

SleepingPointers

António Manuel Santos

COLLABORATORS

	<i>TITLE :</i> SleepingPointers		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	António Manuel Santos	August 4, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SleepingPointers	1
1.1	Sleeping Pointers	1
1.2	Distribution of Sleeping Pointers	2
1.3	Requirements of Sleeping Pointers	3
1.4	Introduction to Sleeping Pointers	3
1.5	What can Sleeping Pointers do and not do...	4
1.6	How is this implemented	5
1.7	Bugs ?? oh no !!!	5
1.8	Sleeping Pointers V1.0	6
1.9	What to do Next ?	7
1.10	How to reach me...	7
1.11	Good Stuff to registered users.	8
1.12	How to install SleepingPointers...	9
1.13	Moral Support	9

Chapter 1

SleepingPointers

1.1 Sleeping Pointers

Sleeping Pointers V1.0a
©1995 António Manuel Santos, All rights reserved
ShareWare

~Distribution~
Distribution and registration

~Requirements~
What do you need.

~Introduction~
What is this Sleep stuff ?

~Installation~
How to Install...

~Features~
What can Sleeping Pointers do and not do...

~Technical~info~
How is this implemented ?

~Known~Bugs~
Bugs ?? oh no !!!

~History~
Sleeping Pointers V1.0

~Future~
What to do next ?

~Contact~
How to reach me...

Acknowledge

Hi there ppl :)

~Registered~Users

Good stuff to registered users.

1.2 Distribution of Sleeping Pointers

This program is ShareWare. This means that you can test the program for one month. After this period you must send either: ←

I - A card of your home town to
~my~address~

.

II - A source of your own program This can be anything, but must be of some interest to program the Amiga. Needed are:

* Examples of AGA programming:

- banging directly into the hardware.
- friendly OS usage of AGA.

* Examples of 68040 programming:

- how to implement virtual memory.

* Guide of 68040 instructions: if you know some text/guide on internet, please tell-me !

III - A email to my
~internet~account~

.

Think of that email as becoming a

~registered~user~

.

That way i can receive feedback from SleepingPointers users.

IV - A small contribution in CASH (only CASH) to the author.
Send the amount you think the program deserves.

In return you will receive the latest version available. You will also receive some more other goodies like:

- * more animated pointers done by me.
- * animated pointers done by other SleepingPointers users.
- * programs that I have written that may interest you.

By contributing, you assure future development of this program and many many more utilities that I have in mind. Thanks in advance.

This SHAREWARE version can be freely distributed provided that all the associated files are distributed with the program itself. Neither the program nor their associated files must be modified in any way. The complete distribution package can be compressed with LHA, LHarc, LZX or similar for

distribution convenience. No charge must be made for use or distribution of this package. You can upload this package to any BBS, include it in a magazine's coverdisk (if you do so, please send-me a copy of the magazine if possible, or tell-me that you have done so), in a Public Domain library or in recompilation CDs of PD/Freeware/Shareware.

If you want to get the latest version available or contact me for some reason, please send email to:

138058@alfa.ist.utl.pt with subject: SleepingPointers.

The complete distribution package contains:

SleepingPointers-Normal	Normal clock with spinning hands (with icon)
SleepingPointers-Cute	Cute sand watch (with icon)
SleepingPointers-Cloud	Raining cloud (with icon)
SleepingPointers-Normal-F	Fast version of Normal Clock (with icon)
SleepingPointers-Cute-Fast	Fast version of Cute sand watch (with icon)
SleepingPointers-Clid-F	Fast version of Raining cloud (with icon)
SleepingPointers.guide	English guide (with icon)
SleepingPointers.readme	English aminet .readme
MagicPointer	Overview of MagicPointer's Prefs GUI
Cloud.iff	Raining cloud animation (with icon)
SandClock.iff	How to Draw custom busy pointers (with icon)
NormalClock.iff	The Normal Clock animation (with icon)

This software is provided 'AS IS' without warranty of any kind, either expressed or implied. By using this package you agree to accept the entire risk as to the quality and performance of the program, or even the document you are reading.

The SleepingPointers.guide.info and SleepingPointers.info drawer icons were taken from the Iconographics package available on aminet. If you dont like or think can make improved icons for the program/guide, draw some and send me so that I can include them on the next aminet release.

1.3 Requirements of Sleeping Pointers

SleepingPointers needs Workbench 3.0 or plus to work. You do not need AGA, but that will give you hi-resolution busy pointers.

Also, PatchPointer should be installed, so that pre 3.x software that sets busy pointers can be patched too. Check PatchPointer on aminet (PatchPointer v1.02 ©1993 by Steve Lemieux).

To have hires pointers on AGA machines, you will need a screen monitor that can display a screenmode of DblPAL, Multiscan, or Super72. In PAL/NTSC, the busy pointer will be in lowres.

