

TimeKeep-Dev

COLLABORATORS

	TITLE : TimeKeep-Dev		
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REVISION HISTORY

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Chapter 1

TimeKeep-Dev

1.1 TimeKeep-Dev Documentation

TimeKeep-Dev
v 94.Oct.16

Description

Shareware

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Development and Testing

Gadgets

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Project Name Codes

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New in this version
Previous versions

Locating The Author

TimeKeep-Dev is a time-clock utility
for keeping track of time spent on project development.

1.2 Description

Description

TimeKeep-Dev is a time-clock utility for keeping track of time spent on
project development.

Projects and Modules can be defined and a time clock interface used to TimeIn and TimeOut on a selected Module. TimeKeep-Dev will remember which Module is currently in progress and will select it automatically when the program is re-started.

1.3 Shareware

Shareware

A great deal of time has been spent in the development of TimeKeep-Dev.

This version is SAVE disabled. If you wish to receive a non-disabled version of TimeKeep-Dev, a Shareware fee of \$15.00 (CANADIAN) or more is required. Shareware fees of \$20.00 (CANADIAN) or more will receive the next version automatically, at no additional charge.

See: Locating The Author

Your shareware payment helps to insure continued development of TimeKeep-Dev. See: Future Enhancements

1.4 Development and Testing

Development and Testing

TimeKeep-Dev was developed on an Amiga 3000T/25MHz with 2 Meg CHIP / 10 Meg FAST memory.

TimeKeep-Dev has been tested under Kickstart version 37.175, Workbench version 38.12.

1.5 Installing

Installing

The following files should be contained in the same directory:

TimeKeep-Dev
TimeKeep-Dev.info

Sample Data files

Because the unregistered version of TimeKeep-Dev is SAVE-DISABLED, it is not possible to generate output files. The files contained in the "sample data" directory have been provided as examples of the output created by TimeKeep-Dev. To test them, copy them into your S: directory

and run TimeKeep-Dev. These data files will also allow you to see how the registered version uses the SoFar gadget to display the total hours:minutes spent on projects.

1.6 Starting

Starting

From Workbench, double-click on the TimeKeep-Dev icon.

1.7 Configuration

Configuration

TimeKeep-Dev supports configuration through use of Workbench ToolTypes. If any options are not included as a ToolType, the stated defaults will be used.

ToolTypes can be typed in upper or lower case or any combination of the two. To have a ToolType ignored surround it with brackets ().

For example:

(ToolType=Value)

Invalid settings and ToolTypes will be ignored. In this case, the default values will be used.

The following configuration commands are supported:

AutoProjectNameCode=

Description: If set to YES, TimeKeep-Dev will automatically create a Project Name Code using its built-in function, when adding a new Project.

See Project Name Codes for more information.

Valid values: YES, NO

Default: YES

Example: AutoProjectNameCode=NO

BackFillColor=

Description: Sets the palette color to use when filling the background. A value of -1 will disable the fill. Colors are numbered from 0 up.

For MagicWB users, a value of 4 is recommended.

TimeKeep-Dev's NewScreen is currently a 4 color screen, taking its palette from the Workbench.

Valid values: -1, 0...(nColors-1)

Default: -1

Example: BackFillColor=4

Database=

Description: This is the FULL PATH and FILENAME of the data file created by TimeKeep-Dev. This file is where TimeKeep-Dev stores Project and Module information.

Default: "S:TimeKeep-Dev.data"

Example: Database="DATA:ScotwareSoftware/.TimeKeep-Dev.data"

DataPath=

Description: This is the FULL PATH to where TimeKeep-Dev will create its .time files. These files contain TimeIn and TimeOut information for generating invoices.

Default: "S:TimeKeep-Dev"

Example: DataPath="DATA:ScotwareSoftware/.TimeKeep-Dev"

DefaultModule=

Description: This is the text to be used as the name of the default Module. When a new Project is added, a default Module is automatically created.

Default: "General"

Example: DefaultModule="Miscellaneous"

Font=

Description: This is the name of an 8 point font to be used within TimeKeep-Dev. Currently, only 8 point Proportional or Non-Proportional fonts are supported.

TimeKeep-Dev will use the Default System Font, regardless of size, for the window title bar, if opened on the Default Public Screen. If you use a really large Default System Font, you may have problems with the error message display. If this is a problem for you, try using the NewScreen option, and the Font option to set a smaller font.

