 Dirk Tietke

Wait-GUI version 2.11

(c) 1998 Dirk Tietke

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1.2 disclaimer

DISCLAIMER © etc

This software is subject to the Standard Amiga FD-Software Copyright Note.

It is MAILWARE as defined in paragraph 4b.

If you like it and use it regularly please send a post card or email to [ME](#)

For more information please read '[AFD-COPYRIGHT](#)' (Version 1 or higher).

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1.3 introduction

What is Wait-GUI.

Wait-GUI is a little program that attempts to inform the user if an application was called the "wait" command.

A small GUI will display a processbar in its window and shows how long the timer has to go.

The user is also able to interact with the "wait" command. (See [Usage](#))

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1.4 installation

Erm...But there's no installer script :(

Installation:

I have not writted an installer script, because I see no point...But if you want one then mail **Me** if you can do that much :P

Just follow these five easy steps.

1. Rename the 'WAIT' command in your C: dir to 'wait.old'. Just in case ;)
2. Copy Wait-Gui to C:
3. Rename 'Wait-GUI' to 'Wait'.
4. Of course you can delete the original 'WAIT' command if you wish :)
5. Erm... did I say "five" easy steps ? Ok make it four then. ;)

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1.5 usage

Usage

Once 'Wait-GUI' has been called a small window will appear. The window displays a progress bar and three buttons.

1. Break - This sends a Break and halts the complete task.
2. Resume - Clicking on this button will make 'Wait-GUI' skip the count to the end and contine with the task.
3. Quit - This one just quits 'Wait-GUI' until it is next called.

Technical stuff

Parameters:

SECS -> For the Numbers of Seconds to wait

e.g. 'Wait 5' or 'Wait 5 secs'

MINS -> For the Numbers of Minutes to wait

e.g. 'Wait 5 mins'

PROGRAM -> After 'delaying' Wait-Gui will start the given program

e.g. 'Wait 5 Secs programm diskmaster'

PUBSCREEN -> The Window will only open on the given Pubscreen. If the Pubscreen doesn't exist, Wait-Gui will open on the front

Screen

UNTIL -> Waits until the given Time (Format: HH:MM)

WINDOWTITLE -> You can enter optional a Name for the Window. This Parameter has a higher priority than the ToolType WAIT_NAME !

NOREQUESTER -> This Option disables the SystemRequester. In that way

all Errors and Messages will be printed to the Output()

WINDOWACTIVE -> Activates the Window at Startup

MINONLY -> Shows only the Minutes to wait. Also, when only seconds are given

SECSONLY -> Shows the time to wait as seconds

VERBOSE -> Shows a nicer Text in the Window when MINONLY and SECSONLY are NOT given!

SMALL -> Makes the Waitwindow a little bit smaller

MEDIUM -> Makes the Waitwindow small (same like SMALL) but draws a border around the Window

The ENV-Vars:

WAIT_CANCEL If you set this (e.g. with SetEnv), the CancelGadget will be renamed to the Contents of this Var

WAIT_RESUME Here you can rename the Resume-Gadget

WAIT_POSX Puts the Window to Pos X (horiz)

WAIT_POSY Puts the Window to Pos Y (vertical)

WAIT_NAME Changes the title of the Window

WAIT_FONT Changes the Font...

WAIT_SIZE ...and its size

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1.6 Me the Author :)

About the Author

Ok thanx for reading this far :)

I would realy like to hear from you people out there in "Amigaland" so please drop me an email or a post card from your local town and tell me what you think of 'Wait-GUI'

Author:

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1.7 afd

\$VER: "AFD-COPYRIGHT"(TM) English Version 1.2 (27.07.96)

___ *=====* ___

/// * Standard Amiga FD-Software * ///

/// * Copyright Note (TM) * ///

/// *=====* ///

___ /// * * ___ ///

\\V/// * Version 1.2 - English * \\V///

\\V/// * 27-Jul-1996 * \\V///

\\/// * * \\///

"" "" *=====* "" ""

0. INTRODUCTION

=====

If you are a user I hope you like this Standard Copyright Note for Freely Distributable Amiga® Software you only have to read once instead of individual notes. There are translated versions of this document available on Aminet® named:

/pub/aminet/docs/misc/AFD-Files1-xx.lha (xx = number of languages).

If you are a software developer and want to include this document in your own FD package then please read it carefully first, especially chapter 5 "DEVELOPERS INFORMATION". Thank you for your support.

