

**088c6020-0**

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**COLLABORATORS**

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# Chapter 1

## 088c6020-0

### 1.1 NewHomer

New Homer V 1.1

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A new (and a bit more powerful) Homer for your wb!

@2001 Emiliano Esposito

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### 1.2 Introducion

Introducion

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NewHomer is a replacement for the funny but old Homer 1.6 found on Aminet.  
I wrote this since the old version did not properly support truecolor  
screens when it tried to zoom the animation :(  
So here it is a replacement, fully compatible to the old one, but with many  
**enhancements** that I hope you will like.

### 1.3 Disclaimer

Disclaimer

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NewHomer is copyright 2001 by Emiliano Esposito.  
TitleBar.image is copyright 2001 by Massimo Tantignone.  
The author is NOT RESPONSIBLE for any damage that may occur for proper  
and improper use of this program... this needs to be said I think, but  
the program seems to be much stable, so you can sleep safe nights ;)).

### 1.4 Requirements

Requirements

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You have two options here: you can install NewHomer over the old Homer  
1.6 from Aminet, OR you can download the NewHomer\_DATA.lha data file  
and install the whole thing from scratch, with the installer found in  
the NewHomer.lha archive.

(italian users: I've made a NewHomer\_ITA\_DATA.lha file that has many  
funny samples from the italian version of the Simpsons)

Then you need AmigaOS 2.1 (V37), since it should be the first supporting  
datatypes and with some sort of bug-fix in some functions NewHomer uses  
;)

NewHomer requires just some sort of picture.datatype (even ILBM is good)  
and sound.datatype. Plus, even if not really necessary, it makes use of  
titlebar.image class by Massimo Tantignone (I could have used just a  
custom iconify image... maybe next version guys) - CHANGED: now it is  
set to use the tbciclass ONLY when it finds it, otherwise will use a  
custom iconify boopsi gadget (thanks to Massimo Tantignone).

Remember **\_NOT\_TO\_CHANGE\_** the names of data files to anything else than  
"HomerAnim.gif" and "HomerDictionary.gif", EVEN if you save them in a  
different format than GIF (they are IFF-ILBM files actually... but you  
know, Amiga Os is not that nasty extension-sensitive! :))

Oh, and you need, of course, an Amiga. Don't know if it works on UAE, if  
someone tries it and want to let **me** know...

## 1.5 Installation

### Installation

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The installation is quite difficult and should not be performed by beginners... :-D Well, I realize it could be tedious, sorry :( There's an installer script that SHOULD work good. You can install over the previous Homer installation and delete it or you can install it from scratch using the "NewHomer\_DATA.lha" that I've provided for this on Aminet. If you didn't have old Homer and you still want to install this one, just download the other file and start the installation script choosing 'New Installation' when prompted.

If you want to install by hand over the old Homer, you have to copy the "NewHomer" executable file to the old Homer directory, and change the tooltypes accordingly. Plus, if you are using the NewHomer\_DATA.lha file, you can copy the new HomerAnim.gif and HomerDict.gif files (they ARE two IFF pictures despite their names) if you don't have a GIF datatype. Then you still need to copy titlebar.image into the "sys:classes/images" drawer.

If you installed it over the previous version and you want to use the new features, you have to edit the 'Homer.conf' file manually. Look at the [config](#) pages to see how it works.

Now you can delete the following files from old Homer distribution in case you want:

Homer - main program

libs/swazconfig.library and libs/matrix.library - if you are sure no other program uses these libs, and they are still in the libs: directory, you could delete them forever...

at this point you can rename NewHomer to Homer, if you want.

Now, look to the [configuration](#) page and [enhancements](#) page, to see what's new with NewHomer and how you can get the most from it!

## 1.6 Enhancements

### Enhancements

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This new version does exactly the same as old funny Homer did (well, there's just one big [difference](#) , look at changes).

