

Blank Topic



Getting Started

Getting the most out of ClockMan95

I need help! (Troubleshooting)

How to get your own copy of ClockMan95

Event schedulers are designed to take routine jobs and tasks and have them occur during off-hours and weekends.

Welcome to ClockMan95

ClockMan is an event scheduler. Event schedulers date back to the old days of mainframes and minicomputers. Like everything else about them, using them was best left to experts. Event schedulers can be found today from vertical applications still found on the big machines to the UNIX cron to the NT scheduling service to the System Agent found in the Plus! Pack of Windows95. There are a number of commercial and shareware programs trying to do the job better.

ClockMan95 marries two powerful tools to produce what we think is the best event scheduler for Windows at any price: a robust easy-to-use program with a powerful batch-like language.

The Automation Assistants in ClockMan95 give users easy access to automating commercial applications like never before. With a few mouse clicks you can automate much of the best software available for Windows95.

What do you want to learn?

{button ,JI('`csAA')} **What are Automation Assistants?**

{button ,JI('`csUsingCM')} **How to use ClockMan (detailed walk-through)**

Using ClockMan

ClockMan was designed with automation as it's key function. However, it has been constantly improved since it was first introduced back in 1991. Customers wanted more power and they didn't want to have to be an expert to use it. ClockMan is evolving to accommodate these wishes and now it's more easy to use than ever and has more of the power our customers have been asking for.

The basic component of ClockMan is it's alarms. Alarms can be as simple as reminding you of an important event or automating a series of nightly maintenance routines.

Alarms have three components:

- ▶ when they occur
- ▶ the message they display
- ▶ and the action they take.

We try to use the term "alarm" consistently through our documentation. But other terms used to describe timed periodic events include

Synonyms:

event

"job"

"tasks"

Anatomy of an Alarm

Alarms have three parts, When, Message and Event. With any alarm, you have to tell ClockMan when you want your alarm to occur and what you want done when your alarm fires off.

{button ,JI(`,`csWhen`)} When

{button ,JI(`,`csMessageTypes`)} Message

{button ,JI(`,`csEvents`)} Event

When an Alarm Occurs

Alarms can set to occur at one specific time and date, or they can be set to recur on a periodic basis. Choosing a one time alarm requires you only fill out the desired time and date.

Every n days

Every day

Every Weekday

Every Weekend

Day of month

Date of month

Your alarms can be set to repeat any number of days you specify. Remember, you can set this for weekly (7 days) or bi-weekly (14 days) or any other interval you wish. You will also need to specify when you want the alarm intervals to start.

When you choose this option, alarms occur every day at the time you specified.

When you select this option, alarms occur every weekday at the time you specified.

When you choose this option, alarms occur only on the weekends (Saturday and Sunday) at the times you specify.

When you choose this option, you can tie your alarms to days of the week. Using the three list boxes, you can choose a very specific pattern you wish your alarm to follow. It can be as simple as Every Monday to as complicated as 2nd Tuesday in July.

When you choose this option, you specify a specific date in the month for your alarm to occur. You can also restrict this to a specific month for what would be an annual event or you can have it occur every month.

Message Types

Your alarms can also display a message when the alarm occurs. Displaying a message is optional but oftentimes very helpful. Especially if you're going to be running an event that might otherwise interfere with the use of the computer. There are 5 types of messages (including none or no message) as described below:

{button ,JI('`,`csAnnounce')} Announce message

{button ,JI('`,`csConfirm')} Confirm message

{button ,JI('`,`csCountdown')} Countdown message

{button ,JI('`,`csInvisible')} Invisible message (no message)

{button ,JI('`,`csTimeSquare')} TimeSquare message

Announce message type

The Announce Alarm does nothing more than displaying a large message box that contains the text you wish. It doesn't interfere with any events you may have also specified for your alarm. To clear it from your screen, click the OK button.

Note

- The most common use for Announce Alarms is for displaying simple messages or notifying the user of an event.

Confirm message type

The Confirm Message precedes any event you have associated with your alarm. It displays a message box with the OK or Cancel buttons. Click the OK button to allow ClockMan to execute your event immediately or Cancel to cancel it.

Note

- This message type is helpful if you're going to be executing an event that requires review.
- To decide whether or not you need to use the Confirm Message option, ask yourself the following:
 - ▶ **"Does this alarm require permission of the operator in order to execute?"**

If the answer is yes, then choose the Confirm Message option.

Countdown message type

The Countdown Message acts much like the Confirm Message box. However, it has a few features that can be helpful. When the Countdown Message box pops up, it starts a countdown timer that's displayed in the upper right hand corner of the box. When this counter reaches zero, the event you associated with your alarm starts.

When the user gets this message, it should contain a descriptive message about what event ClockMan is about to start.

Ex: "Full weekly backup about to occur"

When a Countdown message appears, the user has four options they can take before the counter times out and the event starts.

1. Choose the Pause button to temporarily suspend the countdown timer. The Pause button will change to Continue. And you can click it again to resume the countdown timer.
2. Choose the Now button. When you choose Now button, the timer will immediately go to zero and the event you associated with your alarm will start.
3. Choose the Hide button to hide the Countdown Message box. It will continue to countdown and start your event when the counter times out.
4. Choose the Cancel button. As with the Confirm Message, the cancel button cancels the alarm as soon as you press it.

