ScreenClock

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COLLABORATORS			
	TITLE : ScreenClock		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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ScreenClock

1.1 ScreenClock Documentation

```
                                                      /
                            ScreenClock v1.72 / by Thomas Igracki
                        _____/

                          AFD - C O P Y R I G H T


              What should be in the archive?

              The history of the program

              What is it for?

              How to contact me?

              How to start?

              Possible error messages
                                         --------------------

     This software is subject to the "Standard Amiga FD-Software Copyright Note"
     It is GIFTWARE as defined in paragraph 4g. [...]
     For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
```

1.2 ScreenClock/What should be in the archive?

```
The following files should be in the archiv:

   env/ScreenClock                 --> example environment variable
   help/deutsch/ScreenClock.guide --> german documentation, AmigaGuide-Format
   help/deutsch/AFD-COPYRIGHT.de  --> german COPYRIGHT-Note
   help/english/ScreenClock.guide --> english documentation, AmigaGuide-Format
   help/english/AFD-COPYRIGHT     --> english COPYRIGHT-Note
   ScreenClock                     --> the program for OS >= v38 (2.1)
   ScreenClock.info                --> the wb-icon for ScreenClock
```

1.3   ScreenClock/What is this program for?

```
                This  program  displays the date, time and optional the free  ←
                   memory in your
current  screen's  titlebar (left  to  the  depth-gadget)  in  the  actual
language.

The features are:

- configurable
                date and time format
                - optional showing of the
                free memory
                -
                in-/excluding screens
                 to be used or not used
- adjustable
                update-rate
                 in which the display should be updated
- using a notified environment variable, named SCREENCLOCK, which will
  be read at startup and on changing
- observing ENV:SYS/locale.prefs to get informed, if the language changed
- optional working only on public-screens, see
                OPS=OnlyPubScreens/T
                - adjustable task priority, see
                Pri=TaskPriority/K/N
                - supporting autoscroll screen, see
                AV=AlwaysVisible/T
                - v1.72: displaying 1/50ths of a second on demand, see
                ST=ShowTicks/T
                To remove ScreenClock simple start it again.
```

1.4   ScreenClock/How to start

```
                Start from a shell:

  [Run] ScreenClock
                DF=DateFormat/K
                ,
                MF=MemoryFormat/K
                ,

                Screens/K
                ,
                D=Delay/K/N
                ,
                Mem=Memory/T
                ,

                OPS=OnlyPubScreens/T
                ,
                Pri=TaskPriority/K/N
                ,
```

```
                    AV=AlwaysVisible/T
                    ,
                    ST=ShowTicks/T
                    Start from Workbench:
```

Just double-click the icon. There is no tooltype-support, use the env-var
instead! This may change in future.

1.5 ScreenClock/Argument

```
DF=DateFormat/K
    This option specifies the format in which the date & time should
    be displayed.
    The available parameters are (see Locale.FormatDate()):

        %a - abbreviated weekday name
        %A - weekday name
        %b - abbreviated month name
        %B - month name
        %c - same as "%a %b %d %H:%M:%S %Y"
        %C - same as "%a %b %e %T %Z %Y"
        %d - day number with leading 0s
        %D - same as "%m/%d/%y"
        %e - day number with leading spaces
        %h - abbreviated month name
        %H - hour using 24-hour style with leading 0s
        %I - hour using 12-hour style with leading 0s
        %j - julian date
        %m - month number with leading 0s
        %M - the number of minutes with leading 0s
        %n - insert a linefeed
        %p - AM or PM strings
        %q - hour using 24-hour style
        %Q - hour using 12-hour style
        %r - same as "%I:%M:%S %p"
        %R - same as "%H:%M"
        %S - number of seconds with leadings 0s
        %t - insert a tab character
        %T - same as "%H:%M:%S"
        %U - week number, taking Sunday as first day of week
        %w - weekday number
        %W - week number, taking Monday as first day of week
        %x - same as "%m/%d/%y"
        %X - same as "%H:%M:%S"
        %y - year using two digits with leading 0s
        %Y - year using four digits with leading 0s

    Default: "%A %d-%h-%y %T".
    The result is: Monday 09-Jan-95 18:22:57.

    If you set this option to "" while ScreenClock is running, the default
    setting will be used again!
```

