

088c6020-0

Emiliano Esposito

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WRITTEN BY	Emiliano Esposito	July 31, 2024	

REVISION HISTORY

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Chapter 1

088c6020-0

1.1 NewHomer

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New Homer
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```

```
A new Homer for your wb!
@2001 Emiliano Esposito
```

```
Introduction~
Requirements~
Installation~
Enhancements~
Configuration
Differences~~
History~~~~~
Bugs~~~~~
Future~~~~~
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1.2 Introducion

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Introducion
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```
NewHomer is a replacement for the funny but old Homer 1.6 found on Aminet.
I wrote this since the old version did not properly support truecolor
screens
:( (ie the zoom corrupted the animation on truecolor screens).
So here it is a replacement, fully compatible to the old one, but with many
enhancements that I hope you will find good.
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1.3 Requirements

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Requirements
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First of all you NEED original Homer 1.6 found on Aminet (since it comes with a default animation and a good set of samples).

Then you need AmigaOS 2.1 (V37), since it should be the first supporting datatypes and with some sort of bug-fix in some functions NewHomer uses ;)

NewHomer requires just some sort of picture.datatype (even ILBM is good) and sound.datatype.

These were required by the old Homer too (in particular GIF and WAVE datatypes were necessary).

Oh, and you need, of course, an Amiga. Don't know if it works on UAE, if someone tries it and want to let me know...

1.4 Installation

Installation
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The installation is quite difficult and should not be permormed by beginners... :-D Well, I realize it could be tedious, sorry :(

There's an installer script that SHOULD work good. You can install over the previous Homer installation and delete it or you can install it from scratch using the "NewHomer\_DATA.lha" that I've provided for this on Aminet. If you didn't have old Homer and you still want to install this one, just download the other file and start the installation script choosing 'New Installation' when prompted.

If you want to install by hand over the old Homer, you have to copy the "NewHomer" executable file to the old Homer directory, and change the tooltypes accordingly. Plus, if you are using the NewHomer\_DATA.lha file, you can copy the new HomerAnim.gif and HomerDict.gif files (they ARE two IFF pictures despite their names) if you don't have a GIF datatype. Then you still need to copy titlebar.image into the "sys:classes/images" drawer.

If you installed it over the previous version and you want to use the new features, you have to edit the 'Homer.conf' file manually. Look at the config pages to see how it works.

Now you can delete the following files from old Homer distrubution in case you want:

```
Homer - main program
libs/swazconfig.library and libs/matrix.library - if you are sure no other
program uses these libs, and they are still
in the libs: directory, you could delete
them forever...
```

at this point you can rename NewHomer to Homer, if you want.

Now, look to the configuration page and enhancements page, to see what's new

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with NewHomer and how you can get the most from it!

## 1.5 Enhancements

Enhancements

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This new version does exactly the same as old funny Homer did (well, there's just one big difference, look at changes). Plus you can now edit the following attributes in the config file (click [HERE](#) to edit the configuration file right now!).

- Animation file: changing this you will choose another animation for Homer, so you could actually have a Bart, Lisa, Marge, Milhouse and so on (look at future, to see what I mean ;))
- FrameWidth: this is the horizontal size of an animation frame. This can be used in order to have a bigger self-made Homer animation, for example.
I suggest not to change these values anyway, since there's not yet support for different eye position than the 'default' built in ones (now an eye of 1 pixel fits good into the eye of a 26x32 pixels frame). So, these could get useful in a future release.
- DoPleasure: this number is the probability for Homer to play a sample from the [PleasureSample] list (look at difference to see a better explanation of how it works).
- [PleasureSamples]: here you can set the list of "mmm" samples. This could have been working with old Homer too, but the Homer author never added it. If you don't like this too, set the DoPleasure parameter to 0 and remove all the samples from this list (mmm dunno if it works this way, if anyone will ever try...)

1.6 Configuration

Configuration

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First, look at the original Homer documentation...

Then, look at the enhancements page: here it is explained how to do to edit the Homer.conf file.

Then, IF you installed NewHomer by hand, you 'COULD' edit the following tooltypes for the NewHomer.info icon:

CONFIG=Homer.conf

this can be set to whatever you like... though values that make sense are

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Homer.conf, and NewHomer.conf.

PLEASE don't use quotes... ie don't write: CONFIG="Homer.conf"... it won't work!

DONOTWAIT

well this is useful for those who want to put homer into the WbStartup drawer.

PROGDIR=work:homer

this is a path to the location where homer is installed. It is set by default by the installer. IT IS ONLY required when you put the executable in another directory (eg sys:WbStartup). You can remove it in other cases.

DON'T USE QUOTES here too... sorry, I had no time to manually remove them in case they are there... maybe next version.

## 1.7 Usage

Usage

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From the keyboard:

- Press the ESC key to quit
- Press the I key to iconify Homer
- Press the space bar to shut up Homer if he is talking
- Press RETURN, ENTER, or click with left mouse button into Homer window to make him talk if he's not, or silent if he is talking
- Press the Help key to know who Homer is ;))

1.8 History

History

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V0.9B - Some crashes here and there... not released until some Enforcer hits and a Mungwall one...

V1.0 - First Aminet releasABLE version. Removed all Enforcer (MuForce actually) hits, the device and the memory hit. Have run it for hours and nothing bad happenned.  
So it should be stable now, but not yet ready to be released due to lack of an installation script (I hate a program that don't come with an installer when they could instead :)))

V1.01 - Added the installation script, now it's more funny :)

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## 1.9 difference

Differences

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Well, I have tried to make it as near as possible to the old Homer found on Aminet. BUT I couldn't understand fully how the previous Homer worked :))) Now it is the explanation: the Do"Somethings" parameters represent the weighted chance of Homer saying "Something" (these were original Homer doc words...). Now I'm using those value as the relative percentage, ie if you have the following values, say: 10,10,20,50,60, the total is 150 that is more than 100%, so values will be relative to 150 (and thus will not overflow). I hope I have explained it enough :)

The second difference (the real one in my opinion) is the ManyDohChance parameter. It represent the chance (Now it IS in percent, so max value is 100!!) of Homer saying "D'OH" more than once after saying it. The "ManyDohCont" parameter as found in Homer is ignored, since I think it is not needed anymore. I could chance this in future versions, though.

1.10 me

Author

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Yes it is me. You can write GOOD comments ;) at:

Emiliano Esposito  
eesposito@usa.net

but since I'm reading that address only from time to time, don't blame me if you don't get an answer very soon, sorry...

## 1.11 Bugs

Known bugs

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- I have a stereo WAVE sample that won't be opened by the sample player. Multiview plays it good, I have used datatypes too, so I dunno why it doesn't work. Then there's another one that opens ok but won't play good, maybe it is stereo too? (according to autodocs, sound.datatype does not properly support stereo samples...)
- The mouse-following routine for the eyes is worse than shit... again no time to fix it, if anyone has one ready please send me ;)
- Nothing else, of course if you find bugs write me some sort of report, thanks!

1.12 Future

Future
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In order of importance:

- Fix all the 'eventual' bugs I can :)
- I COULD add probably support for 'reversed' animation (ie Homer looking left too). This is probably the biggest lack of this program, and maybe the only one... but don't expect anything, I have not much time at the moment for this :(

I'm waiting for any suggestions you feel free to send me.

Oh, and, as I said somewhere in this doc, you can change the animation in any way you like, thus it is possible to have a 'Bart', 'Lisa', 'Marge', a 'GrandPa' and so on :). The big limitation is that the position of eyes must

be the same of Homer... and the relative size of Eyes-Animation frame too. Maybe

in a next version these limitations will be removed. If anyone's interested in

creating other characters, but he can't with such limitations please let me know. If you wanna try, I suggest you to modify the original animation file keeping all the eyes and erasing all the rest.

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