The other nice things are: iconification, separate eyes movement, possibili-

ty to shut up Homer, and to turn his face left... plus you can now edit the following attributes in the config file (click [HERE](#) to edit the configuration file right now!).

- Animation file: changing this you will choose another animation for Homer, so you could actually have a Bart, Lisa, Marge, Milhouse and so on (look at [future](#) , to see what I mean ;))

- FrameWidth: this is the horizontal size of an animation frame. This can be used in order to have a bigger self-made Homer animation, for example.

I suggest not to change these values anyway, since there's not yet support for different eye position than the 'default' built in ones (now an eye of 1 pixel fits good into the eye of a 26x32 pixels frame). So, these could get useful in a [future](#) release.

- ScaleFactorX: thanks to Fabrizio Bartoloni ;) I remembered there may be some people out there still using 'odd' screen resolution... such as PAL 640x256 or 320x512... (well I hope NOBODY uses this last one!). Give a look at the extended configuration file and set this param. accordingly, so no more 'slim' (or too 'fat'...) Homers from now on!

- DoPleasure: this number is the probability for Homer to play a sample from the [PleasureSample] list (look at [difference](#) to see a better explanation of how it works).

- LookLeft: this indicates if homer should start looking left or right when the window is opened for the first time. Possible values: 0 (look right) or 1 (look left).

- DelayTime: this will set the time (in seconds) that has to pass between two sentences... Now I hope that people who found that Homer was talking too much, will have enough parameter to play with to make Homer as nice as they want... :)

- [PleasureSamples]: here you can set the list of "mmm" samples. This could have been working with old Homer too, but the Homer author never added it. If you don't like this too, set the DoPleasure parameter to 0 and remove all the samples from this list (only if you installed the NewHomer.conf config file).

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## 1.7 Configuration

Configuration

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First, look at the original Homer documentation...

Then, look at the [enhancements](#) page: here

it is explained how to do to edit the Homer.conf file in order to have the new features enabled.

Then, IF you installed NewHomer by hand, you 'COULD' edit the following tooltypes for the NewHomer.info icon:

CONFIG=Homer.conf

this can be set to whatever you like... though values that make sense are Homer.conf, and NewHomer.conf.

PLEASE don't use quotes... ie don't write: CONFIG="Homer.conf"... it won't work!

DONOTWAIT

well this is useful for those who want to put homer into the WbStartup drawer.

PROGDIR=work:homer

this is a path to the location where homer is installed. It is set by default by the installer. IT IS ONLY required when you put the executable in another directory (eg sys:WbStartup). You can remove it if you leave the executable in the same directory where the data are installed.

DON'T USE QUOTES here too... sorry, I had no time to manually remove them in case they are there... maybe next version.

REMEMBER! When Homer exits the sample named: "outahere" from the samples path will always be played!! So if you don't like the default sample, you can change it (oops, there's no way not to play it now, if you delete it you will get an annoying requester: "file not found...").

## 1.8 Usage

Usage

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With the mouse

- Click into Homer window to make him talk/shut up.
- Click the iconify gadget to iconify the window (oh,great I didn't know! :)
- If you click the window just after Homer burps, it will make another burp.
- Click the close gadget to quit (this was the most difficult thing wasn't



it? :))

- Click with RIGHT mouse button to turn Homer left/right when its window is active.

From the keyboard:

- Press the ESC key to quit
- Press the I key to iconify Homer
- Press the space bar to shut up Homer if he is talking
- Press RETURN, ENTER, to make him talk/shut up.
- Press the Help key to know who Homer is ;))
- Press Left Alt + Left Amiga... oh I guess you already know what does that mean!

If you didn't read the **configuration** page, I'll repeat this here:

REMEMBER! When Homer exits the sample named: "outahere" from the samples path will always be played!! So if you don't like the default sample, you can change it (oops, there's no way not to play it now, if you delete it you will get an annoying requester: "file not found...").

