StarBar for Windows

A Trekkies Best Friend v1.3 (The Next Generation)

Don't print out these docs! Save a tree !
(Besides it's not that important).

Explanation

Just in time for the season premier and the 25th anniversary! How many times have you been sitting there in your living room and hear Picard rattle off a bunch of number that *he* says is a **stardate** and then wonder to yourself "How many dog years is that?" Well, if you've pondered this question more than a few times, you ought to see a doctor. However now that StarBar is here, you can rest assured that you will know the current Starfleet Federation Stardate.   This version has a completely new look. You might say a Next Generation look... sand sound. There are a few little gimmicks that make this "clock" a bit different than most of the one's you are used to, so read on.

Features

-Firstly, you get true Federation calculated time (as true as is fictionally possible). It is derived from discussion and research of trekkies across America (big thanks to the guys & gal at *America Online*) and even a little from Gene himself. That's Roddenberry to you trek-neophites.

-Besides Federation Stardate, StarBar will display the current military (24 hour format) time. Big deal, but it does come in handy when you forget how to translate

Stardates into Anno Domini, gregorian, or Aztec. (Huh?) To get military time, single click the Starfleet Communicator Badge on the left hand of the bar (you can miss it, it looks like a warped "A"... get it... *warped*. Ah, never mind.)

-Sound capabilities have been built in. StarBar will play digitized sounds (of your choosing) by way of "Sounder.exe" and "Sounder.dll". I have included them in this packet, however, I did not write them and the credit (and registration fees) go to Aaron Wallace, I believe. It's a handy and fun utility... be sure and register it! IT'S GOOD KARMA! The sounds are bytes I ported over from the MacIntosh. I've included several different bytes in the packet, but feel free to use your own. All you need to do is use the configuration menu.

Installation and Configuration

-It's easy to install. Just copy it into it's own directory and unpack it.   You may want to copy Sounder.exe and Sounder.dll into the windows directory as the author suggests so other applications may use them.   One, final requirement: Vbrun.dll must be in your path somewhere (again, the windows directory is a good choice). It is a free runtime module for applications written in VisualBasic by MicroSoft (c) (r) (t) (or something like that) and it is available on most BBSes if you don't have it already (I didn't include it because I didn't want to make those who already have it waste an extra $8_{1/2}$ minutes tying up the phone lines. VB is an excellent program! Don't buy it because I want to have a monopoly on creating neat windows programs in very little time!

-The configuration menu is a useful tool. To get to the configuration menu, right-click on the circle icon. Here, you can set StarBar to chime on the hour, half-hour, or not at all, just click on the circle icon. A half circle represents a half hourly chime, a full (open) cirlce represents an hourly chime, while a closed circle turns off all sound (including the load/unload sounds). **Note:** this can also be done in the "Bar" mode also. On this menu, you can also enter in the filenames/paths of the sound bytes you want to use.

Sidebar: The sounds that came in this packet have been configured to run on a 25mhz 386DX machine. They may or may not work appropriately on other machines. Best thing to do is get yourself a copy of SoundControl Panel from you local BBS and play with it awhile you get it to sound best on you machine... just tinker a bit. Oh, and if you have one of those iddy-biddy speakers in your console RIP IT OUT! And replace it with a bigger speaker, 1" to 2" works best. <u>This will absolutely void your warrenty.</u>

Okay! That's about all you need to know.... Now for the stuff you probably won't read, but please do.

Disclaimer

The author of this program is not responsible.
('nough said)

Shareware and Registration

This program was written in good faith, that if you liked it, you would buy it. It's only $2 so it won't break you. Why even ask if you are going to ask for so little, you ask? My intention is to see if the response is really out there. I would love to write software without having to go through a publisher. I feel that the Shareware Concept works, is fair, and equitable for both sides. The customer gets to <u>really</u> try out software before buying. And since it doesn't go through a publisher, it doesn't encrue the higher cost of a middleman and advertisment. But it only works if <u>you</u>, the customer is honest with yourself and those who write for you. If serious software is to come out of the Shareware realm, it will rest squarely on the shoulders of those who use the software *and* pay for it.

Enough of the preaching. I don't get to be on a soapbox often. Anyway, this is more or less a marketing test for me, so if you use it, send me two ones and I'll send you a registration code to get rid of those annoying boxes. Questions, comments, ideas, suggestions and registration fees may be sent to this address:

> David Gerton
> Suite 103
> 2041 SW 58th Avenue
> Portland, Oregon 97221-1333
> America Online: DavidGJr

Please include your name and return address, point number, or America Online name. In lieu of sending $2, I'll also accept any kind of Star Trek anything (except those 7-11 cups! weren't they awful?).

<u>Packing List:</u>
beam.snd	"Beam me up, Scottie!"
comm.snd	"Communicator, Star Trek Classic"
ngcomm.snd	"Communicator, Next Generation"
working.snd	"Working"
dsound.dll	"Dynamic link library for Sounder.exe"
off.bmp,	"Bitmaps for the circle switches,
on.bmp,	you may change these at
freq.bmp	your discretion."
phasers.snd	"Actually, photon torpedos."
sounder.exe	"Responsible for the sound, thanks Mark!"
starbar.exe	"StarBar executible program."
starbar.wri	"This file."

...live long and prosper.

By the way, here's what I think happened. Tasha Yarr came back to the Enterprise for that one episode where the Enterprise 1701-D met up with the 1701-C from the past. Well, she went on the 1701-C back through the time rift to meet a certain death in the hands of the Romulans. Well, that's what they want us to think. Actually, what happened is after the 1701-C went back through the rift, they were boarded by the Romulans. The one of them noticed her strange uniform and brought her to the commander. After intense interrogation, Tasha left slip that she was from the future.

The Romulans seized the opportunity to use her as a weapon of the future. They brainwashed her into thinking she is a Romulan and used her against Picard. Either that or she has a Romulan twin sister....

<div align="right">eod.dmgjr</div>