002d2830-0

aleph NULL

COLLABORATORS

	TITLE :		
	002d2830-0		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	aleph NULL	July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

002d2830-0

1.1 BigTime

```
                BigTime V2.0
                 aleph NULL
      Copyright 1996 © Silicon Based Life
                 30/6/1996

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1.2 Introduction

```
                  Introduction
```

What Is BigTime

You've no doubt seen modular screen blankers till the're coming out of your

ears, well fret not the first modular clock has arrived!

BigTime SHOULD work on any Amiga with WorkBench 2 or higher.

The Big Picture

1.3   Main Preferences

                          Main Preferences

BigTime Commodity
BigTime installs itself as a commodity, if you try to run it twice the second
attempt will fail and cause the first to bring up its interface.

The default hotkey for BigTime is <lalt control t>.

If you tell the BigTime commodity to be disabled, all the open clock faces will ←
   close
until you enable it again.

BigTime Interface

CLI Args
All CLI args will override tooltypes.

          CLOCK:-   Specify clock names to launch, this is case
sensitive so care must be taken, to specify more than one clock you must enclose
in " "'s i.e. "TitleBar Text".
        UPDATE/N:-   The interval in seconds between clock time updates.
      CX_POPKEY/K:-   Key to cause interface to popup.
     CX_POPUP/S/K:-   Popup interface when run.
   CX_PRIORITY/N/K:-   Commodity priority.

ToolTypes
         UNITDIR:-   Path to "Unit" directory.
   BEVELBOXFILLS:-   Fill bevelboxes.
   GADGETBORDERS:-   Draw black border around gadgets.
          UPDATE:-   The interval in seconds between clock time updates.
            NAME:-   User name.
            PASS:-   User pass.

      CX_POPUP:-   Popup interface when run.
     CX_POPKEY:-   Key to cause interface to popup.
   CX_PRIORITY:-   Commodity priority.

Menus
    About:-   Version/Reg/Author details
     Quit:-   Quit BigTime Application

The Rest
    Clock Faces:-   Clicking on an entry will either launch the clock or
                             terminate it, depending on it's current state.
    Preferences:-   Causes selected clock to open it prefs window.
     Update(S):-   The interval in seconds between clock time updates.

```
          Hide:-   Hides the clock face and all related windows for 5
                         seconds.
          Save:-   Save preferences to BigTime Icon.


Alarms – Chimes:-   This listview contains the current setup of alarms and
                    chimes, these are sorted in order of imminence, if a
                    non-repeating event has been triggered, selecting it
                    will reactivate it.
           New:-   This will create a new event, if one was selected
                    before the button was pressed the new event will be a
                    copy of it.
        Delete:-   Delete currently selected event.
        Repeat:-   Cause the event to repeat itself.
          Type:-   Set the type of event either Alarm or Chime.
        Minute:-   Set the minute at which event will occur.
          Hour:-   If the checkbox is set then the hour at which the
                    event will occur can be specified.
           Day:-   If the checkbox is set then the day at which the
                    event will occur can be specified.
```

```
Example settings for Events
D:--- H:-- M:00 C R     Chime every hour of every day.

D:Mon H:20 M:55 A R     Trigger Alarm on every Monday at 5 minutes to 9.

D:Tue H:09 M:00 A       Trigger Alarm at 9 O'clock on Tuesday.

D:Wed H:08 M:00 A   U   An Alarm which has been trigger and is no longer
                        active.

D:--- H:09 M:00 A R     Trigger Alarm at 9 O'clock every day.
```

1.4 Testing, Revision Info

```
                    Testing, Revision Info

This software has been tested on the following:-
        A1200  6Mb 410Mb 88020   68882
        A4000 10Mb ???Mb 68030EC 68882
        A1000  5Mb ???Mb 68030   68882


Revision Info
V1.0 ---- 6/8/1995 ---- First release No known bugs!
V1.1 ---- 7/1/1996 ---- Bug in Dialog.Unit caused
        crashes when changing font in Scale and Calender ClockFaces.
V1.2 ---- 2/6/1996 ---- Bug in Dialog.Unit caused
        memory loss.
        DEFCHIMEPATH and DEFALARMPATH added.
        Cookie clockface added.