1.4 Introduction to Sleeping Pointers

What is this Sleep stuff ??

Well, have you ever work on WindowsNT and saw the animated busy pointers?

"Gosh, my Amiga is better than a PeeCe and my Workbench only shows a little-tiny stopped busy pointer!"

You may say: "use PointerX, or LacePointer"

no way : PointerX only shows a ugly busypointer in lowres !!!

You can also say: "use PatchPointer to make the busypointer hires."

Ok ... try it and you will see the busypointer becomes stopped!

Damn ...

LacePointer on the other hand only works in screenmodes of PAL/NTSC. If you have a brand new AGA amiga, that is in MULTISCAN or DBLPAL, or something else, you can't use LacePointer.

Those little problems, motivated me to program SleepingPointers.

After some time, SleepingPointers was born!

Now, animated busy pointers in hires is easy.

If I receive enough feedback, I will do a Prefs Program so that you can load you favourite

ANIMATION/ANIMBRUSH of a busy pointer and use it!

1.5 What can Sleeping Pointers do and not do...

- On AGA machines, display a hires animated busy pointer, if the \leftrightarrow screen mode selected is not one of :
 - PAL
 - NTSC
 - In use with PatchPointer, make Pre 3.x software that asks for busy pointers, display an animated one.
 - If you do not use PatchPointer, Sleeping Pointers, cannot make pre 3.x software show busy pointers in hires.
 - Cannot load user ANIMATIONS. See
~Registered~Users~
.
 - Cannot change the pointer preferences color. Use the supplied from Workbench distribution disk.
 - Only uses 3 colors busy pointers. Some time later I will make 16 colors busy pointers.
 - Cannot have the pointer colors cycle in a specified way. Some time later I will make that feature also.
-

- A preferences program is not yet available. See
 ~Registered~Users~
 .

1.6 How is this implemented

I implemented Sleeping Pointers in the most friendly way as possible I could. As I have a A4000/040, all the software must behave the most friendly as possible, if not, BANG ... *GURU*. This is also true for any other AMIGA computer (Thank God !!!)

First, i have patched the following routines from intuition.library:

```
OpenWindow();
OpenWindowTagList();
CloseWindow();
SetPointer();
ClearPointer();
SetWindowPointerA();
```

For every Window Opened, I add a client to a private list on SleepingPointers so that I can walk that list from time to time to change the busy pointer. When a busy pointer is requested, I will not let intuition.library know that. I put a flag on my client saying : yep ... I wanna a busy pointer (but animated one !). In the main loop of my program, I use timer.device to awake from a Wait() from time to time. In each invocation, I increment a counter of the current frame of my busy pointer, walk trough my private list and if a busy pointer is requested, I just call the original SetWindowPointerA() with the current frame requested. Note that all the frames of the animation, are allocated with NewObject(NULL,"pointerclass", ...); so that I can request hi resolution busy pointers. The client arbirtation is done with Semaphores so that no garbage during setting/add/rem clients is done.

The busy pointers were drawn by me on Brilliance.
 The program is in C, compiled with SASC 6.55
 Used DevPac to include the pointer animations in the resulting executable.

source size is about 1178 lines in C, but many comments and blank lines.
 Also has some stuff that is still not implemented like the Preferences
 GUI,
 etc etc.

1.7 Bugs ?? oh no !!!

If you know any bug other than the ones listed here, please tell ←
 me so.

For that,

Contact~me~

.

BUGS

o version 1.0 (23 Jul 1995)

- There is a known bug to me that I still could not trace:

If you start a new SleepingPointers, it will *GURU* your machine if you need to end SleepingPointers.

To prevent this just select the Exchange Window and remove SleepingPointers.

o version 1.0a (1 Aug 1995)

- Previous bug from version 1.0 corrected!

- Windows that are opened before SleepingPointers is started, cannot have animated busy pointers. I know how to fix this bug, but cause i'm too lazy, only in the next release - that should include a prefs gui - will be corrected. Another thing: the next release will be called MagicPointer (much better no ?)

1.8 Sleeping Pointers V1.0

- AWSM-09beta.lzh

Pre-Release of SleepingPointers.

Please delete this file. It's just too bad !!! :^)

- SleepPointers.lha - SleepingPointers V1.0 (23 Jul 1995)

First Aminet Release. Hope I receive enough feedback.

Also this is my first Aminet Release of any program.

Done a Pre-Release that will *GURU* any Amiga. It's called AWSM-09beta.lzh and is on /util/cdity/AWSM-09beta.lzh

If you see that file, Please delete it. SleepingPointers its very stable and AWSM-09beta not.

- SleepPointers.lha - SleepingPointers V1.0a (1 Aug 1995)

Small bugfix release. The multistart bug no longer appears !