1.6 ScreenClock/Argument

```
MF=MemoryFormat/K
    This option specifies the format of the memory display.

    There are 3 parameters (%ld or %lD) supported:
      - the 1. is for the free chip-memory in KB,
      - the 2. is for the free fast-memory in KB and
      - the 3. is for the total free memory in KB.

    Default: " - C:%lD F:%lD".
    The result is: " - C:1.737 F:3.538".

    If you set this option to "" while ScreenClock is running, the default
    setting will be used again!

    You should use a space as the first character, because the created string
    is appended to the created date/time string!
    You could also append a space to the date/time string;-)

    Tip:
      If you like to change the order of the memory type, you have to
      place a <Position>$ command between the % and the ld
      or lD chars!
      <Position> is the number of the memory type, see above.

      Example: MF = " Total: %3$lD (FAST = %2$lD, CHIP = %1$lD)"

      And If you only want to display the total free memory you have to do this:
      MF = "%0.0ld%0.0ld Total: %lD"!

      See also Locale/FormatString().

    The difference between %ld and %lD, is that the second uses locale format.
```

1.7 ScreenClock/Argument

```
Screens/K
    This option specifies the screens on which ScreenClock should appear
    or should NOT appear by an AmigaDOS pattern!

    Because ScreenClock compares with the screen's defaulttitle, it displays
    the date/time/mem even if a program changed the used screen title!

    If this option is not used ScreenClock uses all screens which have a titlebar.

    If you set this option to "" while ScreenClock is running, the default
    setting (no matching) will be used again!

    Tip2:
       You should use a #? instead of a *, because the wild star
       has also some other meaning under DOS (i.e. *")!

    Tip2:
```

If you want that some screens aren't used, than try this pattern:
~(<TitelName>|<TitelName>)

Example: SCREENS = "~(DosControl#?)"

Action : The 'DosControl'-Screen won't be used.

1.8 ScreenClock/Argument

D=Delay/N
    This number specifies the update-rate in which ScreenClock updates
    the display.

    Number of 1/50 seconds. Minimal value is 10, maximal 100.

    Default 50.

1.9 ScreenClock/Argument

Mem=Memory/T
    This toggle option specifies if the free memory should be appended to
    the date & time string.

    ON : Memory = ON or Mem = ON
    OFF: Memory = OFF or Mem = OFF

    Default is OFF.

    The "=" is optional!

1.10 ScreenClock/Argument

OPS=OnlyPubScreens/T
    This is the option to specify, if only (non-private) public screens should
    be used.

    ON : OnlyPubScreens = ON or OPS = ON
    OFF: OnlyPubScreens = OFF or OPS = OFF

    Default is OFF.

    The "=" is optional!

1.11 ScreenClock/Argument

```
Pri=TaskPriority/K/N
   This option specifies then priority of ScreenClock.

   Only priorities between -3 and +3 will be accepted.

   Default is 0.
```

1.12 ScreenClock/Argument

```
AV=AlwaysVisible/T
   This option specifies if the date/time/mem should be written relative to
   visible right side of the screen (ON) or left to depth-gadget (OFF).

   AlwaysVisible = ON  or AV ON  -> always visible!
   AlwaysVisible = OFF or AV OFF -> always left to the depth-gadget

   Default is ON!

   The "=" is optional!
```

