

07a54c18-0

Tinic Urou

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WRITTEN BY	Tinic Urou	July 20, 2024	

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Chapter 1

07a54c18-0

1.1 UrouHack

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"urouhack" is pronounced "urauhack"

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!
SysiGadgets~ How to paint own SysiGadgets
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

Please copy the contents of the s/ directory into your s: assign.

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

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

Ex.:

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

SPECIAL NOTES:

- ```

- Make sure, that ENV: is assigned before you call !!!
 urouhack. Use "Assign ENV: ENVARC:" before urouhack if they !!!
 are problems. !!!
- In MANY cases you must place UrouHack AFTER the AddDataTypes command, !!!
 otherwise the SYSIGadgets wont be replaced. !!!
 If there are any problems call AddDataTypes at the first !!!
 possible place. !!!
- Make sure that no program patched any OpenScreen Functions !!!
 before urouhack (e.g. start urouhack before ShutDownSetup, MCP etc.) !!!

```

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:

|            |                                                                                                                                                                                                            |
|------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| IMGSTYLE   | describes the imagestyle to use. The available styles can be found in s:urouhack/.<br>If you want to know how to paint own images read How~to~paint~SysiGadgets.<br>Example: IMGSTYLE=xengradient          |
| NOSYSI     | Turn off the patch of the windowgadgets.<br>If you select this option, "sysihack" will work correctly again.                                                                                               |
| ONLYWINIMG | Turn off the patch for the checkmark- and the mx- images. Only used if NOSYSIPATCH was NOT selected.                                                                                                       |
| NOFRAME    | Turn off the patch for the xen-style frames.                                                                                                                                                               |
| SYSIHACK   | Draw images in the sysihack style.                                                                                                                                                                         |
| XWIN       | 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...                    |
| SBOTTOM    | The size of the lower scroller in pixels.<br>Useful sizes for the Workbench:<br><br><div style="margin-left: 100px;"> 800x600 : 18<br/> 640x512 : 15<br/> 640x256 : 11 </div><br>Default is 14 ( DBLNTSC ) |
| SRIGHT     | The size of the right scroller in pixels.<br>Default is 18 ( DBLNTSC )                                                                                                                                     |
| WTOP       |                                                                                                                                                                                                            |
| WBOTTOM    |                                                                                                                                                                                                            |
| WLEFT      |                                                                                                                                                                                                            |
| WRIGHT     | The bordersizes in pixels, if no scrollers are used.<br>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:  
-----

Multiview 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 JAMl 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 gagents selectable
    - removed my ugly checkmarks
    - dropped support for fontsensitive 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...
- 1.5beta · added datatypes usage for sysigadgets.
- 1.5beta1 · Since Datatypes needs a process to run correctly, I added a ImageLoader process specially for Urouhack. Hopefully, most of the programs will now work.  
          · Method for selecting the images completly changed.  
          · Added KingCON Iconify Gadgets
- 1.6      · corrected behavior with DirOpus  
          · added a simple Installer script.
- 1.7      · improved installer script. Its now a kind of a preferences program.

## 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:

Suro@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 Bordervales to test if your program supports them correctly. Simply try FINE\_BOTTOM=32 and FINE\_RIGHT=32. Many program are falling through this test!

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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. Especially DirectoryOpus seems to have problems. 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.

## 1.9 Tips

HippoPlayer does not open the samplewindow when the bordersizes are changed. Use WTOP=2 and WBOTTOM=2 to get it to work.

A note about Datatypes: Due to a bug in the remapping system when using some screenmodes, make sure, that your images are reduced to the really used colors ! If your brushes f.ex. use 4 or 3 colors and a palette of 8 colors, please reduce the brush to 4colors. The rest of the colors should be set to black. Otherwise, there will be strange results when the brushes are remapped. Its the same thing with any Worbench backgrounds. If you had problems there try this tip....

| # of used colors in the brush | Remap to # colors, # bitplanes |   |
|-------------------------------|--------------------------------|---|
| 1-2                           | 2                              | 1 |
| 3-4                           | 4                              | 2 |
| 5-8                           | 8                              | 3 |
| 9-16                          | 16                             | 4 |
| 17-32                         | 32                             | 5 |
| .                             |                                |   |
| .                             |                                |   |
| .                             |                                |   |

## 1.10 Legal stuff

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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.

## 1.11 SysiGadgets

With UrouHack1.5+ its now possible to paint own SysiGadgets. UrouHack uses Datatypes to load the images. Read Installation to learn how to use this feature.

UrouHack looks after a file with the exact dimension he wants. So the most important sizes should be already painted. If UrouHack f.ex. wants a close gadget with the size 20 x 14, he will look after a file called "20x14".

To gain flexibility UrouHack uses the Drawer s:rouuhack/ to store different styles of images. You can give this style as an argument to UrouHack. Within the styles every gadgettype has its own directory where the sizes are stored as brushes.

Every brush should contain these imagestates: Not selected, window active and selected. The window active is not used by the checkmarks and the mx image.

Look at the distributed examples to see how to paint these.

Notes about the sizes:

In the HiRes mode, the different gadgets normally have these widths:

|             |    |
|-------------|----|
| Close       | 20 |
| Depth       | 24 |
| ScreenDepth | 23 |
| Zoom        | 24 |

The height varies to the fonts which is used on the screen.

The scrollergadgets normally have a height of 11 and a width of 18. These values can be changed using the SBOTTOM and SRIGHT arguments. The standard setting of UrouHack is a height of 14 and a width of 18.

The standard checkmark size is 26x11, mx uses 17x9 pixels. Most of the modern software uses the possibility to scale these images. The only way to change these images is to grab the screen and measuring the dimension or running SnoopDOS.

You can also add a special file in every gadget directory called "fixed". If UrouHack can't find the Image he needs, he looks after this file, and displays this one. This brush should be as small as possible since a to big brush results in strange effects on some programs.

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If Urouhack can't find "fixed" he will look after "scale" and scales this image.  
If no file is found, urouhack uses the buildin images...