Valid values: Any 8 point, Proportional or Non-Proportional font.

Default: "topaz.font"

Example: Font="Topaz2p"

NewScreen=

Description: If set to YES, TimeKeep-Dev will open on its own Public Screen.

If set to NO, TimeKeep-Dev will open on the default Public Screen.

Valid values: YES, NO

Default: NO

Example: NewScreen=YES

1.8 Error Messages

Error Messages

Could Not Create Gadgets

- TimeKeep-Dev was not able to create its gadgets.

Could Not Lock Screen

- TimeKeep-Dev could not get a lock on a default public screen, or could not get visual information from it. TimeKeep-Dev may not have been able to find Workbench or another public screen to open on.

Could Not Open Font

- TimeKeep-Dev was not able to locate, or open the requested font as an 8 point font.

Could Not Open Screen

- TimeKeep-Dev was not able to open its own screen.

Could Not Open Window

- TimeKeep-Dev was not able to open its window.

Insufficient Memory

- TimeKeep-Dev could not allocate memory to create its structures and lists.

ERROR: Project Exists

- The Project Name already exists. There can not be two Projects with the
-

same name.

ERROR: Default Module can not be edited

- The name of the Default Module can not be edited. It can only be set globally using the DefaultModule Tooltype.

ERROR: Insufficient Memory

- There was not enough memory to perform the requested function.

ERROR: Invalid Project Code

- The Project Code already exists or has not been confirmed by pressing ENTER within the Code gadget. There can not be two Projects with the same Project code.

ERROR: Module Exists

- The Module Name already exists. There can not be two Modules with the same name.

1.9 Tutorial

Tutorial

This tutorial will single-step you through the normal operation of TimeKeep-Dev.

The assumption is made that you have not changed any of the defaults through use of ToolTypes.

ADDING A NEW PROJECT
=====

- Start TimeKeep-Dev by Double-Clicking on its icon.

When you use TimeKeep-Dev for the very first time, the only gadget that will be selectable is the ADD gadget, under the Project list requester. If data had already been entered into TimeKeep-Dev, that data would now be displayed.

- Left-click on the ADD gadget under the Project list requester.

The Project Name string gadget is auto-selected.

- Type 'Test Number 1' {ENTER}

If you wish to abort ADDing, at any time click on the DELETE gadget.

The code 'TN1' is automatically entered into the CODE: string gadget and the gadget is auto-selected.

If the auto-created Code is satisfactory, just press {ENTER}. If you wish to alter it, you may do so. If you have set AutoProjectNameCode to NO, the gadget will be empty, and you must enter a Code. We will change the default Code...

- Type 'TN1' {ENTER}

The gadget should now contain 'TN1TN1'.

'Test Number 1' will now be added to the Project List and the default Module 'General' will be added to the Module List.

ADDING A NEW MODULE =====

- Left-Click on the ADD gadget, under the Module List.

The Module Name string gadget is auto-selected.

- Type 'Module 2' {ENTER}

If you wish to abort ADDing, at any time click on the DELETE gadget.

'Module 2' will now be added to the Module List.

KEEPING TRACK OF TIME =====

When you are ready to start/continue work on a Module, all you have to do is select the Module (or add a new Module) and TimeIn.

- Left-Click on the Time In gadget

The current time will appear in the Time In string gadget. If the Date and Time are satisfactory, you may continue. If you wish to make changes you may do so by selecting the Date or Time string gadget and making changes followed by {ENTER}.

TIMING-OUT OF A MODULE IN PROGRESS =====

When you have already started a Module using Time In, that Module will be remembered the next time you start TimeKeep-Dev, and will be automatically selected.

If we were Exiting and Re-starting TimeKeep-Dev, the 'Module 2' Module would be automatically selected since it now has a TimeIn.

- Left-Click on the Time Out gadget

The current time will appear in the Time Out string gadget. If the Time is satisfactory, you may continue. If you wish to make changes you may do so by selecting the Time Out string gadget and make changes followed by {ENTER}.

TimeKeep-Dev does not allow time to be carried on over 24 hours. For this reason, changing the information in the Date string will change the Date for both Time In and Time Out.

QUITTING
=====

If you wish to save any changes you have made, you should click on SAVE or SAVE & QUIT.

- Left-Click on the QUIT gadget.

END OF TUTORIAL
=====

For further information about the use of TimeKeep-Dev see the Gadgets section.