V2.0 ---- 30/6/1996 ---- Rewrite!
        Multiple clocks can be launched simultaneously.
        Alarm/Chime events moved to their own module.
        Modules updated.
        Slight change to some interfaces.
```

Some bugs fixed.
ChipAudio.Unit superceeded by Audio.Unit, this allows samples larger
than 128K to be played, also if sample is to big to fit in the largest chunk
of free memory(FAST or CHIP) the unit will play the sample from disk.
Selection of clocks from CLI added, slight changes to CLI arg spec.

1.5 ShareWare Details

                              ShareWare Details

The software you are using is unregistered, because of this the application
will automatically quit itself after 10 minutes.

To register send me 5 English pounds, or a cheque for the same amount, and a
SAE, I will in return send you a PASS and a NAME which when saved as tooltypes
in the BigTime's icon will remove the 10 minute restriction.

If you have an email account include your address and if I can I'll email you
the information instead of snail-mailing it. (Still enclose an SAE just in
case I can't email you)

Depending on whether anyone registers and how much time I have free I'll
continue writting more modules (Hour Glass, Candle, Sun Dial, Cuckoo Clock
etc.)

See Author~Info for address.

1.6 About the Author

                              About the Author

4/7/1996

Just finished my degree and am now working as a computing development
officer at Computer Science department at Exeter university.

Find me on IRC #goth / #gothic nick=aleph

Registration money etc. should be sent to the above address.

"Don't worry! We're scientists!" - (GhostBusters).

see ya
        aleph
        `   '

Shameless Plug of other software by me

        Set_Icon   :- Fab icon util
        RandomDataFile :- Useful for random prefs
        SBL_Eyes   :- Scaling Eyes in a window watching Mouse Pointer

