

# Rings

**COLLABORATORS**

	<i>TITLE :</i> Rings		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

# Rings

## 1.1 Rings

Rings - a Public-screen "Moving Ring" graphic display

Version 1.0

Author: Tim Kreuzer (and the KreuzerSoft support team)

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Language: SAC/C V6.5

Features

Limitations

Release Notes

Why did I create Rings?

Getting started with Rings

Explanation of the Rings menus

Credits

Contacting the Author

Legal Stuff

KreuzerSoft Products

## 1.2 Features

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- Opens on the default public screen (initially the Workbench)
- Will allocate/use 4 free pens (AmigaDos 3.0 Pen sharing)  
  
Fall-back is to use the last four pens on the screen (user is notified in this case)
- Resizable display window
- Allows adjustment of the following:
  - Number of rings (1,2,3)
  - Number of ring trails (0,2,4,8,16)
  - Speed of ring movement (1->10)
- Built-in palette controls
- Supports icon tooltypes for window position and size
- Intuition menu interface w/keyboard shortcuts
- Optimized versions for 68020, 030, and 040 CPUs
- Runs as a "-10" priority task so it does not compete for CPU time with (most) other programs
- Tested OK using the Enforcer

### 1.3 Limitations

- Can only be used from the Workbench (start via Icon)
- Requires a 68020+ CPU for the 68020 version
- Requires a 68030+ CPU for the 68030 version
- Requires a 68040+ CPU for the 68040 version
- Requires AmigaDOS 3.0(+)
- Requires "# of screen colors" of 4 or greater

### 1.4 Release Notes

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Version 1.0 Notes  
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Initial release

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## 1.5 Why did I create Rings?

I have been lucky to work as a C programmer on SUN-UNIX-XWindows systems for a few years, and always have been envious of the nifty "eye candy" types of programs which are distributed with these systems

My "Worm" program was an attempt to provide one of these programs for the Amiga.

Rings is my second effort in this area.

## 1.6 Getting started with Rings

Just double-click on the Rings icon. Rings will detect the number of colors available on the default Public Screen, and open it's window on this screen

After the window opens, select (via the menus) the number of Rings you want displayed, how many trails each ring should have, and then select "Go" to start the rings a-movin

Note that the Workbench screen is the standard default Public Screen

## 1.7 Explanation of the Rings menus

Rings is controlled via selections from it's menus

There are also "Right Amiga key" equivalents for many menu items

The two Rings menus are: Control and Speed

Control menu

Palette  
(Right Amiga-p)

- Opens/Closes the Palette Window

On the Palette Window, select which item you wish to re-color (Ring 1, 2, 3, or the background). Then adjust the RGB values of item to your liking

Go  
(Right Amiga-g)

- Starts the display of rings based upon the other parameters entered

Note that all of the parameter menus are active while the rings are moving

Rings

- Controls the number of rings displayed

Trails

- Controls the number of trails for each ring

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"Ring Width" is another way of describing this control

- Stop - Stops the movement of the rings  
(Right Amiga-s)
- Quit - Quits the program. You can also quit by  
(Right Amiga-q) clicking the close button on the Rings window
- About - Displays a requestor with some info about  
the program
- Speed menu - Controls the speed of the worm movement  
Range is 1 (slowest) to 10 (fastest)

## 1.8 Credits

The GUI for Rings was developed using Jan van den Baards' wonderful GadToolsBox

Thanks to the KreuzerSoft support team

Thanks to the Nations Capital Amiga Users Group (NCUAG)

Major thanks to Dave at Buried Treasure in Rockville, MD

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*****  
** Please patronize your local Amiga dealers (like Dave), everyone **  
**                                                                 **  
** Most of these people are NOT making tons of $$$$, so if you'd **  
** like to keep a local presence in your area, GO BUY SOMETHING! **  
*****
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Thanks to Commodore for the Amiga, and to Jan van den Baard for making the development of GUI's on the Amiga child's play

Thanks to Randy Thompson and Rhett Anderson for "Mapping the Amiga/ Second Edition". Finally, some type of 3.0 "C" book!

## 1.9 Contacting the Author

I'd really like to hear any feedback you have regarding Rings

I can be reached via any of the following methods:

- tkreuzer@delphi.com on the Internet
- T.KREUZER on GENie

- via regular mail at: 6711A N. Washington Blvd.  
Arlington, VA 22213

## 1.10 Legal Stuff

Rings Version 1.0

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You are hereby granted the freedom to distribute Rings IF, AND ONLY IF the following rules are followed:

- This doc file MUST be kept with the executable(s), and must include the above copyright notice
- You may NOT charge ANY fee for this program, other than the basic cost of distribution media and/or BBS access. Of course if you want to pursue selling this, feel free drop me a line

Fred Fish is hereby granted permission to include this program (and it's accompanying documentation) in his excellent collection of Amiga software

## 1.11 KreuzerSoft Products

The following KreuzerSoft projects are (hopefully) available on a BBS near you:

- PST V1.0a - Public Screen utility for 3.0/AGA
  - PaletteTool V1.4 - Public Screen palette program for 3.0/AGA
  - Fractal V1.3 - Mandelbrot set program for 3.0/AGA
  - LyapunovSpace V1.2 - Lyapunov fractal program for 3.0/AGA
  - Terrain V1.1 - 3-D fractal terrain program for 3.0/AGA
  - FindColor V1.0a - "Color-by-Name" selector for 3.0/AGA
  - DLA - Diffusion Limited Aggregation simulation for all Amigas
  - Jimi - 8-color Jimi Hendrix image for your Workbench
  - MemTool - Memory monitor tool for the Workbench
  - Reminder V1.1 - Timed reminder tool for the Workbench
  - Worm V1.1a - Port of Sun/XWindow graphic worm display for your Workbench
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All for the incredibly low, low price of FREE!

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