

681f9ef8-0

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Chapter 1

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1.1 HomerGotchi Information

H o m e r G o t c h i

by James L Boyd

Public Domain - except Homer,who's owned by the Fox Corporation

Introduction What is it?

Requirements What do I need?

Usage What do I do?

Credits Who dunnit?

Disclaimer Who's not responsible?

Bugs What's wrong with this?

1.2 Introduction

Introduction

HomerGotchi is just what you think.Except he only eats things....

Well,who'd want to clean up after Homer?

He uses some samples from the other Homer archive by David Swazbrook on Aminet and a couple from off of the web (and,no,I won't tell you where,as it's one of the few left!)

Just leave him running on your Workbench until he mumbles

(don't know if he'll work on gfx cards - probably not, but let me know if he does :) ...

1.3 Requirements

Requirements (Installation's at the bottom!)

You'll need -

- 1) An Amiga.

HomerGotchi was written on an A1200/030 and although he has some alternative routines for OCS/ECS Amigas, this hasn't been tested.

- 2) NewIcons. Or you're wasting your time (unless you can be bothered to draw some ordinary icons...). The icons which you feed Homer are NewIcons, and I only made a cursory effort at converting them to 4 colour (and screwed that up).
[*Update* - Curt Esser's just supplied a load of alternative icons, including MagicWB icons. Have fun changing them all over! Thanks again, Curt!]
- 3) As far as I remember (!), a couple of the instructions used require the ReqTools.library. I think that's the only one...
- 4) I recommend plenty of colours on your Workbench screen, as Homer doesn't seem to come out looking too well on lower screen depths (best on 256 colour).
- 5) If you really want to delete any unnecessary stuff, here's what the program MUST have (it doesn't do any error-checking for these) :

HomerGotchi
HomerGotchi.info (strongly recommended, anyway)
The entire contents of the "Food" drawer
The entire contents of the "Comments" drawer

See WARNING.

Everything else can be deleted if required.

- 6) Programmers - keep everything. Everything you need to recompile in Blitz Basic is here (but note that the source uses a couple of 3rd party libraries - ReqToolTypesLib and RIAppLib, possibly another...). When I compile, MCP puts up a requester to assign PROGDIR: which I assign to the main HomerGotchi drawer. Of course, this doesn't affect the final executable.

Installation

Drag the HomerGotchi directory somewhere. That's it.

(You can change things, but the food and comments drawers must be in the same drawer as the HomerGotchi program)

See above for what you don't need...

1.4 Usage

Usage

FOR IMPATIENT PEOPLE:

The stuff on what you have to do is at the bottom of this page, under "HomerGotchi".

For the rest:

Double-click the HomerGotchi icon (note that there are alternatives in the AlternativeIcons drawer (surprise)).

You may get a requester at the start to give you some information. If you don't want this in future, change the tooltypes of HomerGotchi's icon.

On the subject of icons, it's recommended that you don't delete the HomerGotchi icon, as the tooltypes are read from here.

ToolTypes

These have an effect on the running of HomerGotchi:

REQUESTER=Yes/No - Turns on or off the start requester.

FACING=Left/Right - Faces Homer's head to the left or right.

TOP=0 - The X position of the window (saved at the end of a "session"), so don't bother trying to set this (unless you're changing to a screenmode where the window will end up off the screen...lousy GFX card owners ;)

LEFT=0 - The Y position of the window (also saved at the end).

HomerGotchi

When you open the HomerGotchi drawer, you'll see a drawer named "Food". This contains the stuff which you feed to Homer.

WARNING - only feed him what he asks for, or he won't be happy!

The number in his title-bar is his satisfaction, from 0-100.

Don't let it drop to zero!

Just carry on with your normal Amiga usage until you hear Homer drooling about a particular item of food.

Then you just drag the icon into his window!

You'll know if he's happy!

Finally, while you're here, I recommend that you quit HomerGotchi before you reboot, in case Homer tries to access a sample while you're doing the "3 key salute"...

That's all...

1.5 Credits

Credits

HomerGotchi was written by James L Boyd in Blitz Basic over two days (17/18 January, 1998). This damn guide took about a week!

The remapping routine was supplied by Curt Esser (thanks!).

Thanks also to everyone on the Blitz-list.

Comments to : jamesboyd@velvety.demon.co.uk

1.6 Bugs

Bugs

WARNING!!!!

Not a bug, but an "unimplemented feature" ;)

If you delete any of the sound files while the program is running, (ie. any of the contents of the "Food" and "Comments" drawers), he WILL crash spectacularly! The program just checks for the existence of the samples at the start. And if you delete any half-way through you're stupid anyway ;) [*Update* My brother did exactly this on his first try. The twat.]

These are bugs :)

- 1) When you open or resize a window while Homer's speaking, the sound may come out garbled (like buzzing). Doesn't

seem to cause any harm.

- 2) Sometimes Homer waits forever, without asking for anything.
Still gotta figure this out. [*Update* - FIXED...I hope.]
- 3) Homer doesn't check if his window's gonna fit on the screen,
so be careful if you change your screenmode since your last
use.

In the last two days, HomerGotchi has been running almost
constantly on my system, and hasn't caused any problems at all.

So he must be pretty stable. Yaaayyy!

1.7 Disclaimer

Disclaimer

THHHHHBBBBPPPTTTTTT!!!!!!!!!!!!

Not guilty.