Note

- Use the Hide button with caution as once you use it, you will not be able to unhide it or stop the counter from timing out. Its best to use it when the event you're going to be starting actions won't adversely effect the user of the computer.

Invisible message type

You can think of an Invisible Message type as none. When you choose this option, no message will appear when your alarm occurs. You should use the Invisible Message type when the event associated with your alarm will cause no adverse effects on your computer or when you're sure no one will be using the computer.

TimeSquare message type

The TimeSquare message type is much like the Announce Message type. It displays a message when your alarm occurs. The difference is ClockMan displays the message in the active window's title bar. It can display in a number of unique and attention-getting manners. It got it's name from the scrolling message reader in Time Square in New York City.

Events

An alarm can perform several different kinds of actions. You specify which action an alarm's event will take by choosing from the dropdown listbox at the top of the Event section. Different fields will appear depending on which type of action you select:

The real power of ClockMan is its events. The Events section is where you automate other programs. You choose the type of event you want to execute with your alarm.

{button ,JI('`,`csRunAProg')} Run a program

{button ,JI('`,`csRunAWIL')} Run a WIL file

{button ,JI('`,`csRestartWin')} Restart Windows

{button ,JI('`,`csAdjustTime')} Adjust the system time

Note

- When your alarms have events associated with them, they are termed Action Alarms. You have six options to choose from.
- By default, it is set to (do nothing). When you have an alarm that has the Event set to (do nothing), it is termed a Message Alarm.

Run a Program

Choosing the Run a Program option in the Events section allows you perform simple automation tasks. You specify a program to run in the Pgm line. You can use the browse button to quickly find the program you wish to automate. You can also choose a data file type to run. (ex: If you choose a file with the extension of TXT, it will start Notepad or the program associated with it.)

When you select Run a Program, you have 3 fields that you can enter information:

{button ,JI(`,`csPgmLine')} Program Line (Pgm line)

{button ,JI(`,`csShowAs')} Show as

{button ,JI(`,`csKeystrokes')} Keystrokes

Program Line

In the program line, you can either:

- ▶ Run a program
- ▶ Activate a program
- ▶ Activate else Run a program

Run a program

You either type in a program file to run or use the browse button to easily select it.

Example: "C:\My Programs\WORDPAD.EXE"

Activating a program

You activate a program by typing in the window title of the program you want to activate. You must enclose it in square brackets [].

Example: [Sales - Wordpad]

Activate else Run a program

When you want to activate a program if it's available and run the program if it is not, you combine the two strings on the same line.

Example:

```
[Sales - Wordpad] "C:\My Programs\WORDPAD.EXE"
```

Note

- When you specify the window title, it needs to be distinct from other windows running. If you have two copies of Microsoft Word running at the same time, they will both have a title starting with the text "Microsoft Word". You need to enter the text that follows in order for ClockMan to distinguish one copy of Microsoft Word from another.

Show as

If you're running a program (opposed to activating a program) you can also tell ClockMan how to run the program. You can either run it as a normal window or as an icon. Most of the time, it's best to run it as a normal window.

Note

- Be careful of running programs as an icon, as when you do, you can only send keystrokes to it can accept while running minimized.

Keystrokes

You can have ClockMan send keystrokes to a program your alarm launches, just as if you were there at the keyboard in person. You describe these keystrokes in the Keystrokes: edit box in the Set Alarms dialog.

ClockMan's sendkey syntax is a superset of that used in the Sendkey statement in Microsoft's macro languages and Visual Basic.

{button ,JI('`csDisplayableKeys')} Displayable keys

{button ,JI('`csAltKeys')} Shift, Ctrl, & Alt keys

{button ,JI('`csSpecialKeys')} Special keys

{button ,JI('`csNonStandardKeys')} Non-standard keyboards

{button ,JI('`csDOSKeystrokes')} Sending keystrokes to a DOS app

Note

- Press the Esc key and ClockMan will stop sending the keystrokes. (You can't stop ClockMan from sending keystrokes to a DOS app.)
- You can make ClockMan pause while it sends keystrokes with the string {#wait seconds}, where seconds is a number from 1 to 32767. Other programs can run while the keystrokes are paused.

Displayable keys

You send "normal", displayable keystrokes to a program by simply typing in the characters into the Keystrokes: edit box as if you were typing them directly into the program's window.

"Normal" Characters:

A thru Z

a thru z

0 thru 9

` ! @ # \$ % & * - = \ _ | [] } ; : ' " , . < > / ?

Note

- There are a few displayable characters (shown below) that are used to describe the special keys ClockMan also lets you send. If you want to send one of these displayable keys to a program, you must put them inside curly braces (treat them like special keys themselves) to keep ClockMan from getting confused:

To Send Use These

These Keys:

Names:

+	{+}
^	{^}
%	{%}
~	{~}
({(}
)	{)}
{	{{}

Shift, Ctrl, & Alt keys

You can send Shift, Control, and Alt-key combinations to the program. You denote these key combinations by prefixing the affected characters with these symbols:

KEY	DENOTED BY
-----	------------

Shift	+
-------	---

Control	^
---------	---

Alt	%
-----	---

Example:

To send a program Alt+FO in order to have it open a file from the File menu, use the string %FO.

Note

- You can make a key combination affect more than one keystroke at a time by enclosing the affected keystrokes in parentheses ().