```
        SBL_AGA_Atomz     :- Classic Atoms game in hires-lace 256 colours 4plyr AI
        SBL_WBGames       :- Five workbench games
        BigTime           :- Modular Clock.
        EmbedIFF24        :- Embed data in 24-bit images.
        Embed256          :- Embed data in 256 colour images.
        Cookie            :- CLI based fortune cookie prog.
        SDelete           :- CLI util used for securely deleting files.
        BigText           :- CLI for creating text banners with any font
```

Real Name:- Kevin Crate (Everyone has their demon to carry)

"Nothings quite as real, as the cold kiss of steel"

 TONES ON TAIL @ BAUHAUS @ THE SISTERS OF MERCY @ DANSE SOCIETY @ THE DAMNED
 @ THE CURE @ SIOUXSIE AND THE BANSHEES @ DEAD CAN DANCE @ NIN @ CHROME @
 THE RESIDENTS @ GLOBAL GENOCIDE FORGET HEAVEN @ TERMINAL POWER COMPANY @
 FRONT LINE ASSEMBLY @ FRONT 242 @ MINISTRY @ CUBANATE @ PROJECT PITCHFORK @
 DANCE OR DIE @ THE DOORS @ THE CULT @ DEPECHE MODE @ THE TUBEWAY ARMY @
 SKINNY PUPPY @ COCTEAU TWINS @ ALIEN SEX FIEND @ etc.........

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6

mQCNAi/sxnYAAAEEAOaapca7JLuKEECL1mJ+6rfqYQB+gpEHT8phV8rpi+59UgXX
h0PjnTiYfaQ/yViAPVuVCJz3dNcHle366b8odjiFydA0brgNTaTbiQcUAAhN2sZL
Fvh+rGSIzAoS5cCNoEwF06lG97gJSePrKUlfAmoW8avDNON17arfg1JlSQWVAAUR
tDZhbGVwaCBOVUxMIDxjczkza2NAZGNzLmV4ZXRlci5hYy51az4gIkJ1cm5pbmcg
Q2hyb21lISI=
=FWe1
-----END PGP PUBLIC KEY BLOCK-----

1.7 Analogue

                          Analogue ClockModule

Description
The Analogue clock opens a sizeable window in which a analogue clock is
rendered, the markers for hours and minutes can be turn off as can the
second's hand. The background of the clock can either be set to a single
colour or an IFF image can be render there, the image can be centered or
tiled, the image colours will be remaped.

Preferences
  Second Hand: If selected then a seconds hand will be displayed.
     Colours: Allows the colour of the selected item to be changed via
                 the palette gadget on the left of it.
   Show Ticks: This specifies whether the markers for minutes and hours
                 are rendered.
    Wallpaper: This allows the background of the clock to be changed,
                 Solid will render the background in the specified colour,

                         Tile will load the selected image and tile the background
                         with it, Image will also load an image but it will center
                         it in the middle of the clock.(Some patterns are stored
                         in "BigTime/Bin/Analogue/" for you to try.
                              SkullTile GraveTile FishTile FujiTile Green
allTile" alink "Bin/Analogue/GreenBallTile.iff/main" 0}
                         PinkBallTile MeshTile ScaleTile WaveTile @{
Skull2Tile" alink "Bin/Analogue/Skull2Tile.iff/main" 0}
      IFF Path: This specifies the image to be used when Wallpaper is in
                  Tile or Image mode.
         Save: Save preferences to icon's tooltypes.

Revision Info
V1.0 ---- 28/8/1995 ---- First release No known bugs!
V2.0 ---- 30/7/1996 ---- Alterations for V2.0

1.8 AppIcon

                               AppIcon ClockModule
Description
This module creates a AppIcon with the current time rendered on it, the
current date is shown by the AppIcons title, due to the way AppIcons are
implemented when the time updates the AppIcon is removed and then added
back, this will cause a flickering if you have a quick update and you are
in a mode that displays seconds.

Preferences
  Default Pos: If checked then LeftEdge and TopEdge will be ignored.
     LeftEdge: Sets the position of the left edge of the Icon.
      TopEdge: Sets the position of the top edge of the Icon.
     OffSet X: Adds this value to the left and right border of the Icon.
     OffSet Y: Adds this value to the top and bottom border of the Icon.
  Time Format: Allows time format of clock to be selected.
         Save: Save preferences to icon's tooltypes.

Revision Info
V1.0 ---- 28/8/1995 ---- First release No known bugs!
V2.0 ---- 30/7/1996 ---- Alterations for V2.0

1.9 AppItem

                               AppItem ClockModule
Description
This module creates an AppMenuItem showing the current time.

Usage
If you select this MenuItem it will change to the current date for 5
seconds, this function will not work if your Time Update is less than 5
seconds and your TimeFormat is in a mode that displays seconds.

Preferences
  Time Format: Allows time format of clock to be selected.

Save: Save preferences to icon's tooltypes.

Revision Info
V1.0 ---- 28/8/1995 ---- First release No known bugs!
V2.0 ---- 30/7/1996 ---- Alterations for V2.0

1.10 Calender

                        Calender ClockModule
Description
The Calender clock module opens a window with the calender for the current
month in it, the current day is highlighted and the font used can be
changed.

Preferences
  Time Format: Allows time format of clock to be selected.
  Select Font: Allows font and font pens to be selected.
        Save: Save preferences to icon's tooltypes.

Revision Info
V1.0 ---- 4/1/1996 ---- First release No known bugs!?
V1.1 ---- 7/1/1996 ---- Slight change to interface.
V2.0 ---- 30/7/1996 ---- Alterations for V2.0

1.11 Candle

                        Candle ClockModule
Description

Preferences

Revision Info
V1.0 ---- ??/?/???? ---- First release No known bugs!

1.12 Cookie

                        Cookie ClockModule
Description
This clock module displays random cookies when an alarm or chime event
happens, you can also force it to show a new one by activating the window
and pressing any key.

The Cookie window can be shrunk by clicking on the zoom gadget.

Format of CookieList

This file contains all the cookies, cookies are separated by Carriage
Returns(1 or more), comments can also be inserted, these are distinguished
by a preceeding semi-colon (";"). If a carriage return is desired in the
output use "@" to signify this. Look at the CookieList file for examples.

A single cookie can be of any length as long as it is all on one line.

Cookie will automatically generate a file, containing hash offsets into
the CookieList if one does not exist, it will also update it if the List
changes.

```
Preferences
      Time Format:   Allows time format of clock to be selected.
            Width:   Width in characters of ListView.(Used to display cookie).
           Height:   Height in characters of ListView.(Used to display cookie).
       Chime PopUp:   Expand window and select new cookie on chime.
       Alarm PopUp:   Expand window and select new cookie on alarm.
Number Of Cookies:   Number of cookies in current cookie list.
        List Path:   Path to cookie list.
             Save:   Save preferences to icon's tooltypes.
```

```
Revision Info
V1.0 ---- 4/1/1996 ---- First release No known bugs!?
V2.0 ---- 30/7/1996 ---- Alterations for V2.0
```

1.13   Event

                          Event ClockModule
Description
This module handles the notification to the user of a chime or alarm event,
the user can specify which of four events should be triggered when the
chime/alarm is recieved.

