

ScreenClock

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COLLABORATORS

	<i>TITLE :</i> ScreenClock		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ScreenClock

1.1 ScreenClock Documentation

```
ScreenClock v1.4 / by Thomas Igracki
-----/
AFD - C O P Y R I G H T

What should be in the archive?   The history of the program
What is it for?                  How to contact me?
How to start?
```

```
-----
This software is subject to the "Standard Amiga FD-Software Copyright Note"
It is GIFTWARE as defined in paragraph 4g. [...]
For more information please read "AFD-COPYRIGHT" (Version 1 or higher).
```

1.2 ScreenClock/What should be in the archive?

The following files should be in the archiv:

```
ScreenClock          --> the program for OS >= v38 (2.1)
help/deutsch/ScreenClock.guide --> german documentation, AmigaGuide-Format
help/english/ScreenClock.guide --> english documentation, AmigaGuide-Format
```

1.3 ScreenClock/Was macht das Programm?

This program displays the date, time and optional the free memory in your current screen's titlebar (left to the depth-gadget) in the actual language.

The format of the date, time and free memory is adjustable with lots of parameters (see `Locale.FormatDate()`).

The screens on which ScreenClock should appear is also adjustable by AmigaDOS patterns.

You can also adjust the update-rate in which the date/time/mem is displayed.

All this could be placed in an environment variable which is read at startup and after editing&saving or setenv'ing!

To remove ScreenClock simple start it again.

News for v1.3:

- It will be notified if ENV:SYS/locale.prefs changes, so ScreenClock will show the date/time/mem in the right language even if its changed during runtime!
- OPS=OnlyPubScreens/T specifies, if only public screens should be used.
- Pri=TaskPriority/K/N specifies the priority of ScreenClock.

If the last string was longer than the current string, it didn't clear the titlebar before writing the new!

To react on closing the actual screen, before ScreenClock is ready for this, the screen will be locked till ScreenClock writes the new date/time/mem, if its a public screen.

Of course the bar-layer will be locked too, but this doesn't prevent Intuition from closing a screen (should it?).

News for v1.4:

Some bugfixes and internal changes, see History.

1.4 ScreenClock/How to start

Start from a shell:

```
[Run] ScreenClock DF=DateFormat/K, MF=MemoryFormat/K,  
Screens/K, D=Delay/K/N, Mem=Memory/T,  
OPS=OnlyPubScreens/T, Pri=TaskPriority/K/N
```

1.5 ScreenClock/Argument

DF=DateFormat/K

This option specifies the format in which the date & time should be displayed.

The available parameters are (see Locale.FormatDate()):

- %a - abbreviated weekday name
- %A - weekday name
- %b - abbreviated month name
- %B - month name

```

%c - same as "%a %b %d %H:%M:%S %Y"
%C - same as "%a %b %e %T %Z %Y"
%d - day number with leading 0s
%D - same as "%m/%d/%y"
%e - day number with leading spaces
%h - abbreviated month name
%H - hour using 24-hour style with leading 0s
%I - hour using 12-hour style with leading 0s
%j - julian date
%m - month number with leading 0s
%M - the number of minutes with leading 0s
%n - insert a linefeed
%p - AM or PM strings
%q - hour using 24-hour style
%Q - hour using 12-hour style
%r - same as "%I:%M:%S %p"
%R - same as "%H:%M"
%S - number of seconds with leadings 0s
%t - insert a tab character
%T - same as "%H:%M:%S"
%U - week number, taking Sunday as first day of week
%w - weekday number
%W - week number, taking Monday as first day of week
%x - same as "%m/%d/%y"
%X - same as "%H:%M:%S"
%y - year using two digits with leading 0s
%Y - year using four digits with leading 0s

```

Default: "%A %d-%h-%y %T".

The result is: Monday 09-Jan-95 18:22:57.

If you set this option to "" while ScreenClock is running, the default setting will be used again!

1.6 ScreenClock/Argument

MF=MemoryFormat/K

This option specifies the format of the memory display.

There are 3 parameters (%ld or %LD) supported:

- the 1. is for the free chip-memory in KB,
- the 2. for the free fast-memory in KB and
- the 3. for the total free memory in KB.

Default: " - C:%LD F:%LD".

The result is: " - C:1.737 F:3.538".

If you set this option to "" while ScreenClock is running, the default setting will be used again!

You should use a space as the first character, because the created string is appended to the created date/time string!

You could also append a space to the date/time string;-)

Tip:

If you like to change the order of the memory type, you have to place a <Position>\$ command between the % and the ld or lD chars!
<Position> is the number of the memory type, see above.

Example: MF = " Total: %3\$lD (FAST = %2\$lD, CHIP = %1\$lD)"

And If you only want to display the total free memory you have to do this:
MF = "%0.0ld%0.0ld Total: %lD"!