Special Keys

In addition to the "normal" displayable characters, your alarm can simulate pressing special keys. These special characters have names, which you place within curly braces { }:

To send this key:	Use this name:
+ on the numeric keypad	{numpad*}
- on the numeric keypad	{numpad-}
. on the numeric keypad	{numpad.}
/ on the numeric keypad	{numpad/}
0 thru 9 on the numeric keypad	{numpad0} thru {numpad9}
Backspace	{backspace} or {bksp} or {bs}
Break	{break}
CapsLock	{capslock}
Clear	{clear}
Del or Delete	{del} or {delete}
down arrow	{down}
End	{end}
Enter	{enter} or ~
Esc	{esc} or {escape}
function keys F1 thru F12	{f1} thru {f12}
Home	{home}
Ins or Insert	{ins} or {insert}
left arrow	{left}
NumLock	{numlock}
PageDn	{pgdn}
PageUp	{pgup}
Pause	{pause}
Print Screen	{prtsc}

right arrow	{right}
Scroll Lock	{scroll}
Tab	{tab}
up arrow	{up}

Note

- Add a number after the keyname, but before the closing curly-bracket, such as {tab 6} in place of {tab}{tab}{tab}{tab}{tab}{tab}. You can also repeat a displayable character by putting it inside curly brackets, e.g. {A 5} instead of AAAAA.

Non-standard keyboards

Some keyboards ("OEM keyboards") contain keys that are not found on the standard IBM-compatible 102 enhanced keyboard:

:: :

On 122-key kbds **Use this name**

Attn	{122attn}
Clear	{122clear}
CrSel	{122crsel}
ExSel	{122exsel}
ErEOF	{122ereof}
function keys F13 thru F24	{f13} thru {f24}
no name	{122noname}
PA 1	{122pa1}
Play	{122play}
Zoom	{122zoom}

On Olivetti "ICO" kbds **Use this name**

00	{ico00}
Clear	{icoclear}
function keys F17 thru F18	{icof17} thru {icof18}
Help	{icohelp}

On Nokia kbds **Use this name**

Print	{nokprint}
Reset	{nokreset}
Jump	{nokjump}
PA1 thru PA3	{nokpa1} thru {nokpa3}
WScrl	{nokwscrl}
CuSel	{nokcusel}
Attn	{nokattn}
Finnish	{nokfinnish}
Copy	{nokcopy}
Auto	{nokauto}
ENLW	{nokenlw}
BackTab	{nokbacktab}

Note

- Some keyboards may contain keys that don't have any defined names at all. If you need to send an application an unnamed keystroke, place the decimal number corresponding to its virtual key code within curly brackets. For example, certain non-U.S. keyboards generate a virtual key code of 226 when you press the "<" key. To send that keystroke, you would use {226}.
- You can also repeat these keystrokes by adding a repeat count after the key code. In the above example you'd use {226 2} to represent the < key being pressed twice in a row.

Sending Keystrokes to DOS apps

If you're running Windows in Enhanced mode, ClockMan can send keystrokes to a DOS app running in a window. You can send any keystroke to a DOS app that you would to a Windows app (unlike trying to use the Edit|Paste selection in the app's System menu).

Note

- When automating DOS applications, turn the Exclusive Flag Off. You must ensure the DOS application or .PIF file runs with the Exclusive flag turned off; otherwise the keystrokes will never get sent. The Background flag can be on or off.
- Don't Overrun the Buffer. Unlike when sending keystrokes to a Windows app, you must take care to avoid overrunning the DOS box's keyboard buffer, which is only 16 characters long. Get to know the {#wait secs} command.
- Give the DOS App Time to Start Up. There are two parameters you can change to slow down the keystrokes when sending to a DOS app - the delay before the first keystroke, and the delay between keystrokes. You change these in the Advanced Options dialog.

Running a WIL file

You can also run a WIL file to give your alarms the most power and flexibility in automating your jobs. The WIL language can

- Run Windows and DOS programs.
- Send keystrokes directly to Windows and DOS applications.
- Rearrange, resize, hide, and close windows.
- Run programs either concurrently or sequentially.
- Copy, move, delete, and rename files.
- Read and write files directly.
- Copy text to and from the Clipboard.
- Perform string and arithmetic operations.
- Make branching decisions based upon numerous factors.

Windows Interface Language

Restart Windows

Using this option, you can have Windows restart. Under Windows95, this causes a warm boot. Under Windows 3.x, it causes Windows to restart.

Adjust System Time

Using this option allows you to move the system clock ahead of back a specified amount of time.

Note

- You would use this function to periodically adjust the system clock to compensate for the notoriously inaccurate clocks that seem to plague the most powerful PCs!

Automation Assistants

Automation Assistants are designed to change the way we all look at automating PCs. This latest feature to ClockMan addresses a common concern we heard from our loyal customers.

"ClockMan is great and I use it a lot, but I don't have the time to become an expert at automating my PC!"

We found this sentiment coming from brand new computer users as well as seasoned programmers. We'd like to claim some grand insight that led us to incorporate Automation Assistants, but it was the feedback from our customers who made this indispensable feature a reality.

Automation Assistants allow you to quickly walk through a series of simple, straight-forward decisions. Then ClockMan takes over. ClockMan will automatically generate a custom WIL script to automate complex tasks, assign them to occur on the times you specify and that's it.