```
Preferences
 Display Beep :   Cause intuition to alert the user.
    Requester :   Bring up a requester informing the user of the event.
      Execute :   Execute a command.
        Audio :   Play an audio sample (IFF/RAW).
         Save :   Save preferences to icon's tooltypes.
```

```
Revision Info
V2.0 ---- 30/7/1996 ---- First release
```

1.14   Moon

                          Moon ClockModule

Description
The Moon clock opens a window with a remaped image of the moon in it, this
image is altered to show it's current phase. The current time is rendered
in the windows title bar.

Usage
By clicking in the window the current date will be shown in the windows
title bar and various information on the moon will be render in the screen

title bar.

Preferences
  Time Format: Allows time format of clock to be selected.
         Save: Save preferences to icon's tooltypes.

Revision Info
V1.0 ---- 28/8/1995 ---- First release No known bugs!
V2.0 ---- 30/7/1996 ---- Alterations for V2.0

1.15 Sand

                              Sand ClockModule
Description

Preferences

Revision Info
V1.0 ---- ??/?/???? ---- First release No known bugs!

1.16 Scale

                              Scale ClockModule

Description
The Scale clock opens a sizeable window in which the current time is
rendered, the font size is altered to fit the window.

Preferences
  Time Format: Allows time format of clock to be selected.
  Select Font: Allows font and font pens to be selected.
         Save: Save preferences to icon's tooltypes.

Revision Info
V1.0 ---- 28/8/1995 ---- First release No known bugs!
V2.0 ---- 30/6/1996 ---- Alterations for V2.0

1.17 Schedule

                              Schedule ClockModule

Description
The Schedule module allows you to select a date and some associated text, this
text will be displayed in a requester when the current time is beyond the events
time, if the current time is more than a day ahead of the events time then the
event will be considered expired.

An expired event is signified by the day display showing "---".

Preferences

```
     Schedule List:   List of events.
               New:   Create new event, if already selected event, then copy it.
            Delete:   Delete event.
              Year:   Set year 1979-2087.
             Month:   Set month.
               Day:   Set day of month.
              Time:   Set time.
 Event Description:   The text to be displayed.
              Save:   Save preferences to icon's tooltypes.


 Revision Info
 V2.0 ---- 21/7/1996 ---- Alterations for V2.0
```

1.18 Text

```
                             Text ClockModule


 Description
 This clock module opens a window consisting of only a titlebar,
 inside the titlebar the current time is rendered in English.


 Usage
 Click on the clock to cause it to show the date for 5 seconds.


 Preferences
    Lock Width:   Lock the titlebar to it's maximum size.
       Shift X:   Shift the titlebar horizontally when it's width changes.
          Save:   Save preferences to icon's tooltypes.


 Revision Info
 V1.0 ---- 28/8/1995 ---- First release No known bugs!
 V2.0 ---- 30/7/1996 ---- Alterations for V2.0
```

1.19 TitleBar

```
                           TitleBar ClockModule


 Description
 This module places a digital clock in the top right of your screens
 titlebar, the clock will automagically select fore and background
 pens.  The clock will also handle proportional fonts correctly.


 Usage
 Click on the clock to cause it to show the date for 5 seconds.


 Preferences
   Time Format:   Allows time format of clock to be selected.
          Save:   Save preferences to icon's tooltypes.


 Revision Info
 V1.0 ---- 2/9/1995 ---- First release No known bugs!
 V2.0 ---- 30/7/1996 ---- Alterations for V2.0
```

1.20 User

```
                          User ClockModule
Description
This module allows you to create your own clockface, the template source
code for a your own clock is located in Bigtime/bin/user/.
When this module is run it will launch your clock program and then send
messages to it via the specified port name. If at anytime it cannot find
your port it will assume that your module has terminated.
This module can be copied and renamed (i.e. more than one copy in the
clockface dir) this allows more than one user clock to be written.


Preferences
    User Port:   Name of your public message port.
    User Path:   Path to your clock module.
       Launch:   Launch your clock module.
    Terminate:   Send a Mesage to your module telling it to quit.
        Prefs:   Send a Mesage to your module telling it to display it's
                 preferences window.( if any )
         Save:   Save preferences to icon's tooltypes.


Revision Info
V1.0 ---- 28/8/1995 ---- First release No known bugs!
V2.0 ---- 30/7/1996 ---- Alterations for V2.0
```