1.13 ScreenClock/Argument

```
              ST=ShowTicks/T
   This option specifies if you want to see 1/50ths of a second.

   ShowTicks = ON  or ST ON  -> yes, they will be displayed
   ShowTicks = OFF or ST OFF -> no, they won't be displayed

   Default is OFF!

   The "=" is optional!

Note:
   The 1/50ths of a second will be appended (with a "."), to the
              DateFormat
              .
   I did this, because ticks (1/50ths of a second) aren't supported by Locale. ←
      FormatDate().
   I  think,  this feature will not be used very often by much people,
   so it's not worth the work to extend Locale.FormatDate().

   If  there exists more than one people who haven't their time at the
   end  of  the  date and want the ticks to be displayed anywhere they
   want, I maybe change this;-)
```

1.14 ScreenClock/Errormessages

```
Possible error messages during startup:
```

```
1 : Failed to create the msg-port.
2 : Dos.AllocDosObject(Dos.rdArgs) failed.
3 : Notify to ENV:ScreenClock failed.
4 : Notify to ENV:SYS/locale.prefs failed.
```

If the env-var or the shell arguments couldn't be parsed an appropriate
error message will be displayed.

1.15 ScreenClock/Programhistory


```
                  Release 1.72:
   38.21 (20.06.95):
        New: Option: 'ShowTicks/T' -> Display 1/50ths of a second? [Wished by Raj  ←
           Joshi]
            With limitation, see
                ST=ShowTicks/T
                           Default is OFF.
        Fix: After a notify-signal or Ctrl-C is received (Env-Var or Locale
             changed), ScreenClock won't do a delay.
        Fix: "Titlebar-flicker" reduced
Release 1.71:
   38.20 (30.04.95):
        Chg: The Env-Var can contain multiple lines, they will be concated.
   38.19 (26.04.95):
        Chg: Scr.defaultTitle AND Scr.title have to be NIL, to display nothing.
             [Wished by Rodney Hester, so he can use Klondike V1.8 ;-]
             IF .defaultTitle = NIL and .title # NIL, then .title will be used for  ←
                matching.
Release 1.7:
   38.18 (04.03.95):
        Doc: Node
                   What is it for?
                   improved.
        Doc: Node
                   How to contact me?
                   corrected.
        Fix: If the new string is shorter than the old, the display wasn't cleared.
             [Reported by J.Frede]
             [I have used "<" instead of ">";-()
        Chg: Under OS v38, I now use color 0 on 1.
             That should be the last change;-)
             If it doesn't, I probaly will add 2 new options (front-, backpen)
             in the next version;-)
             [Reported by T.Schwarz]
Release 1.6:
   38.17 (01.03.95):
        Chg: Error messages are displayed as numbers.
        Doc: Possible error messages explained.
   38.16 (26.02.95):
        Fix: Pubscreens couldn't be recognized if OPS = ON. [reported by Hanno]
Release 1.5:
   38.15 (16.02.95):
        Chg: The bars layer will get locked only direct around Int.PrintIText().
        Doc: Start from Workbench explained.
        Doc: Icon added!
```

```
   38.14 (15.02.95):
       Chg: Under OS v38, background color is 2, foreground color is 1.
            That should be the right combination!?
       Fix: If an autoscroll-screen with leftedge = 0 is used, the x pos.
            was calculated as if it was a normal screen.
   38.13 (14.02.95):
       New: If the layer and the pub-screen was locked at the end of the program,
            they will be unlocked.
            This could (!) occure, if ScreenClock gets breaked during the  ←
               calculating
            of a new date/time/mem-string by an error.
            This should avoid the rarely occured 'hanger'.
   38.12 (13.02.95):
       New: Some NIL-checks added.
       New: The actual screen will be compared with the screen which was actual
            before calculating a new date/time/mem-string.
            This should make the program a little more stable with non-public- ←
               screens.
   38.11 (12.02.95):