See also Locale/FormatString().

1.7 ScreenClock/Argument

Screens/K

This option specifies the screens on which ScreenClock should appear by an AmigaDOS pattern!

Because ScreenClock compares with the screen's defaulttitle, it displays the date/time/mem even if a program changed the used screen title!

If this option is not used ScreenClock uses all screens which have a titlebar.

If you set this option to "" while ScreenClock is running, the default setting (no matching) will be used again!

Tip:

You should use a #? instead of a *, because the wild star has also some other meaning under DOS (i.e. *")!

1.8 ScreenClock/Argument

D=Delay/N

Number of 1/50 seconds. Minimal value is 10, maximal 100.
Default 50.

This number specifies the update-rate in which ScreenClock update the display.

1.9 ScreenClock/Argument

Mem=Memory/T

This toggle option specifies if the free memory should be appended to the date & time string.

Display on : Memory = ON or Mem = ON
Display off: Memory = OFF or Mem = OFF

The "=" is optional.

1.10 ScreenClock/Argument

OPS=OnlyPubScreens/T

This is the option to specify, if only (non-private) public screens should be used.

Default is OFF.

1.11 ScreenClock/Argument

Pri=TaskPriority/K/N

This option specifies then priority of ScreenClock.

Only priorities between -3 and +3 will be accepted. Default is 0.

1.12 ScreenClock/How to contact me?

If you have suggestions, bug reports or any question you can reach me by the following addresses, e-mail preferred!

```
Z-Netz: T.Igracki@BAMP.ZER
FIDO   : Thomas_Igracki%2:242/1126.40
UseNet: lokai@cs.tu-berlin.de      -or-
       t_igracki@bamp.berlinet.in-berlin.de
Post   : Thomas Igracki, Siegener Str. 34, Germany-13583 Berlin
```

If you want to give me a little donation for my work on ScreenClock, then contact me, and I'll give you my bank-account!

Have fun with my program!

1.13 ScreenClock/Programhistory

Release 1.4:

38.8 (29.01.95):

Fix: Screens with a title but no titlebar won't be used anymore!

Chg: The screen will be written with Intuition.PrintIText(), so the rare 'color-changes' of the titlebar shouldn't appear anymore!
Because this proc. sets the front- and backPen!

Chg: Therefore ScreenClock doesn't needs a special version for OS v39!
Also it won't be check anymore if OS is >= v38 (2.1)!

Fix: FreeScreenDrawInfo() forgotten;-)

Chg: It doesn't checks anymore before writing if a non-public screen is closed!

Release 1.3a:

38.7 (28.01.95):

Fix: Check, if the barLayer is allready locked.
If so then don't wait until its free!

Release 1.3:

38.6 (27.01.95):

New: 'OPS=OnlyPubScreens/T' -> use only public screens?

New: If the actual screen is public, it will be locked during writing, to prevent it of beeing closed!

If not, it will be checked if its not closed yet before Gfx.Text().

Fix: 'Ugly' displays should be the past.

New: 'Pri=TaskPriority/K/N' -> Priority of the task. -3 <= pri >= +3

New: Notify on 'ENV:sys/locale.prefs'

38.5 (26.01.95):

Fix: Screen.barLayer is locked during the action.

Release 1.2:

38.4 (13.01.95):

New: The right pens (like the titlebar) should (!) be used now.

New: Two different versions for OS2.x (>=v38) and O3.x (>=v39)

It will be checked during start.

Fix: CloseLocale() have been forgotten at the end;-)

Fix: Locale.FormatDate() appends one 0X too many on some formats (the abbreviated!), therefore the date could be one char too short.

Fix: If the notify fails, has been Dos.EndNotify() called though.

Some cleaning ups.

Release 1.1:

38.3 (12.01.95):

Fix: The reloading of the parameters didn't acts like it should.

New: If MF = "" or DF = "" the defaults will be set again.

38.2 (11.01.95):

New: The env var will be reloaded on changes!

Chg: Option 'Memory' changed to a toggle option, s. docs

38.1 (09.01.95):

Chg: Locale.FormatDate() instead of Dos.DateToStr() and SPRINTF() used. Therefore the version bumps to 38!

Chg: 'Seconds/S' isn't supported anymore.

New: Option 'DF=DateFormat/K' -> Format of the date/time

New: Option 'MF=MemoryFormat/K' -> Format of the memory

New: Environment variable (ScreenClock) for the parameters

Release 1.0:

37.3 (05.01.95):

New: Option 'Memory/S' -> show the memory too.

Chg: Some internal changes -> less time needed!?

37.2 (03.01.95):

New: Option 'Screen/K' - pattern for screens to use.

New: A msg-port added to quit if double started.

37.1 (02.01.95):

Beginning, because I realised that the clock is the only cause for KCX running;-)