## 1.9 Hints

Hints

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If you are low on resources (worst case: an OCS Amiga with few mem, 68000, and just os 2.1...), you could:

- Convert all the samples to the same format (suggested: (8SVX)
- Convert the animation file to the minimum needed (suggested: IFF-ILBM 4-8 colors)

## 1.10 difference

Differences

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Well, I have tried to make it as near as possible to the old Homer found on Aminet. BUT I couldn't understand fully how the previous Homer worked :)))  
 Now it is the explanation: the Do"Somethings" parameters represent the weighted chance of Homer saying "Something" (these were original Homer doc words...). Now I'm using those value as the relative percentage, ie if you have the following values, say: 10,10,20,50,60, the total is 150 that is more than 100%, so values will be relative to 150 (and thus will not overflow). I hope I have explained it enough :)

The second difference (the real one in my opinion) is the ManyDohChance parameter. It represents the chance (Now it IS in percent, so max value is 100!!) of Homer saying "D'OH" more than once after saying it. The "ManyDohCont" parameter as found in Homer is ignored, since I think it is not needed anymore. I could change this in future versions, though.

## 1.11 me

Author

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Yes it is me. You can write GOOD comments ;) at:

Emiliano Esposito

eesposito@usa.net

but since I'm reading that address only from time to time, don't blame me if you don't get an answer very soon, sorry...

## 1.12 Bugs

Known (very minor...) bugs

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- The mouse-following routine for the eyes is worse than shit... again no time to fix it, if anyone has one ready please send **me** ;)

- Nothing else, of course if you find bugs write **me** some sort of report, thanks!

BUGS that SHOULD :) have been fixed:

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- 16 bit samples weren't recognized by the player... I thought that the data was converted to 8 bit, but reading some docs I found the existence of two more tags ;) to handle sound data with a resolution deeper than 8 bits.

Only work with a sound.datatype able to cope with this (v41sound.datatype does).

- In V1.0 a couple of bugs, one with gfx under AGA, the other in the config parser... nothing real bad, but the program was unusable under AGA screens.

- WindowXPos and YPos didn't get used to put window starting position... Stupid! now it has been fixed.

- Fixed some other rare (and very minor) bugs... now it should work real good.

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## 1.13 Future

Future

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In order of importance:

- Fix all the 'secret' bugs I couldn't have discovered ;)

I'm waiting for any **suggestions** you feel free to send **me** .

Oh, and, as I said somewhere in this doc, you can change the animation in any way you like, thus it is possible to have a 'Bart', 'Lisa', 'Marge', a 'GrandPa' and so on :). The big limitation now is that the position of the eyes must be respected, it can't be changed, so also the dimensions of a frame must be the same of Homer too (currently they are 26x32 pixels). MAYBE in a next version these limitations will be removed. If anyone's interested in creating other characters, but he can't with these limitations feel free to contact **me** , if there's something worth it (I mean a good set of samples + a good animation ;)), I will improve the code as soon as I've still got time to do it ;)

## 1.14 Thanks

Thanks

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Thanks to the following people:

- Jay Miner (guess why? :))
- Massimo Rosati, for precious hints on Amiga OS
- Fabrizio Bartoloni (Lanch), for bug reports
- Giorgio Signori (Yure) for making me discover that I had forgot to check a thing :) when Homer could not load its animation.
- Massimo Tantignone, for the great Visual-Prefs, and for help with the iconify boopsi gadget ;)
- Stephan Rupprecht, for help with his v41sound.datatype and 16 bit wave samples.

And all the people who still use THIS GREAT PIECE OF HARD/SOFTWARE ;)

Hope we all can see the birth of a PPC OS... I guess that with such a os, provided with some very needed software, we all can go on for another ten years or something like that... ;))

## 1.15 History

V 0.9 - Internal release... some enforcer hits here and there

V 1.0 - First Aminet Release, Easter 2001. Removed all the enforcer hits.

V 1.1 - (27/5/2001)

Second Aminet update, many bugs fixed, some enhancements

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