

07a54c18-0

Tinic Urou

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Chapter 1

07a54c18-0

1.1 UrouHack

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```

Introduction

Again a patch? I already have 398 in my system!

Installation

Pleaz read thiz! Otherwise you should read

Disharmonies

.

Notes~~~~~

If you develop software for the Amiga pleaz read thiz!

Disharmonies

Hmm... Its not working... Why? Look here!

Tips~~~~~

Some workarounds for programs...

History~~~~~

How many bugs can a programmer produce in his life?

The~author~~

```

Huhu... Yes... Write me... Call me... Kick me...

Legal~stuff~
  This is giftware!

Future~~~~~
  What i like to see in the next version

```

```

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©1996 by Tinic Urou
-----

```

1.2 Introduction

UrouHack enhances the look of your Amiga in a dramatic way. ↔
 The old frames and windowgadgets are replaced. You get a XEN look for all your windows.

To see result look at the preview pictures which are in this package.

Jump directly to
 Installation

1.3 Installation

Before you are using this software, make sure, you have removed the following programs:

- sysihack
- frameipatch
- MCP: turn off sysihack and frameipatch option

To start it enter it in s:startup-sequence before IPrefs was started with this line:

```
urouhack <screenlistfile> <options>
```

Ex.:

```
urouhack s:urouhack.screenlist
```

The screenlistfile should be a simple texfile, where you enter the screens which should be patched. Otherwise, the standard colors from system are used, which does look quite ugly. If you use a gfx-board and you only use screens with many colors, try the option TRYMWB.

This is how such a file could look like:

```

-----Snip-----
Workbench 4 5 6 7

```

```
Mosaic ALLOCATEMWB
DOPUS.1 12 13 14 15
-----Snap-----
```

As you can see, the first arguments represents the public screen name.

Then, the pennumbers of the HALFSHADOW, HALFSHINE, DARKPAINT and SHINEPAINT follows. The last two colors are not used until now... They're for future usage.

If you use a screen with a large amount (and free!) colors, then use the argument ALLOCATEMWB. urouhack will then automatically allocate standard mwb colors for you.

These are the possible options:

NOSYSIPATCH	Turn off the patch of the windowgadgets. If you select this option, "sysihack" will work correctly again.
ONLYWINDOWIMAGES	Turn off the patch for the checkmark- and the mx- images. Only used if NOSYSIPATCH was NOT selected.
NOFRAMEPATCH	Turn off the patch for the xen-style frames.
SYSIHACKSTYLE	Draw images in the sysihack style.
XWINSTYLE	Draw frames in the new X-Windows look. Most of the gui libraries for X-Windows use this look. The most known program with it is Netscape.
TRYMWB	Try to allocate MagicWB colors on ALL screens. Useful, if you are using a gfx board. Note: The screenlistfile will be ignored in this case. This will change in future, its promised...
FINE_BOTTOM	The size of the lower scroller in pixels. Useful sizes for the Workbench: <div style="margin-left: 40px;"> 800x600 : 18 640x512 : 15 640x256 : 11 </div> Default is 14 (DBLNTSC)
FINE_RIGHT	The size of the right scroller in pixels. Default is 18 (DBLNTSC)
WINDOW_TOP	
WINDOW_BOTTOM	
WINDOW_LEFT	
WINDOW_RIGHT	The bordersizes in pixels, if no scrollers are used. As Default all set to 3

Beam also to
Disharmonies

1.4 Disharmonies

Please read
Installation
before looking at this section ...

Known disharmonies with other software:

Scroller-problems:

KingCON: since this the development of this nice software
 has stopped, the error in this program will be
 never removed... 8((
 The scroller gadgets are overlapping there...

MultiView: You surely have a too old version of it. Get a
 MultiView from a Workbench V40 or higher, it
 seems the guys learned... ;-)

Many other programs do not correctly support the scrollers:
PageStream3, FileX, TurboCalc, ArtExpression, FinalCalc,
MaxonTwist etc. The programs are usable, but the scrollers are
drawn in the old way.

Examples for good scroller programming are SnoopDos3 and a
demo program called Scroller.c which is also available on
Aminet.

Patches do not work?

Many commercial programs and nearly all gui-libraries have their
own routines for drawing frames. This causes in rare cases
problems with urouhack:

TypeSmith f.ex. refuses to draw some frames.

Programs with own frame drawing: (They do NOT cause problems):

Nearly all programs from Maxon, proDAD, SoftLogik and SoftWood.

Crash-problems:

sysihack: when you prefer the gadgets from sysihack you should
 use the switch "NOSYSIPATCH". Then the usage of it
 is no problem...