ClockMan has Automation Assistants designed for the following best selling commercial programs:

More information: [Click here](#) {button ,JI('`Aaintro')}

Brings up the When dialog. In the When dialog, you can set the date and time of your alarms. You can also make them recur on at regular intervals.

Specifies what type of message is associated with your alarm. If you select **Invisible**, it will have no message associated with it.

Type in your message text here. The text your type here will be displayed in whatever message type box you specified in the **Type** list box.

Specifies whether or not you want a sound associated with your alarm.

Specifies which tune or WAV file to play when your alarm goes off.

NOTE:

- You add or remove tunes from this list by going to the WAV tab in the Options dialog.

Click this button to test out the tune you have selected in the tune listbox.

Specifies what type of event you want to associate with your alarm.

This is the heart of where you automate programs. Specify the type of event you want, then further specify other automation options.

Specifies what program to run. To easily find and choose a program, use the browse button to the right.

NOTE:

- You can also activate an already running program or specify an **activate-else-run** scenario. To learn more about activating and the activate-else-run procedures, click here {button ,JI(^,`csPgmLine')}

Specifies how you want the program you selected to run.

Note:

- This only applies to programs you run, not programs you **activate**.

You specify the keystrokes you want sent to your selected program (if any).

Note:

- ClockMan's keystroke syntax is similar to that found in products like Microsoft WordBASIC and Visual BASIC. To learn more about sending keystrokes to other applications, click here {button ,Jl(^,`csKeystrokes')}.

Specifies the WIL file to run with your alarm. The WIL language is a Windows-based batch language with over 350 functions that allow you to automate nearly any series actions on your PC. To learn more about the WIL language, click here [{button ,JI\(`,`csRunAWIL`\)}](#).

Click this button to edit the file you have specified in filename textbox above. It will use the editor you have associated with TXT files. When you originally installed Windows, this program is Notepad.

Specifies the code you want Windows to exit with. This code can be any number from 0 to 255. It can be checked from a batch file to further automate items outside of Windows. To learn more about Exit codes (also called **return codes**) click here {button, JUMPID(csKeystrokes)}.

Note:

- This function only works with Windows 3.x. It will not work with Windows95 or Windows NT as the operating system model fundamentally changes with the newer operating systems.

Specifies the amount of time you want ClockMan to adjust when your alarm goes off.

Specifies the direction you want the time you specify adjusted.

This is the list of already defined alarms. Selecting an alarm will cause its attributes to be displayed in the fields to the left. You can also act on these alarms by clicking on the buttons below.

Note:

- If you change any of an alarm's attributes, ClockMan will ask you if you want to save the changes before it displays another alarm.

Clears all the fields and places you at the beginning state of creating a new alarm. It will open the When dialog where you specify the time and date and recurring status of your alarm. From there it will move you to the message section. Specify the rest of the alarms attributes and click Add to add the alarm to your list of defined alarms.

Click to add a new alarm based on the settings you have specified in the other fields.

Note:

- You can use the Add button to clone an alarm. Cloning alarms allows you to set up multiple alarms who's differences may be slight. Or you might also clone alarms if you want to experiment with it.

Click to test your alarm. ClockMan will go through all the actions you specified for your alarm, including sending keystrokes or running your WIL files. Testing your alarm gives you a chance to see how your alarm will behave when it's scheduled time occurs. It's a good idea to test alarms as a final step in your automation process.

Click to save any changes you may have made to an alarm's attributes.

Note:

- In order for ClockMan to do a final save and start waiting for alarms to occur, you will have to click the big OK button to acknowledge all changes you've made to your alarms.

Click to delete the selected alarm. ClockMan will by default ask you to confirm your action. You can change the confirmation requests by changing the settings in the **Advanced** tab in the Options dialog.

Note:

- As a precaution, ClockMan won't actually delete (or save for that matter) any changes you make to your alarm list until you select the big OK button in the upper right hand of the Set Alarms dialog.

Specify the time of day you want your alarm to occur. Use the spinfield to the right to adjust the time with the mouse. You can also use the up or down arrow on your keyboard to adjust the time quickly and easily.

Note:

- When you start a new alarm, this field will be initialized with the current time of day as specified by your computer's CMOS clock.

Specifies whether the time you set is to occur before or after Noon.

Sets the time to the current time.

Specifies that the alarm only occurs on the day specified to the right. An alarm with this set is called a **one-time** alarm.

Specifies the interval in days you want your alarm to recur. You specify the first day your alarm will occur in the date field to the right.

Note:

- You use this for common intervals such as **every other day** or **every two weeks**.

Specifies your alarm occurs everyday.

Specifies your alarm occurs every weekday (Mon. thru Fri.)

Note:

You can also further narrow your interval by restricting it to a certain month in the listbox to the right.

Specifies your alarm occurs on the weekends (Sat. & Sun.)

Note:

- You can also further narrow your interval by restricting it to a certain month in the listbox to the right.

Specifies your alarm occurs on a custom interval. Use the two listboxes in conjunction to specify the interval you want.

Note:

- You can also further narrow your interval by restricting it to a certain month in the listbox to the right.

Specifies the interval to be a certain date in the month.

Note:

- You can also further narrow your interval by restricting it to a certain month in the listbox to the right.
- Use this interval to specify an **annual event** or **yearly alarm**.

