

in

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Chapter 1

in

1.1 Watchme v1.1

Watchme v1.1

Introduction

What is Watchme

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Copyright

Read this!

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1.2 Introduction - What is Watchme

Watchme is another so-called "pointereyes" program, i.e. two eyes
in a window that always look at your mouse pointer. ←

The reason I wrote Watchme was that I couldn't find any good program of this type on Aminet. They either looked bad or were awfully slow or both.

Features:

- No dirty hack, 100% system compatible, uses system routines only
- 100% multitasking friendly
- simple, but looks nice
- fast(!)
- Versions for several types of CPUs:
 - Watchme_000: For AMIGAs with a 68000 / 68010
 - Watchme_020: For AMIGAs with a 68020 / 68030
 - Watchme_020FPU: For AMIGAs with a 68020+FPU / 68030+FPU
 - Watchme_040FPU: For AMIGAs with a 68040+FPU
 - Watchme_060FPU: For AMIGAs with a 68060+FPU
- configurable via many options
 - : size, lens size, pubscreen,...
- uses screennotify.library
 - copyright (C) 1995 Stefan Becker, so no problems when changing the screen mode (WB)
- Adapts to the screen mode: no elliptical eyes when switching e.g. from Highres interlace to Highres or vice versa
- Works fine with CGFX (I was told so)

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1.3 Requirements - What do you need

Requirements:

- An AMIGA :)
- OS 2.04+
- Fastmem (Watchme also works on systems with Chipram only, but because Chipram is very slow you won't be happy with the graphics output!)
- screennotify.library (Aminet: util/libs/ScreenNotify10.lha)

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1.4 Copyright & disclaimer

Copyright:

Watchme is copyright (C) 1999 by Gerald Schnabel.

Watchme is FREeware, redistribution allowed if the package is left unchanged.

screennotify.library is copyright (C) 1995 Stefan Becker

Disclaimer:

This software is provided as-is, without warranty of any kind, either expressed or implied. In no event will the author be liable for direct, indirect, incidental or consequential damages or data loss resulting from the use or application of this software. The entire risk as to the results and performance of this software is assumed by the user.

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1.5 Installation - Where to copy the files

1. Watchme requires screennotify.library (C) 1995 Stefan Becker. If you don't have it already installed you can get it from Aminet:util/libs/ScreenNotify10.lha. Copy it to your LIBS: directory.

2. Choose the right version of Watchme that suits your configuration:

Watchme_000: for AMIGAs with a 68000 / 68010
Watchme_020: for AMIGAs with a 68020 / 68030
Watchme_020FPU for AMIGAs with a 68020+FPU / 68030+FPU
Watchme_040FPU for AMIGAs with a 68040+FPU
Watchme_060FPU for AMIGAs with a 68060+FPU

Copy it to wherever you like (Icon/NewIcon optionally).

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1.6 Usage - Options

Watchme can be configured via several options.

Tooltypes
from Workbench

Shell arguments
from Shell

NOTE: Options given via Tooltypes are set BEFORE options from Shell!

This means:

- if a boolean option is set via Tooltype this option is activated, although it is not given in the shell command!
- an option given in the shell command overwrites the setting specified via Tooltype!

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1.7 Tooltypes - WB configuration

X, XPOS: Sets the window's x-position. Defaults to 0 (left border), a value of -1 will set the window at the right border.

Examples:

X=10
XPOS=100

Y, YPOS: Sets the window's y-position. Defaults to -1 which means the y-position is set to screen height which results in opening the window at the bottom of the screen.

Examples:

Y=-1
YPOS=100

S, SIZE: Sets the size of the window. This is NOT the window height! Play around with it: if the window is too small increase SIZE, if it is too big decrease SIZE. Defaults to 1

(minimum size).

Examples:

```
S=5
SIZE=10
```

LS, LENSsize: Sets the size of the lens inside the eye. Like SIZE increase LENSsize if the lens is too small, decrease LENSsize if it is too big. Defaults to 1, a value of -1 sets maximum lens size.

Examples:

```
LS=2
LENSsize=4
```

3DBG: Will draw a background box with gadtools.library/DrawBevelBoxA() which results in a 3D background look. Defaults to FALSE.

Example:

```
3DBG=TRUE
```

PS, PUBSCREEN: Specifies the pubscreen on which to open Watchme. Defaults to default public screen.

Examples:

```
PS="DOPUS.1"
PUBSCREEN="Workbench"
```

OC, OUCHCOMMAND: Specifies the command to execute if you click inside the eye! :) Defaults to call intuition/DisplayBeep().

Examples:

```
OC=Run >NIL: C:Play16 Au.iff
OUCHCOMMAND=Run >NIL: C:Play16 Au.iff
```

ND, NODRAG: Disables dragging of the window. Defaults to FALSE. FORCEEXPOS and FORCEYPOS are automatically activated if NODRAG is TRUE!

Examples:

ND=TRUE
NODRAG=TRUE

NT, NOTITLE: Switches off the window title. Defaults to FALSE.

Examples:

NT=TRUE
NOTITLE=TRUE

FX, FORCEXPOS: Forces Watchme to reopen its window at the position given by XPOS (or its default value) after changing the Workbench screen mode. Otherwise the window will be opened at the same x-position when the WB screen was closed. Defaults to FALSE.