MFR: As always, its more the problem of MFR than the one
 of urouhack... I think it also appends own pens
 to the drawinfo structure... MFR crashed in many other

cases on my machine...

MCP: Turn of framepatch and sysihack. If you want to use the sysihack option, its the same way as the "real" sysihack.

Grafical trash:

The amigaguide.library isn't well programmed. First, it does not make use of the frameiclass for the links and secondly, the texts of the navigation-buttons are not drawn using the JAM1 mode... 8((

Sometimes, the halfdark or the halfshine drawn lines are trashed by the contents of the frames. There's nothing I can do. Officaly the frame should only have a height of one pixel.... I am using two ;)

1.5 History

Lets look over the loong history of urouhack:

- 0.6 · first public release, I think it was in late December in 1995...
 - 0.7 · BorderBottom now font sensitive
· added arguments for most settings
· added possibilty keep the blue background for the window gadgets
· grafical trash should be now removed in most cases
· palette preferences should now work correctly
 - 0.8 · no more manual refreshes now
· added fine adjust for the bottom size gadgets
· size gadgets now a bit higher
 - 0.9 · now makes use of a config-file
· added AmigaGuide@-documentation
· patches can be turned off
· pens of halfdark and halfshine directly selectable
· some slight internal changes
· XEN-style button for all screens.
· source added to the released package
 - 1.0 · code partially redone
(Thanks for the suggestions and contributions concerning the code)
· again a new preferences system... Its annoying...
· completly new color allocation system... It was hard work
· implemented real checmars. In some cases they look ugly...
I will work on it...
 - 1.1 · improved compability with some programs.
If innerwidths are used the window size is now adjusted.
The DeliTrackerII programlist made problems.
· sysihack and urouhack style sysi gagetts selectable
· removed my ugly checkmarks
-

- dropped support for font-sensitive scrollers. Use FINE_BOTTOM and FINE_RIGHT for own adjustments.
- 1.2 · added X-Windows style frames.
- 1.3 · RectFill sizes are now checked in some cases. Some programs which used VERY small checkmarks like WBStartup+ caused crashes...
- 1.4 · UrouHack now uses a memory pool
· Allocated pens are now freed when screen is closed
· Fixed Enforcer hits when opening windows
· Fixed drawing of the checkmark
· Improved Framelook.
· Black is now default halfshadowpen. It looks better than the fillpen...

1.6 The author

If you want to tell me that urouhack has destroyed your machine or simply want to have a little chat then write to:

5uro@informatik.uni-hamburg.de

My postal address:

Tinic Urou
Gaertnerstrasse 15
20253 Hamburg
- GERMANY -

I am also reachable on IRC, usually from Monday to Friday between 10.00am and 09.00pm CET. Leave me an email if you want to talk...

1.7 Notes for programmers

If you code software for the Amiga, which uses SizeGadgets, Scrollers etc. please test urouhack with high Bordervalue to test if your program supports them correctly. Simply try FINE_BOTTOM=32 and FINE_RIGHT=32. Many programs are failing through this test! MUI, GoldED, Workbench, SnoopDos don't! ;-)

1.8 New

As soon as the BeBox® is available to everyone, I will switch to this system, since I don't think the Amiga has any great future. So the development will be ceased in the near future (I hope in 2 or 3 months)... Sorry folks...

Sliders, scollers, proportional gadgets:

People wrote me, that they like to see a patch for the proportional gadgets. Yes, I want to include such a patch, but I still found no stable way to implement it. Anyone has any idea how to do it?

user customization:

There are so many different things, which could be turned on and off, but I think, this would make the program more uncomfortable than before. I am working on a preferences program.

Pictures:

Many users would like to insert IFF-Pictures in the gadgets. OK, this would be nice, but you must also think of the disadvantages. Intuition is fully font sensitive (most of the known OS are not font-sensitive, so its easier there!), implementation of fix-sized images makes problems and looks ugly in many cases. Intuition is not MUI! It would be much better to replace the complete window handling of Intuition. Windows95 by Daniel Balster is a first step to this.

1.9 Tips

No entry yet... You want to fill this? Mail me your urouhack.config...

1.10 Legal stuff

Since 1.4, urouhack is GIFTWARE. If you think this program is worth something you can send me a gift of your choice. (5\$ or more 8-) if you have no ideas what to send.)

Address~of~the~author

The sourcecode and the software on the other hand are totally free in the usage. You can use it in your own projects, but it would be nice if you could mention that you used urouhack.