[Click this to set the date to today's date.](#)

Specifies the date your alarm is to occur or your recurring alarm is to begin. Use the spinfield to the right to adjust the date with the mouse. You can also use the up or down arrow on your keyboard to adjust the date quickly and easily.

Specifies the month for your alarm's recurring interval. It acts upon the recurring options of:

Every day

Every weekday

Every weekend

Rekurs:

Day of the month

Note:

- By default it will be set to every month. You will only be able to specify a month if you have one of the above recurring intervals specified.

Specifies the time to set your computer's internal clock. Use the spinfield to the right to adjust the time with the mouse. You can also use the up or down arrow on your keyboard to adjust the time quickly and easily.

Note:

- When you close this dialog with the OK button, your computer's clock will be updated immediately.

Specifies whether the time you set is before or after Noon.

Specifies the date to set your computer's internal clock. Use the spinfield to the right to adjust the date with the mouse. You can also use the up or down arrow on your keyboard to adjust the date quickly and easily.

Note:

- When you close this dialog with the OK button, your computer's clock will be updated immediately.

Specifies whether sounds for ClockMan are enabled.

Note:

- This is a global option and will silence any sounds previously specified if disabled.

Specifies your alarm's beep attribute default state.

Specifies your alarm's default tune.

NOTE:

- You add or remove tunes from this list by going to the WAV tab in the Options dialog.

Specifies the default number of times the tune is to repeat.

When a tune plays, it will repeat every thirty seconds. The number of times it will repeat is controlled with this control.

You select WAV files from this list. You can navigate to whichever location you need to select your WAV files.

NOTE:

- ClockMan simply reads the WAV files from wherever they are. It does not copy or move them from their original location.

Click this to add the selected WAV file to your list of alarms.

NOTE:

- ClockMan simply reads the WAV files from wherever they are. It does not copy or move them from their original location.

Click this to delete the WAV file from your list.

NOTE:

- This will not physically delete the WAV file from your hard disk, it will only remove it from your list.

Click to play the selected WAV file.

Type any descriptive name for the selected WAV file you want here. This is also called a friendly name.

NOTE:

- If you leave it blank, ClockMan will use the filename as the description.

This is where the file that is to be added to your list can be edited. If you added it with the Add button, you shouldn't need to edit this.

Displays a list of WAV files that comprise the list of WAV files you can choose from the Set Alarms dialog. If you want to edit the friendly name, select the entry in this list and edit the name in the box above titled Name.

Specifies whether or not you wish to display the TimeBar on all active windows.

Specifies whether or not you want to have ClockMan's TimeBar display seconds.

Specifies whether or not you wish to display the DateBar on all active windows.

Specifies the relative positions of the of the DateBar and TimeBar.

Specifies the number of times per second ClockMan refreshes the TimeBar and DateBars. You can set this value from 1 to 10. Click on the spinbutton or use the up or down arrow on your keyboard to adjust the value quickly and easily.

NOTE:

- Even though it may sound like a lot, refreshing the Date and TimeBar 10 times a second isn't asking that much from today's powerful computers.
- The main benefit to increasing the value of the refresh rate is they appear snappier and jump to other windows very quickly at the highest setting.

Specifies whether to make the Time and DateBar hotspots. When this option is enabled, you can access the functionality of ClockMan directly through the InfoBars. By placing your cursor inside a InfoBar, you'll notice it changes to reflect the ClockMan95 cursor. Clicking on it with your left mouse button brings up the Set Alarms dialog. Clicking on it with your right mouse button brings up the system menu for ClockMan.

Specifies whether or not you want ClockMan to ask you for confirmation when you delete an alarm.

Specifies whether or not you want ClockMan to log it's activity to a log file.

NOTE:

- ClockMan will automatically create the log file if it doesn't exist. If the log exists, it will append information to the end of it.
- ClockMan will name the log file with the same base name as the datafile. For example, if you have an ALR file named JIMBOB.ALR, the logfile will be named JIMBOB.LOG and will be written in the same directory as the ALR file resides.

Specifies whether ClockMan will ask you for confirmation when you run start ClockMan and an Action Alarm was missed because either the computer was off or ClockMan wasn't running.

NOTE:

- An **action alarm** is an alarm that has an event associated with it. This differs from a **message alarm** where no event is specified, but the alarm only acts as a reminder.
- ClockMan will only attempt to run a missed event dating back to the beginning of the day (Midnight). If you had an event that was supposed to go off a day or a week ago and you run ClockMan won't attempt to run it.
- ClockMan will always either run the action alarm, or ask for confirmation.

Specifies how long ClockMan will wait before beginning to send keystrokes to a DOS application. Click on the spinbutton or use the up or down arrow on your keyboard to adjust the value quickly and easily.

NOTE:

- Some DOS applications will only accept keystrokes after they have fully initialized. This can take a second or two.
- Each increment of 10 equals 1 second.
- Delaying the beginning of the keystrokes only applies to the action of running a program. If you activate a program, ClockMan will start sending keystrokes immediately.

Specifies the amount of time ClockMan will pause between keystrokes. Click on the spinbutton or use the up or down arrow on your keyboard to adjust the value quickly and easily.

NOTE:

- Some DOS applications need a little time between each keystroke to process the input and can't take a blast of keystrokes.
- Each increment of 10 equals 1 second.
- This option works for both actions of **run a program** and **activate a program**.

Specifies the amount of time ClockMan waits before checking to see if its alarm file has been changed. This option can be helpful when you're sharing datafiles with other users who using ClockMan in client mode.

