

**07a54c18-0**

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COLLABORATORS

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## Chapter 1

# 07a54c18-0

### 1.1 UrouHack

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```

Preferences usage has changed in this release. Read "Installation"!!!

Introduction Again a patch? I already have 398 in my system!  
Installation Pleaz read thiz! Otherwise you should read Disharmonies.  
Notes~~~~~ If you develop software for the Amiga pleaz read thiz!  
Disharmonies Hmm... Its not working... Why? Look here!  
Tips~~~~~ Some workarounds for programs...

History~~~~~ How many bugs can a programmer produce in his life?  
The~author~~ Huhu... Yes... Write me... Call me... Kick me...  
Future~~~~~ What i like to see in the next version

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You know good jobs? I am searching for a programmer job... Write me...

### 1.2 Introduction

What? Again a patch? Aren't there too much on the Aminet?

No. The AmigaOS lacks of so much features and has sooo many bugs, so we, the shareware programmers MUST release patches. Its like, you know...

O.K. Whats this patch for? Simply look at the Preview pictures in this package and don't forget to close your mouth after seeing it... ;-)

Jump then directly to Installation

## 1.3 Installation

Before you are using this software, make sure, you have removed the following programs:

- sysihack
- frameipatch
- MCP: turn off sysihack and frameipatch option

To start it enter it in s:startup-sequence before IPrefs was started with this line:

```
urouhack <screenlistfile> <options>
```

Ex.:

```
urouhack s:urouhack.screenlist
```

The screenlistfile should be a simple texfile, where you enter the screens which should be patched. Otherwise, the standard colors from system are used, which does look quite ugly. If you use a gfx-board and you only use screens with many colors, try the option TRYMWB.

This is how such a file could look like:

```
-----Snip-----
Workbench 4 5 6 7
Mosaic ALLOCATEMWB
DOPUS.1 12 13 14 15
-----Snap-----
```

As you can see, the first arguments represents the public screen name.

Then, the pennumbers of the HALFSHADOW, HALFSHINE, DARKPAINT and SHINEPAINT follows. The last two colors are not used until now... They're for future usage.

If you use a screen with a large amount (and free!) colors, then use the argument ALLOCATEMWB. urouhack will then automatically allocate standard mwb colors for you.

These are the possible options:

```
NOSYSIPATCH          Turn off the patch of the windowgadgets.
```

	If you select this option, "sysihack" will work correctly again.
ONLYWINDOWIMAGES	Turn off the patch for the checkmark- and the mx- images. Only used if NOSYSIPATCH was NOT selected.
NOFRAMEPATCH	Turn off the patch for the xen-style frames.
SYSIHACKSTYLE	Draw images in the sysihack style.
XWINSTYLE	Draw frames in the new X-Windows look. Most of the gui libraries for X-Windows use this look. The most known program with it is Netscape.
TRYMWB	Try to allocate MagicWB colors on ALL screens. Useful, if you are using a gfx board. Note: The screenlistfile will be ignored in this case. This will change in future, its promised...
FINE_BOTTOM	The size of the lower scroller in pixels. Useful sizes for the Workbench:  <div style="margin-left: 100px;"> 800x600 : 18  640x512 : 15  640x256 : 11 </div> Default is 14 ( DBLNTSC )
FINE_RIGHT	The size of the right scroller in pixels. Default is 18 ( DBLNTSC )
WINDOW_TOP WINDOW_BOTTOM WINDOW_LEFT WINDOW_RIGHT	The bordersizes in pixels, if no scrollers are used. As Default all set to 3

Beam also to Disharmonies

## 1.4 Disharmonies

Please read Installation before looking at this section ...

Known disharmonies with other software:

Scroller-problems:  
-----

KingCON:           since this the development of this nice software has stopped, the error in this program will be never removed... 8((  
The scroller gadgets are overlapping there...

MultiView:        You surely have a too old version of it. Get a MultiView from a Workbench V40 or higher, it seems the guys learned... ;-)

Many other programs do not correctly support the scrollers: PageStream3, FileX, TurboCalc, ArtExpression, FinalCalc, MaxonTwist etc. The programs are usable, but the scrollers are drawn in the old way.  
Examples for good scroller programming are SnoopDos3 and a demo program called Scroller.c which is also available on Aminet.

Patches do not work?