I have received very very feedback from users.

Sorry not to release your animated busy pointers, but because of this hack, I would needed to include zillions of executables !

Wait for the next release were will be prefs files and more goodies (Name for next release MagicPointer).

The icons will only look good on a 32colors Workbench. Note that the icon as taken from AmyWB and taken some retouches. Hope that doesn't bring any problems.

Please considere registering. I need some money to buy more Memory (I have only 4 MBytes of FastRam.)

Thanks to all the users that wrote to me.

1.9 What to do Next ?

**** Watch for MagicPointer soon on aminet ****

Next realease of SleepPointers will be called MagicPointer and will feature a prefs gui (with some edition capabilities). The registered users will receive a keyfile so that all annoying requesters are gone and can use all of the program features!

- Normal pointer could also be animated ... this would be cool and its very easy to do.

- Implement a Preferences Program, so that users can load ANIM/ANIMBRUSHES of custom busy pointers.

- 16 colors normal and busy pointers.

- More than 64 pixels wide pointers. Tell me if you really need this feature.

- Custom definition of color cycling in pointer colors. This is for example, your pointer is dark blue, and have cycle like this: darkblue, blue, violete, pink, red, darkred, red, pink, violet, blue, darkblue, etc etc ...

Could cause some groovy effects :)

- What do you think would be cool to add to SleepingPointers ? Please tell me that!

1.10 How to reach me...

You can reach me on :

* Internet as l38058@alfa.ist.utl.pt (note the ele [L] in username)

* SnailMail:

António Manuel Tavares de Oliveira Santos
Rua do Zaire, 5 - 1 dto
1170 Lisbon, Portugal

* IRC:

as 'psys' on channels:

#amiga
#amigadev
#amigascne

#amigafr

I will be mostly on #amiga

Every one that contacts me receives a answer.

1.11 Good Stuff to registered users.

If you register, you will get support and SleepingPointers ←
will get bigger
and better. Also if you want some Workbench Utility, just tell me so.

If you register:

* I will send any new updates of SleepingPointers to you by email.

In the next TODO list of updates is a Prefs Program to support loading of ANIMS to use as busy pointers. Also there is a idea of making normal pointers animated.

* I will send any new busy pointers, I do or I receive from registered users, to you by email.

* Until I do not end the Prefs GUI, you can receive a custom SleepingPointers executable with a Animated Busy Pointer drawn by you, if you register by money or by sending me some documents on the 68040. Sorry but I have not enough time to spend on making custom animations without a prefs program!

If you want to send some normal/busy animated pointers, please uuencode them, or use pine.

If you have some busy pointers drawing/sketches/animations, please send me so that I can send those to all SleepingPointers registered users.

Thanks in advance to all registered users that I will get.

If you want to register, please send a email to me stating:

- You System configuration: computer, processor, harddisk, monitor, ram, etc etc

- Your preferable contact.

- Your registration, just take a look at

~Distribution~

- Any other things you may want.

1.12 How to install SleepingPointers...

Easy. Just copy the executable you want to use,
 SleepingPointers-Normal
 SleepingPointers-Normal.info

or

SleepingPointers-Cute
 SleepingPointers-Cute.info

to your WBStartup Drawer.

If you want to set a different animation speed or a different task priority than the default (15) you can start SleepingPointers from your file s:user-startup:

```
SleepingPointers 1000 10
                  ^^^^^^ ^^
                  |      \_ task pri (default: 15)
                  |
                  |_____ tick delay in micro seconds (default: 10000)

                  1000 will animate the busy pointer very fast
```

1.13 Moral Support

Users that contacted me as of 9 Aug 1995:
 (for not a particular order !)

Seth Taplin, USA

Kenneth T. Munn, USA

ben@epcc.ed.ac.uk, United Kingdom

Ken Brutlag, USA

Giovanni Castania, Italy

David Putzier, USA

[many thanks for your boing animation! will be included in next big release]

Tom Heeren, Australia

[many thanks for spell correcting the Sleeping Pointers documentation]

Jerome Fleury, France

Antonio Santos, Portugal

[many thanks for doing Sleeping Pointers :^)]

** this one is a joke **

Lacroce Marisa, Canada

Tom Ekstrlm, Finland
[Author of IGfx - Iconographics Icons that I just like much !!
 thanks for icons and some animations you will do for me]

Bernard Magny, USA

Miliaras Minas, Greece
[thanks for your email's !!! Portugal it's a lovely country to visit on
vacations]

Paul Toyne, United Kingdom
[many thank for email !!!]

Roy Antonsen, Norway

Soenke Tesch, USA

Trevor Daley, USA

Joakim Elofsson, Sweden

Guy Tanner, United Kingdom

Reinhard Katzmann, Germany

and Special Thanks to Sandra for being the greatest love in the World.