Specifies whether or not ClockMan will show up as either a TaskBar icon or a Tray icon. You also can specify a custom title for the ClockMan icon.

NOTE:

- Trayicons are only available in the Windows95 style interface.

Type in the three digit language code to have ClockMan display part of its interface in the language specified.

NOTE:

- Use ESN for English, FRA for French and DEU for German.
- You can copy and modify an existing language file (clockman.esn, clockman.fra or clockman.deu) for your own language.

Specifies the default message type. When you create a new alarm, many options are already filled out. If you find yourself using a particular message type more than the others, it saves time and effort to have ClockMan initialize new alarms with your preferences.;

Specifies the default TimeSquare type. When you create a new alarm, many options are already filled out. If you find yourself using a particular TimeSquare message type more than the others, it saves time and effort to have ClockMan initialize new alarms with your preferences.

Specifies the number of times you want your TimeSquare messages to repeat. Click on the spinbutton or use the up or down arrow on your keyboard to adjust the value quickly and easily.

NOTE:

- When a TimeSquare message is scrolling, you can hit the escape key to cancel it.

Specifies the amount of time in minutes and seconds you want your Countdown message to initialize with before they countdown to zero and launch whichever event you specified. Click on the spinbutton or use the up or down arrow on your keyboard to adjust the value quickly and easily.

Specifies the amount of time to display missed Message Alarms. Click on the spinbutton or use the up or down arrow on your keyboard to adjust the value quickly and easily.

NOTE:

- ClockMan can miss an alarm because either the computer wasn't running or ClockMan wasn't running when the alarm was supposed to go off. ClockMan will automatically display any missed messages dating back to the beginning of the day (Midnight). By changing this value, you specify a window of time you allow for missed messages to appear. Some users with many message alarms may end up with dozens of message boxes popping up all over the screen. By narrowing this option, you can strike a reasonable balance according to your own situation.
- This option does not affect Action alarms.

Action Alarms are alarms that have an event (ie: running a program or a WIL file) associated with them.

Message Alarms are alarms that **do not** have any event (ie: running a program or a WIL file) associated with them.

Using other languages with ClockMan

You can have ClockMan display the dates and times in a language other than English. The ClockMan package includes several "custom language" files that replace the default English day and month names. These files are named CLOCKMAN.xxx, where xxx is the 3-letter language code that represents which language you've installed into Windows. (This code is found in the WIN.INI file's [intl] section, sLanguage= line). For instance, if you are running German Windows (or you've installed the German language via the Control Panel), your language code is DEU. When ClockMan starts, it will look for the file CLOCKMAN.DEU in your ClockMan directory. (If it doesn't find one, ClockMan will use English days & months by default.)

To Override the Default Language:

1. Make sure you're in the Advanced tab of the Options dialog.
2. Enter the desired language code into the Language edit field.
3. Load the appropriate custom language file from your ClockMan diskette into the ClockMan directory.

To Show Dates in a Language that Windows Does Not Recognize:

1. Make sure you're in the Advanced tab of the Options dialog
2. Think of three letters that can stand for your desired language. These letters will become the extension of your custom language file.
3. Enter this new language code into the Language edit field.
4. Copy an existing ClockMan custom language file to CLOCKMAN.xxx (where xxx is your new language code).

Choose a custom language file that's closest to the language you want to create.

The custom language files contain lines that look like this: (French, in this example)

;(long) months of the year...

1050=chaque mois

1051=Janvier

1052=Février

1053=Mars

etc.

5. In your favorite text editor, change the days of the week, months, month abbreviations, etc. to your desired language.
6. Restart ClockMan.

The dates will now show up in your desired language.

Note:

- Be sure to change only the text on the right of the "=" signs, not the numbers on the left.

Technical Support

Technical help with ClockMan can be answered many different ways:

- If you call bulletin boards, a quick answer can be had by your local computer guru. She'll know!
- If you call CompuServe, you can address a message in the WinShare forum (GO WINSHARE). Technical support on CompuServe is handled by Koll Simonds (CIS 70144,1540).
- You can drop an e-mail to us on the net at ksimonds@halcyon.com
- You can visit our WWW page for the latest up-to-date versions of ClockMan as well as new and exciting Automation Assistants at <http://www.halcyon.com/ksimonds/gdi/>
- There's always The Graphical Dynamics Support BBS - **(206)938-2398** (Seattle) - 24 hrs, 28,800 8N1.
- If you've registered your copy of ClockMan, you can call Graphical Dynamics Technical Support line: (206) 935-6032 9:00am - 6:00pm PST (1700h - 0200h GMT). (Be sure to have your license number handy.)

The WIL Language

Oftentimes automating a job or process involves more than a simple command-line switch. What if a particular file isn't there? Is that network drive available?

Until now, automation involved too much flying blind. If a particular item wasn't just right, it would often render useless any automation that may have been scheduled until a human operator came back to the machine.

ClockMan's WIL language allows you to cover many eventualities. You can make if-then decisions, check dozens of Windows parameters, manipulate files, directories and strings, do math, any hundreds of other nuts and bolts tasks that make automating complex, multi-step processes possible.

WIL files are interpreted at run-time. You write these files in pure ASCII with a text editor or your favorite editor that supports ASCII.