-----

Many commercial programs and nearly all gui-libraries have their own routines for drawing frames. This causes in rare cases problems with urouhack:

    TypeSmith f.ex. refuses to draw some frames.

Programs with own frame drawing: (They do NOT cause problems):

    Nearly all programs from Maxon, proDAD, SoftLogik and SoftWood.

Crash-problems:

-----

sysihack:        when you prefer the gadgets from sysihack you should use the switch "NOSYSIPATCH". Then the usage of it is no problem...

MFR:            As always, its more the problem of MFR than the one of urouhack... I think it also appends own pens to the drawinfo structure... MFR crashed in many other cases on my machine...

MCP:            Turn of framepatch and sysihack. If you want to use the sysihack option, its the same way as the "real" sysihack.

Grafical trash:

-----

The amigaguide.library isn't well programmed. First, it does not make use of the frameiclass for the links and secondly, the texts of the navigation-buttons are not drawn using the JAM1 mode... 8((

Sometimes, the halfdark or the halfshine drawn lines are trashed by the contents of the frames. There's nothing I can do. Officaly the frame should only have a height of one pixel.... I am using two ;)

## 1.5 History

Lets look over the loong history of urouhack:

- 0.6
  - first public release, I think it was in late December in 1995...
- 0.7
  - BorderBottom now font sensitive
  - added arguments for most settings
  - added possibilty keep the blue background for the window gadgets
  - grafical trash should be now removed in most cases
  - palette preferences should now work correctly
- 0.8
  - no more manual refreshes now
  - added fine adjust for the bottom size gadgets
  - size gadgets now a bit higher
- 0.9
  - now makes use of a config-file
  - added AmigaGuide@-documentation
  - patches can be turned off
  - pens of halfdark and halfshine directly selectable
  - some slight internal changes
  - XEN-style button for all screens.
  - source added to the released package
- 1.0
  - code partially redone  
(Thanks for the suggestions and contributions concerning the code)
  - again a new preferences system... Its annoying...
  - completly new color allocation system... It was hard work
  - implemented real checmars. In some cases they look ugly...  
I will work on it...
- 1.1
  - improved compability with some programs.  
If innerwidths are used the window size is now adjusted.  
The DeliTrackerII programlist made problems.
  - sysihack and urouhack style sysi gagets selectable
  - removed my ugly checkmarks
  - dropped support for fontsensitive scrollers. Use  
FINE\_BOTTOM and FINE\_RIGHT for own adjustments.
- 1.2
  - added X-Windows style frames.
- 1.3
  - RectFill sizes are now checked in some cases. Some programs  
which used VERY small checkmarks like WBStartup+  
caused crashes...

## 1.6 The author

If you want to tell me that urouhack has destroyed your machine or simply want to have a little chat then write to:

Suro@informatik.uni-hamburg.de

I am also reachable on IRC, usually from Monday to Friday between

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10.00am and 09.00pm CET. Leave me an email if you want to talk...

## 1.7 Notes for programmers

If you code software for the Amiga, which uses SizeGadgets, Scrollers etc. please test urouhack with high Bordervalue to test if your program supports them correctly. Simply try FINE\_BOTTOM=32 and FINE\_RIGHT=32. Many program are falling through this test! MUI, GoldED, Workbench, SnoopDos don't! ;-)

## 1.8 New

As soon as the BeBox® is available to everyone, I will switch to this system, since I don't think the Amiga has any great future. So the developement will be ceased in the near future (I hope in 2 or 3 months)... Sorry folks...

Sliders, scollers, proportional gadgets:

People wrote me, that they like to see a patch for the proportional gadgets. Yes, I want to include such a patch, but I still found no stable way to implement it. Anyone has any idea how to do it?

user customization:

There are so many different things, which could be turned on and off, but I think, this would make the program more uncomfortable than before. I am working on a preferences program.

Pictures:

Many users would like to insert IFF-Pictures in the gadgets. OK, this would be nice, but you must also think of the disadvantages. Intuition is fully font sensitive (most of the known OS are not fontsensitive, so its easier there!), implementation of fix sized images makes problems and looks ugly in many cases. Intuition is not MUI! It would be much better to replace the complete window handling of Intuition. Windows95 by Daniel Balster is a first step to this.

## 1.9 Tips

No entry yet... You want to fill this? Mail me your urouhack.config...

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