       Chg: Under OS v38, the shadow-pen (instead of the shine-pen) will be used
            as the background color.
   38.10 (11.02.95):
       New: Option 'AV=AlwaysVisible' -> date/time/mem always visible?
            Default is ON!
   38.9 (09.02.95):
       New: The date/time/mem is always visible!
            Usefull for oversized (autoscroll) screens!
       Doc: Examples for the option
                 Screens
                 Release 1.4:
   38.8 (29.01.95):
       Fix: Screens with a title but no titlebar won't be used anymore!
       Chg: The screen will be written with Intuition.PrintIText(), so the
            rare 'color-changes' of the titlebar shouldn't appear anymore!
            Because this proc. sets the front- and backPen!
       Chg: Therefore ScreenClock doesn't needs a special version for OS v39!
            Also it won't be check anymore if OS is >= v38 (2.1)!
       Fix: FreeScreenDrawInfo() forgotten;-(
       Chg: It doesn't checks anymore before writing if a non-public screen
            is closed!
Release 1.3a:
   38.7 (28.01.95):
       Fix: Check, if the barLayer is allready locked.
            If so then don't wait until its free!
Release 1.3:
   38.6 (27.01.95):
       New: 'OPS=OnlyPubScreens/T' -> use only public screens?
       New: If the actual screen is public, it will be locked during writing,
            to prevent it of beeing closed!
            If not, it will be checked if its not closed yet before Gfx.Text().
       Fix: 'Ugly' displays should be the past.
       New: 'Pri=TaskPriority/K/N' -> Priority of the task. -3 <= pri >= +3
       New: Notify on 'ENV:sys/locale.prefs'
   38.5 (26.01.95):
       Fix: Screen.barLayer is locked during the action.
Release 1.2:
   38.4 (13.01.95):
```

```
        New: The right pens (like the titlebar) should (!) be used now.
        New: Two different versions for OS2.x (>=v38) and O3.x (>=v39)
             It will be checked during start.
        Fix: CloseLocale() have been forgotten at the end;-(
        Fix: Locale.FormatDate() appends one 0X too many on some formats
             (the abreviated!), therefore the date could be one char too short.
        Fix: If the notify fails, has been Dos.EndNotify() called though.
        Some cleaning ups.

Release 1.1:
  38.3 (12.01.95):
        Fix: The reloading of the parameters didn't acts like it should.
        New: If MF = "" or DF = "" the defaults will be set again.
  38.2 (11.01.95):
        New: The env var will be reloaded on changes!
        Chg: Option 'Memory' changed to a toggle option, s. docs
  38.1 (09.01.95):
        Chg: Locale.FormatDate() instead of Dos.DateToStr() and SPrintF() used.
             Therefore the version bumps to 38!
        Chg: 'Seconds/S' isn't supported anymore.
        New: Option 'DF=DateFormat/K'   -> Format of the date/time
        New: Option 'MF=MemoryFormat/K' -> Format of the memory
        New: Environment variable (ScreenClock) for the parameters

Release 1.0:
  37.3 (05.01.95):
        New: Option 'Memory/S' -> show the memory too.
        Chg: Some internal changes -> less time needed!?
  37.2 (03.01.95):
        New: Option 'Screen/K' - pattern for screens to use.
        New: A msg-port added to quit if double started.
  37.1 (02.01.95):
        Beginning, because I realised that the clock is the only cause
        for KCX running;-)

Abbreviations:

  New: Something new added.
  Chg: Something has changed.
  Fix: Some bugs removed.
  Doc: Documentation changed/improved.
```

1.16 ScreenClock/How to contact me?

```
   If you have suggestions, bug reports or any question you can reach me
   by the following addresses, e-mail preferred!

        Z-Netz: T.Igracki@BAMP.berlinet.de
        FIDO  : Thomas_Igracki%2:2410/103.40
        UseNet: lokai@cs.tu-berlin.de      -or-
                t.igracki@bamp.berlinet.de (preferred!)
        Mail  : Thomas Igracki (c/o Lind), Siegener Str. 34, Germany-13583 Berlin

   If you want to send me some money for my work on ScreenClock, then
   contact me, and I'll give you my bank-account!
```

Have fun with my program!