How difficult is it to write WIL files? If you've written DOS batch files or Lotus 1-2-3 macros, WIL files shouldn't be too difficult. If you've programmed in xBase or BASIC, you should be able to tackle WIL with no problem. If you've programmed in Pascal or C, you'll breeze through WIL.

If you've never written a single instruction for a computer and don't want to, you'll be pleased to know about Automation Assistants. These are intelligent assistants that ask you questions about popular maintenance utilities and write complete WIL scripts for you! To learn more about Automation Assistants, [click here](#).

Features for LAN users

You can use these command line options to enhance ClockMan's usefulness on a LAN:

- C Client mode. Checks alarm file periodically to see if it's been updated. If it has, it reloads the alarms from the file. Useful when another user is broadcasting alarms by running ClockMan on the same alarm file in a common server directory.
- R Read-only. The user can view the alarms, but can't change them himself.
- H Runs ClockMan hidden. The user can't see the icon, nor can he change the alarms. You can't Alt+Tab to a hidden ClockMan from the keyboard. Most task switching programs won't even find it. The program will end when you close down Windows.
- B Broadcast-only mode. The user can add, change, and delete alarms like normal, but isn't bothered by the alarms she sets. You do not have to run ClockMan in (-b)roadcast-only mode in order for other (-c)lients to be notified of the alarms you set.

Starting LAN-Based ClockMan When Windows Starts

- If you're running ClockMan with LAN options enabled, you probably also want to start it automatically when Windows starts. You can do this by making sure your ClockMan icon in your startup group has the desired command-line parameters.

Using ClockMan with multiple alarm files

Normally when you run ClockMan, it will save the alarms in a file called CLOCKMAN.ALR, located in the same directory as your CLOCKMAN.EXE file. However, you can also run ClockMan with a different alarm file. You can even have multiple ClockMans running at the same time, all using different alarm files.

To Run ClockMan with a Different Alarm File:

```
clockman.exe server.alr  
clockman.exe static.alr  
clockman.exe daily.alr  
clockman.exe susan.alr
```

Run ClockMan with the new alarm file's pathname on the command line.

Note:

- You'll get an error message if a copy of ClockMan is already running with the same alarm file.

defASCII

ASCII (American Standard for Computer Information Interchange) is often referred to as **plain text** or **text only**. If you use a word processor and want to save something as ASCII, then it will be saved with no formatting (bold, italics, etc.).

Getting the Most out of ClockMan95

{button ,JI('`AAIntro')} Automation Assistants

{button ,JI('`csRunAWIL')} The WIL language

{button ,JI('`csAASDK')} Automation Assistant Software Development Kit (SDK)

{button ,JI('`csOrder')} Getting your OWN copy of ClockMan95

{button ,JI('`IDH_LAN')} Using ClockMan on a LAN

{button ,JI('`IDH_MULTIPLE_ALR_FILES')} Using multiple alarm files

{button ,JI('`IDH_OTHER_LANGUAGES')} Using ClockMan with languages other than English.

{button ,JI('`IDH_TECHNICAL_SUPPORT')} Getting technical support for ClockMan

Automation Assistants

Automation Assistants are one of the most exciting developments with ClockMan95. Too often, using your computer required you become some genius or worse, someone who dedicates their life to some software program. Professional engineers in Detroit (who may know everything about the cars their companies produce) don't expect to assemble their own cars. They're just like the rest of us, they put the key in and go. Automation Assistants treat automating common jobs with your PC the same way. By providing a "turn-key" solution, you don't have to re-invent the wheel every time you want to automate some maintenance on your PC. Automation Assistants are currently available for the following market leading commercial programs:

- ScanDisk (disk utility that ships with Windows95)
 - Disk Defragmenter (disk utility that ships with Windows95)
 - Norton Utilities for Windows95
 - Norton AntiVirus for Windows95
 - McAfee VirusScan95
 - NavCIS from Dvorak Development
 - OzCIS (for DOS) from Ozarks West Software
 - OzWIN from Ozarks West Software
 - TapCIS ver. 6.0 from Support Group, Inc.

And this is just the beginning. We plan to make available more Automation Assistants on a demand basis. The most popular applications will get Automation Assistants. However, if your app is a one-of-a-kind or a product you developed and you would like ClockMan's Automation Assistants to support your product, consider the Automation Assistant Software Developer Kit (SDK). You'll want to check in with our [WWW](#) or [BBS](#) on a periodic basis to see the latest Automation Assistants. They come as DLLs, and you simply copy them into your AA directory beneath your ClockMan directory. The next time you start ClockMan, it will recognize and automatically initialize any new Automation Assistants you've added.

Graphical Dynamics, WWW site address:

<http://www.halcyon.com/ksimonds/gdi/>

Graphical Dynamics BBS #:

206-938-2398 (28.8K 24 hours a day!)