Examples:

FX=TRUE
FORCEXPOS=TRUE

FY, FORCEYPOS: Forces Watchme to reopen its window at the position given by YPOS (or its default value) after changing the Workbench screen mode. Otherwise the window will be opened at the same y-position when the WB screen was closed. Defaults to FALSE.

Examples:

FY=TRUE
FORCEYPOS=TRUE

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1.8 Shell arguments - Starting from Shell

Template:

X=XPOS/K/N, Y=YPOS/K/N, S=SIZE/K/N, LS=LENSIZE/K/N, 3DBG/S,
PS=PUBSCREEN/K, OC=OUCHCOMMAND/K, ND=NODRAG/S, NT=NOTITLE/S,
FX=FORCEXPOS/S, FY=FORCEYPOS/S

X=XPOS/K/N: Sets the window's x-position. Defaults to 0 (left border), a value of -1 will set the window at the right border.

Examples:

X=10
XPOS=100

Y=YPOS/K/N: Sets the window's y-position. Defaults to -1 which means the y-position is set to screen height which results in opening the window at the bottom of the screen.

Examples:

Y=-1
YPOS=100

S=SIZE/K/N: Sets the size of the window. This is NOT the window height! Play around with it: if the window is too small increase SIZE, if it is too big decrease SIZE. Defaults to 1 (minimum size).

Examples:

S=5
SIZE=10

LS=LENSIZE/K/N: Sets the size of the lens inside the eye. Like SIZE increase LENSIZE if the lens is too small, decrease LENSIZE if it is too big. Defaults to 1, a value of -1 sets maximum lens size.

Examples:

LS=2
LENSIZE=4

3DBG/S: If this keyword is given a background box will be drawn using gadtools.library/DrawBevelBoxA() which results in a 3D back-

ground look.

Example:

3DBG

PS=PUBSCREEN/K: Specifies the pubscreen on which to open Watchme. Defaults to default public screen.

Examples:

PS="DOPUS.1"
PUBSCREEN="Workbench"

OC=OUCHCOMMAND/K: Specifies the command to execute if you click inside the eye! :) Defaults to call intuition/DisplayBeep().

Examples:

OC="Run >NIL: C:Play16 Au.iff"
OUCHCOMMAND="Run >NIL: C:Play16 Au.iff"

ND=NODRAG/S: Disables dragging of the window. If NODRAG is given, FORCEXPOS and FORCEYPOS are automatically activated!

Examples:

ND
NODRAG

NT=NOTITLE/S: Switches off the window title.

Examples:

NT
NOTITLE

FX=FORCEXPOS/S: Forces Watchme to reopen its window at the position given by XPOS (or its default value) after changing the Workbench screen mode. Otherwise the window will be opened at the same x-position when the WB screen was closed.

Examples:

FX
FORCEXPOS

FY=FORCEYPOS/S: Forces Watchme to reopen its window at the position given by YPOS (or its default value) after changing the Workbench screen mode. Otherwise the window will be opened at the same y-position when the WB screen was closed.

Examples:

FY
FORCEYPOS

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1.9 Limitations - What does not work

-There is no limit to the SIZE. But if you set it too high, ←
filling
the eyes won't work any more. This will happen with a SIZE of about 200 which results in a window of about 950x250 pixels on a PAL:Superhighres Interlace screen! Is there really anybody who wants that big eyes?! :)

-The higher LS, LENSsize is set, the more the lenses look like squares. This is because I draw them like this:

1. intuition.library/RectFill():

```
XXXXXX
XXXXXX
XXXXXX
XXXXXX
```

2. Then I "clean" the corner points:

```
XXXX
XXXXXX
XXXXXX
XXXX
```

As you see, this is not a problem with small lens sizes, only if they are too high. The same as above: Does really anybody want 50x50 pixels lenses?! :)

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1.10 History - Version history

v1.0 (9.6.99)

-first version, released to Aminet

v1.1 (13.6.99)

-fixed reading from an uninitialized variable which caused an Enforcer hit. Many thanks to Luca 'Hexaae' Longone for his SegTracker trace listing!

-some tooltype abbreviations did not work. Fixed.

-some changes in the eyes' drawing routine

-decreased minimum size of window and minimum size of lens if running on an 1:1 aspect ratio screen. Looks better now.

-new tooltype: NT=NOTITLE/S to switch off the window title

-added NewIcon by Luca 'Hexaae' Longone. Thanks!

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1.11 Author - Who wrote Watchme

Watchme was written in C on an

A500/ECS/OS 3.0/68020-33MHz/68882-33MHz/1MB Chipmem/8MB Fastmem/
Multi-Evolution v3.4 SCSI-II/IBM DCAS-34330 4.3 GB

and compiled using

SAS/C 6.58 for efficient code and maximum warp speed

by

Gerald Schnabel, Gerri@studbox.uni-stuttgart.de

(I'm still waiting for an AMIGA that really kicks ass! :)
Maybe Q4 1999?!)

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1.12 Thanks - Last words

Many thanks to:

-Commodore for building the AMIGA, still the best and most userfriendly computer!

-Alanis Morissette, Dire Straits, Fisher-Z, Faith No More, Kraftwerk, Nirvana, Portishead, Propaganda, Saga, Supertramp, Talk Talk for great music while programming.

-Luca 'Hexaae' Longone for great support!

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