1.10 Gadgets

Gadgets

So Far:

This gadget displays the hours and minutes of time spent on Modules for the currently selected Project. It is calculated as:

$$\langle \text{TimeOut} \rangle - \langle \text{TimeIn} \rangle + \langle \text{CurrentValue} \rangle$$

The following information may also be appear:

??????	The amount is unknown at this time.
-----	The amount has been altered, but not saved yet.

Code:

This gadget displays the current Project Name Code.

If the AutoProjectNameCode tooltype is activated, pressing 'HELP' within this gadget will re-invoke the builtin feature. This can be useful if you accidentally change the contents of this gadget and are not familiar with the method used to determine the Project Name Code. If AutoProjectNameCode is not activated, pressing 'HELP' will clear this gadget.

1.11 Project Name Codes

Project Name Codes

Project Name Codes can be a maximum of 6 characters long.

TimeKeep-Dev has a built-in function to automatically create Project Name Codes. At present, it simply combines the first letter of each word in the Project name.

If you have a method of creating Name Codes that you would like to see supported, contact the author. See: [Locating The Author](#)

This feature can be enabled or disabled using the AutoProjectNameCode ToolType.

Applicable Configuration Commands:

AutoProjectNameCode

1.12 Programming

Programming

If you write your own TimeKeep-Dev utility for any other software, please send a copy to the author for inclusion with this distribution.
See: [Locating The Author](#)

.time File Format

This is the format of the .time data file created by TimeKeep-Dev.

LINE 1:

"<ProjectNameCode>", "<ProjectName>"

example:

"TEST1", "This is Test #1"

LINE 2...n:

"T", "<Module>", "<DateIn>", "<TimeIn>", "<TimeOut>", <Hours>, <Minutes>

where:

"T" = Time Information

<Module> = Module name
<DateIn> = Time In date
<TimeIn> = Time In time
<TimeOut> = Time Out time

```
<Hours>    = TimeOut - TimeIn (hours)
<Minutes>  = TimeOut - TimeIn (minutess)
```

examples:

```
"T", "Test Module", "May 16", "12:15 PM", "1:00 PM", 0, 45
```

1.13 Legalness

Legalness

TimeKeep-Dev is copyright ©1994 by Scotware\Software. With the exception of the ARexx utilities, the files included with this distribution may not be altered in any way. TimeKeep-Dev is released as Shareware - You are required to pay a Shareware fee if you continue to use this software beyond a trial period of 10 days.

The software concept and design remain the property of the author, scott dthomas trenn and Scotware\Software.

Permission is granted for this program to appear in any public domain software archives.

Permission is granted for this program to appear on any commercial disks or CDROMs, provided that a single copy of the first product, containing this version of this program, is sent to the author.

The author is in no way liable for any damage resulting from the use of this program.

1.14 Future Enhancements

Future Enhancements

- Network support, Multi-user
- Larger font support
- Definable Project Code function
- Busy pointer
- Select InProgress button gadget
- Cancel TimeIn/TimeOut button gadgets
- Runnable from CLI
- and MORE...

1.15 Known BUGS

Known BUGS

- In Progress counter is not completely working.

1.16 Locating The Author

Locating The Author

If you like this program and would like to register, reward me for my efforts, or for bug reports, program ideas, or questions, or just to tell me about where you live.

I can be contacted through INTERNET EMAIL at:

dhomas@jupiter.sun.csd.unb.ca

Or by MAIL at:

scott dhomas trenn
Scotware\Software
797 Mitchell Street
Fredericton, NB
CANADA E3B 3S8

Registered users may send me \$5.00 (CANADIAN) and a disk, for the latest version of this software.

Be sure to include the version number you are currently using, and the name of the program you want, so I do not send you a version you already have or a program you do not want. The version number can be found in the titlebar, at the top of this documentation file, or by typing:

Version TimeKeep-Dev

at a shell prompt. It looks similar to 94.Oct.16

When reporting bugs or errors generated when you run TimeKeep-Dev, please include any error messages given by TimeKeep-Dev and also the version number you are using. This will aid me in tracking down the problem. Thank-you.

If you have an EMAIL address please include that with your letter.

1.17 Thank Yous

Thank Yous

Thanks to the following people for beta-testing, suggestions, bug reports and support:

- None yet - No City, No Country

- dthomas trenn

1.18 New in this version

New In This Version

- First Release

1.19 Previous versions

New In Version 94.Oct.16

- First Release