

ImGauge

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Chapter 1

ImGauge

1.1 ImGauge Documentation - Contents

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**                                                                 **
**                               ImGauge 1.1                       **
**                                                                 **
**                               S H A R E W A R E                   **
**                                                                 **
**   A remote control program for Impulse's Imagine Raytracer     **
**                                                                 **
**                               Copyright © 1996 Stephan Fuhrmann  **
**                                                                 **
**                                                                 **
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Introduction	Why ImGauge?
Copyright	Most important information.
System Requirements	Read this before usage.
Usage	How to use it.
History	What happened to this program.
Author	How to contact me.
Bugs	How to find and report bugs.

Kaffee - spülen Sie den Schlaf einfach weg!
 Stephan Fuhrmann, November 1995

1.2 ImGauge Documentation - History

V 1.1 - (31 FEB 1996)

Minor optical enhancement in the GUI routines

V 1.0 - (4 JAN 1996)

Initial release

1.3 ImGauge Documentation - How to report a bug

Best is to read this section before discovering a bug.

Don't panic. Many bugs are harmless, most are never discovered. Be sure to save all projects in other applications before running software that is suspected to be buggy.

Is it really a bug?

This is a serious question. In some circumstances, other software crashes and it appears that this application has a bug. Try to reconstruct the same situation where the error occurred again without any 3rd party software running.

Out of that, check out if you're really right with your expectations. If the software crashes, it's probably a bug. But if the software does something that you didn't expect, it could be that you're not using the software in the means the author has specified. Carefully reread the sections covering your problem in the user manual to verify your actions.

Gosh - it is a bug!

Now that you have found out that you have discovered a real bug, try to find out in which situations it occurs. Does it depend on other software running simultaneously to the application? Does it appear in certain situations? Does it depend on your system hardware? Find this out by running this software on other machines than yours or by removing hardware components (only do this if you know what you're doing).

How to report a bug

First, you should report the versions of all software you're running when getting the bug. Also, your complete hardware specifications are helpful.

Describe exactly what you have done to come to the situation where the bug occurs. Preferences or tooltype settings are important, too. Try to do step-by-step instructions how to get to the bug. The author must be able to reconstruct the bug on his machine. What happens when the bug occurs? Can you come up with a guru/software error number?

If you've been using software to find the bug, send it included with the bug report.

If the bug only occurs in 'extreme' situations, try to find the point where the software doesn't work correctly anymore.

Other material like hex-dumps, screen dumps etc. may be interesting, too.

If you have finished your bug report, finally send it to the author of the software. While electronic mail is faster, snail mail on paper has a higher 'consistence' and can be read while the computer of the author is crashing. Have this in mind when choosing between email and snail mail.

Finally, always include your physical and electronical mail addresses, even

if you send snail mail.

1.4 ImGauge Documentation - Requirements

Hardware

Amiga

Software

OS 3.0 or higher

Imagine (should work with all versions, but will not with Turbo Silver)

exec.library

dos.library

diskfont.library

gadtools.library

intuition.library

graphics.library

icon.library

utility.library

1.5 ImGauge Documentation - Copyright

ImGauge was written with the idea to do a program that is useful, reliable, fast and doesn't crash. Let's call this software quality.

Developing software of a good quality can take more than ten times the work than writing rubbish. This means, even if a program appears to be short, there can be lots of work in it.

If you like and use this software, please send 10 DM to me.

ImGauge may be included in Fred Fish's AmigaLib and on the AmiNet.

IT IS STRICTLY PROHIBITED TO SELL THIS SOFTWARE ON MEDIA OTHER THAN THOSE COMING DIRECTLY FROM THE SOURCES DESCRIBED ABOVE. THIRD PARTIES NEED THE WRITTEN PERMISSION OF THE AUTHOR.

IT IS ALSO STRICTLY PROHIBITED TO USE AND/OR REUSE PARTS OR ROUTINES OF THE PROGRAM AND DOCUMENTATION WITHOUT THE WRITTEN PERMISSION OF THE AUTHOR.

If you don't understand or don't accept the contents of this page, you're not allowed to run ImGauge or store it on any media. You must delete it NOW.

1.6 ImGauge Documentation - Introduction

Raytracing has become very popular in the computer community. A famous raytracer is Imagine, which is my favourite one.

The graphical user interface of Imagine has not improved as fast as the Amiga's GUI. Most people can live with it, but I couldn't live with the missing percentage gauge as a rendering display, which is a must if you want to develop software conform to the User Interface Style Guide . Imagine still uses topaz.font as its default font, and if you want to see Imagine's rendering status, you must go near your monitor and decipher the small letters in the title bar.

This was no sollution for me.

So I coded a program with a scalable SCALAR @ GUI that is completely system- and Style Guide conform and doesn't eat up lot's of CPU cycles. ImGauge doesn't patch anything and makes no illegal stuff.

ImGauge will sit in it's place and wait for Imagine. When Imagine is loaded, ImGauge starts to examine Imagine and display it's status. ImGauge currently uses an interval of 1.3 secs between 2 checks which is enough and doesn't hurt the system performance.

Out of that, ImGauge offers the option to alter the task priority of Imagine to you. This is useful if Imagine is rendering and some software requires to multitask at a low priority (i.e. SAS/C running always at priority -1). ImGauge will never blow itself out of the water, it sets its own priority always equal to Imagine's priority or, if Imagine's priority is less than zero, to zero. The priority can only be changed in the interval from -3 to 3 to avoid conflicts with the system software.

Special care has been taken to make all GUI functions compatible to 3rd party graphics boards. If you discover any problems, please report them to me.

Created using SAS/C 6.56.

1.7 ImGauge Documentation - Usage

ImGauge should be used from the Workbench. If you use it from the Shell, you don't have to opportunity to specify any options.

When run from the Workbench, you can alter some options of ImGauge by changing the tooltypes of its icon.

PUBSCREEN=<pubscreen name>

This tooltype specifies the name of the public screen to open on. Usually this is "Workbench", which is the default.

FONTNAME=<fontname>

This tooltype specifies the name of the font to use. The font must have the ending ".font". You can use fixed-width and proportional fonts.

If ImGauge can't open your font, it will fall back to "topaz.font", size 8.

FONTSIZE=

This tooltype specifies the size of the desired font. ImGauge will only accept fonts with a size greater or equal to 5.

1.8 ImGauge Documentation - Author

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email is usually being answered faster than snail mail.

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1.9 ImGauge Documentation - Amiga User Interface Style Guide

Amiga User Interface Style Guide
Addison-Wesley
ISBN 0-201-57757-7

People should have a look at this before doing GUIs for the Amiga.

1.10 ImGauge Documentation - SCALAR

MUI replacement project.