1. COPYRIGHT

=====

- a. This software is copyrighted by its developer(s). That means that you are NOT ALLOWED to modify the program(s) and documentation in any way. Especially you MUST NOT REMOVE the documentation or this text file.
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2. DISTRIBUTION

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This package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- a. Any re-distribution has to include all files in this archive, including this "AFD-COPYRIGHT" file, without any modifications. You are NOT allowed to add any files to the archive.

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=====

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer(s) of the software and the author and the translators of this "Copyright Note" can NOT be held responsible.

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=====

"Freely distributable" only says that you do not have to pay for copying or redistributing the software. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, most of the developers want something in return for their efforts.

The documentation of this software contains one classification out of these:

- a. Freeware - You are allowed to use this software FREE.
- b. Mailware - You have to send the developer(s) a MESSAGE (by email or snailmail).
- c. Cardware - You have to send the developer(s) a POSTCARD.
- d. Donationware - You have to make a DONATION to an organization as stated in the documentation to this product.
- g. Giftware - You are requested to send the developer(s) a GIFT, for example:
 - some candy or
 - a package of disks or
 - a copy of a self-made program or
 - some money or
 - an Amiga 5000 PowerTower ;-)
- s. Shareware - You have to send the developer(s) the amount of MONEY demanded in the documentation.

5. DEVELOPERS INFORMATION

=====

The concept of a "Standard-Licence" like this one has several advantages:

- You as a developer don't have to think about copyright stuff yourself.
- The users of your product have to read it only if they haven't done so before.
- This document is available in several languages via Aminet@.

So you can be sure that the users have read it at least once and did understand it.

If you want to include "AFD-COPYRIGHT"(TM) in your own Amiga® FD-Software package you have to follow these rules:

- a. Read this whole document carefully and make sure that you agree with the whole text WITHOUT ANY EXCEPTIONS.

(If you do not agree with it, do not use it! You are allowed to copy parts of it, but IF you do so, you MUST NOT use the names "AFD-COPYRIGHT"(TM) and "Standard Amiga FD-Software Copyright Note"(TM).)

- b. Make sure that you use the following Default-Tools in the .info-files you are going to release:

- for ASCII texts: More
- for AmigaGuide® documents: AmigaGuide
- for AmigaOS scripts: IconX
- for ARexx scripts: RX
- for configuration files: Ed
- for Installer scripts: Installer
- for IFF-ILBM pictures: Display

(The idea of this rule was inspired by Osma "Tau" Ahvenlampi, Finland.

It was included to set a standard. If someone does not use these tools (s)he has to make not more than one link per file type!)

- c. Include a paragraph like the following in the manual to your product:

-----8<-----

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is <type_of_software> as defined in paragraph 4<x>. [...]

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

-----8<-----

Example:

This software is subject to the "Standard Amiga FD-Software Copyright Note".

It is SHAREWARE as defined in paragraph 4s.

If you like it and use it regularly please send \$15 to ...

For more information please read "AFD-COPYRIGHT" (Version 1 or higher).

- d. You have to include this file called "AFD-COPYRIGHT"(TM) (English).

IF you include an AmigaGuide® hypertext documentation you can link it to this file or include the whole text in the AmigaGuide® file just as you like. Please do not add more than two translations of this file to your package. So your package doesn't get too big.

6. AUTHORS

=====

"AFD-COPYRIGHT"(TM) was written by Dietmar Knoll. It is itself subject to the above copyright note (© 10.12.1994, 27.02.1996).

If you have any comments, hints or questions or some suggestions for the next version, please write to the following addresses:

Dietmar Knoll InterNet-Email: To: dknoll@gwdg.de

Ilitisweg 6 Subject: AFD

D-37081 Göttingen My WWW-Homepage:

GERMANY/EUROPE ftp://ftp.gwdg.de/pub/physik1/WWW/GAUHPIL/Welcome.html

The translators of this document and their addresses are stated in the corresponding files. The translations are © by the translators.

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1.8 tnx

Thanx to :

DrJekyll for this Guide

Hector for proof reading it <-- if there are any typo's blame him ;)

Hi to :

Joker

Karl

manatee

Walrus

falconer

Atlantic

SmallOne

Cap

Lil

DFDuck

pb-anet ;)

CaPTaiN ;)

Orca :)

and the rest of the crew on ArcNet :)

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1.9 history

History (The past):

To do (The future):

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1.10 bugs

Known Bugs.

a) Me. ;)

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