Automation Assistant Software Development Kit

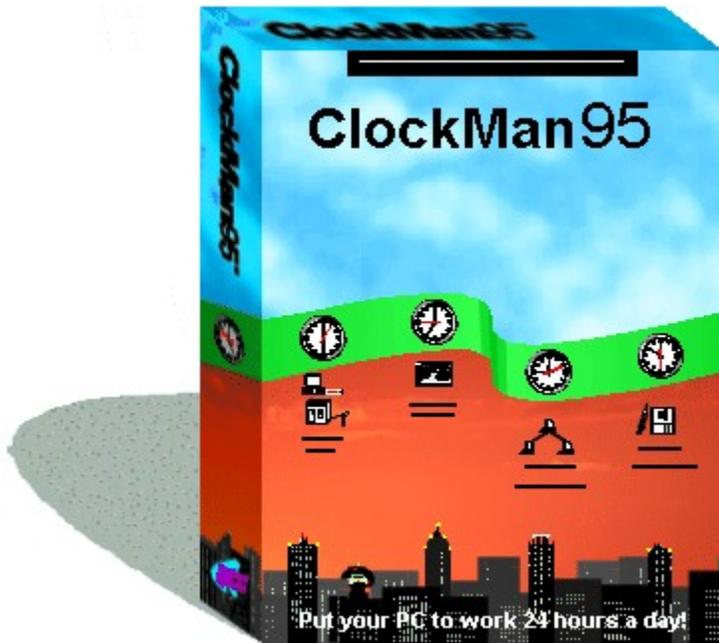
- Do you support dozens of users?
- Do you write in-house Windows applications?
- Do you work on a team that publishes Windows applications?
- Would world-class automation benefit your solutions?

Then the Automation Assistant Software Development Kit (AA SDK) is for you!

The AA SDK allows you to write custom Automation Assistants that can benefit your users immediately and give your solutions the ease of use and power of ClockMan95.

The AA SDK will be available **free of charge** at our [WWW site](#) and our [BBS](#). It is also available directly from Graphical Dynamics. For more information call 206-935-6032.

How to Order ClockMan95



ClockMan is currently being marketed as shareware. When you register the program you'll receive these remarkable benefits:

-  The latest version of ClockMan.
-  A typeset, illustrated manual.
-  An end to the nag screens and opening banner.
-  Unlimited free technical support by phone.

Registration is \$49.95 (US funds) + Shipping.



VISA, MasterCard, EuroCard/Access (For American Express, order ClockMan through Egghead Discount Software's 1(800)EGGHEAD special-order line.), Money Order, Check, Purchase Order (call our sales dept. beforehand)

Contact us for attractive discounts on quantity & multi-user licenses!

[Order Form](#)

[About the authors](#)

Quantity Discount Pricing

If you're ordering ClockMan for a workgroup or department, oftentimes site licenses are the most economical way to purchase software. We agree with you!

Your users need not be on a LAN - all we ask is you designate one ClockMan Specialist within your organization who will handle your users technical support questions. This specialist is always welcome to call us with the difficult questions.

Our site licenses are called Office Packs. With office packs, disks and manuals accompany licenses on a 1 to 10 ratio. So, if you have 20 users, you would receive 2 sets of disks/manuals and 20 licenses.

Office Packs:

Part #	Desc	Licenses	Manual sets	Price ea.	Your cost per user
10005	5 pack	5	1	\$149	\$29.80
10010	10 pack	10	1	229	22.90
10020	20 pack	20	2	349	17.45
10050	50 pack	50	5	649	12.98
10100	100 pack	100	10	999	9.99
10200	200 pack	200	20	1,499	7.50
10500	500 pack	500	50	2,999	6.00
11000	1000 pack	1000	100	4,999	5.00

Filling out the Order Form is similar to a single user license; however you want to note the type of license you're purchasing.

Example: _____

Country: England

E-Mail: jmajor@10downing.gov.uk

1 10 user Office Pack
 ClockMan(s) at ~~US \$49.95~~ ea.: 149.00

US **Free** (Lower 48: **Free UPS**)
 Mexico/S.America \$7.00
 Europe \$9.00
Shipping: ANZ/Asia/Pac \$14.00 9.00

Total: 158.00

About the Authors

ClockMan is brought to you by Graphical Dynamics, Inc., home of Charlie Cursor!



Design team:

Designed by: Jennifer Palonus & Koll Simonds

Written by: Jennifer Palonus

Alphatested by: Koll Simonds & Jennifer Palonus

Special thanks to our beta testers!

Contains up to 15% recycled code. No animals were killed in the testing of this program.



Graphical Dynamics Sales Department: **1-206-935-6032**. (Mon - Fri 9:00 - 6:00 PST)

Order ClockMan from the Graphical Dynamics order line with one of these credit cards and we'll give you your personal license **immediately!**

1-800-779-1799 (Mon - Fri 9:00 - 6:00 PST)

Yes! I want my OWN copy of ClockMan95!

(Select File|Print Topic to print this order form.)

Company: _____

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: (_____) _____ Country: _____

FAX (_____) _____ EMail: _____

_____ ClockMan(s) at US\$49.95 ea.: _____

US Free (Lower 48: Free UPS)

Mexico/S.America \$7.00

Europe \$9.00

ANZ/Asia/Pac \$14.00

Shipping _____

Code:L-PRE **Total:** _____

Where did you hear about ClockMan? _____

What do you use it for? Time & Date bars reminder messages scheduling events

Enclose a check or money order (payable to Graphical Dynamics, Inc.) or use Visa, Master Card, EuroCard, or Access. (For American Express, order ClockMan through 1(800)EGGHEAD.) Call us first for purchase orders and for information about multi-user discounts.

(circle one:) Visa Master Card EuroCard Access

Card number: _____ - _____ - _____ - _____

Expires: _____ / _____ Signature: _____

Graphical Dynamics, Inc. (800) 779-1799 orders only

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