

002d2830-0

aleph NULL

COLLABORATORS

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REVISION HISTORY

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Chapter 1

002d2830-0

1.1 BigTime

BigTime V1.1

aleph NULL

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7/1/1996

Introduction

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About~the~Author

Legal Stuff

The Clock Faces

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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.

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 the current clock face will close until you enable it again.

BigTime Interface

ToolTypes

UNITDIR:-	Path to "Unit" directory.
BEVELBOXFILLS:-	Fill bevelboxes.
GADGETBORDERS:-	Draw black border around gadgets.
UPDATE:-	The interval in seconds between clock time updates.
CLOCK:-	Current default clock.
NAME:-	User name.
PASS:-	User pass.
DEFCHIMEPATH:-	Path to default chime sample.
DEFALARMPATH:-	Path to default alarm sample.
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:-	Allows selection of current Clock Face, click on current one to bring up it's interface.
Random:-	Cause a random selection to be made at runtime.
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	???	68030EC	68882
A1000	5Mb	???	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.

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

5/8/1995

Currently doing a degree in computer science at Exeter University (yawn) spending-most of my time coding my third year project (Samplex) a powerful sample editor.

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

Feel free to email me with any problems/comments/suggestions regarding my software~at cs93kc@dcs.exeter.ac.uk or snail mail to 73 Prince of Wales rd, Dorchester,~Dorset, England, DT1 1PS
Registration money etc. should be sent to the above address.

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

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.....

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Version: 2.6
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Q2hyb211ISI=
=FWel
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-----END PGP PUBLIC KEY BLOCK-----
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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 GreenBallTile PinkBallTile MeshTile ScaleTile WaveTile Skull2Tile
 IFF Path: This specifies the image to be used when Wallpaper is in Tile or Image mode.
 Event Type: Select alarm type to alter.
 Notification: Select the type of event trigger by the Alarm/Chime.
 IFF Path: Path to an 8SVX file.
 Save: Save preferences to icon's tooltypes.

Revision Info

V1.0 ---- 28/8/1995 ---- First release No known bugs!

1.8 Applcon

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.
 Event Type: Select alarm type to alter.
 Notification: Select the type of event trigger by the Alarm/Chime.
 IFF Path: Path to an 8SVX file.
 Save: Save preferences to icon's tooltypes.

Revision Info

V1.0 ---- 28/8/1995 ---- First release No known bugs!

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.
 Event Type: Select alarm type to alter.
 Notification: Select the type of event trigger by the Alarm/Chime.
 IFF Path: Path to an 8SVX file.
 Save: Save preferences to icon's tooltypes.

Revision Info

V1.0 ---- 28/8/1995 ---- First release No known bugs!

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.

Event Type: Select alarm type to alter.
 Notification: Select the type of event trigger by the Alarm/Chime.
 IFF Path: Path to an 8SVX file.
 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.

1.11 Candle

Candle ClockModule

Description

Preferences

Revision Info

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

1.12 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.
 Event Type: Select alarm type to alter.
 Notification: Select the type of event trigger by the Alarm/Chime.
 IFF Path: Path to an 8SVX file.
 Save: Save preferences to icon's tooltypes.

Revision Info

V1.0 ---- 28/8/1995 ---- First release No known bugs!

1.13 Sand

Sand ClockModule

Description

Preferences

Revision Info

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

1.14 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.
Event Type: Select alarm type to alter.
Notification: Select the type of event trigger by the Alarm/Chime.
IFF Path: Path to an 8SVX file.
Save: Save preferences to icon's tooltypes.

Revision Info

V1.0 ---- 28/8/1995 ---- First release No known bugs!

1.15 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.
Event Type: Select alarm type to alter.
Notification: Select the type of event trigger by the Alarm/Chime.
IFF Path: Path to an 8SVX file.
Save: Save preferences to icon's tooltypes.

Revision Info

V1.0 ---- 28/8/1995 ---- First release No known bugs!

1.16 TitleBar

TitleBar ClockModule

Description

This module places a digital clock in the top right of your screens

titlebar, the clock will automatically 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.
Event Type: Select alarm type to alter.
Notification: Select the type of event trigger by the Alarm/Chime.
IFF Path: Path to an 8SVX file.
Save: Save preferences to icon's tooltypes.

Revision Info

V1.0 ---- 2/9/1995 ---- First release No known bugs!

1.17 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!
