

**in**

**COLLABORATORS**

	<i>TITLE :</i> in		
<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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Distribution  
: Not as important!

Disclaimer  
: Not important at all.

Requiements  
: Importantish.

What  
: is it? Why is it here?

!\*?#@  
: Why two versions?

2.02  
: Tell me about this version.

2.02b  
: Tell me about this verison.

Credits  
: Inspiration and stuff.

Bugs  
: Bugs? What bugs?

Blitz  
: Notes for Blitz programmers.

## 1.3 description

Who wants a speaking-clock that only tells you the time? Not me!

Mr. Wolf opens a transparent window, on whichever is the active screen at the time, with a picture of himself in it.

He adjusts his aspect ratio (size) according to the screen's resolution.

Click above his eyes, and he will tell you the day and the date.

Click below his eyes, and he MIGHT tell you the time, or he might not: because Mr. Wolf is the cheekiest clock you've ever met (so far).

He tells you the time, roughly, i.e. ~nearly half-past three", and he has a nicer voice than some I've heard.

He also has special messages for you at Christmas and such-like - if you're sad enough to be using your Amiga on Christmas day.

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So that's what it is...

## 1.4 explanation

Well, I'll tell you:

After finishing version 2.02, I thought that 64k was a bit big for a clock program (even a cheeky one like Mr. Wolf).

Nearly 20k of the program dealt with the preferences, i.e. loading and saving, windows and gadgets; so I took these out, and was left with version 2.02b, which is 40k.

Version 2.02b is launched and operated differently to version 2.02, so read the instructions, try each version out, and take your pick.

So that's why there are two versions...

## 1.5 intro1

VERSION 2.02

Launching  
: How to run Mr. Wolf.

Operating  
: What your mouse-buttons do.

Preferences  
: What all them gadgets do.

End of 2.02...

## 1.6 launch1

Launching Mr. Wolf

To launch this version just double click his icon, or stick the program in your WBStartup drawer.

All you need is the MR.WOLF program - nowt else.

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End of Launching...

## 1.7 operating1

### Operating Mr. Wolf

LMB Click the left mouse-button above his eyes and he will tell you the date.

Click the left mouse-button below his eyes and he MIGHT tell you the time - if he's in the mood.

RMB Click the right mouse-button and his window will change to one that can be dragged to another area of the screen. Click the window's close-button when you are happy with its new position.

OR click the "P" button for the 'Preferences'.

OR click the "?" button for the 'about' information.

NB: Although Mr. Wolf's window is transparent, he still has a window, and it has to be 'active' to read the RMB. If you have something like MultiCX running, this won't be a problem, but if you don't, you will have to activate his window with a LMB click first.

RMB/LMB-combo Hold the left mouse-button and click the right, or hold the right mouse-button and click the left to quit - the one that works depends on whether you've got MultiCX running or not (as, for some reason, this affects the values read by Blitz Basic for mouse-button presses).

NOTE When I say that Mr. Wolf's window is transparent, that is not, strictly speaking, true. The truth is that Mr. Wolf grabs an image of whatever is behind his window, and copies it into his window.

This means that if you change your workbench pattern/picture while Mr. Wolf is running, he'll still have what was your previous pattern in his window.

Or if you have a window open underneath him when he is launched, he will look a bit odd when you close that window.

To remedy this, simply bring up his draggable window with a RMB click and then close it again. Mr. Wolf will then grab the image again.

After completing Mr. Wolf, I discovered that when I put him in my WBStartup drawer he would grab an image of Workbench before Workbench had put my Workbench picture up - so he would be sitting in a blank, grey box. For this reason I put a delay\_ 150 in at the start of the program - so there will be a slight delay before Mr. Wolf appears.

End of Operating...

## 1.8 preferences1

### Preferences

View preferences image first : Click 'Retrace' to come back.

Colour The top half of the preferences window is devoted to changing Mr. Wolf's appearance.

Click on the cycle gadget to choose the area colour that you want to change, and the relevant colour will appear in the box below the cycle gadget.

Click on your chosen colour in the palette gadget, and this new colour will appear in the box under the cycle gadget, and the appropriate area of Mr. Wolf's image will also change to that colour.

Any area that is colour 0 (grey usually) will be transparent. So you could make him completely invisible if you wanted! Then you could draw your own image on your Workbench picture, and put Mr. Wolf's window over it.

Birthday This text gadget requires a date in the format dd/mm

(i.e. 09/01 = ninth of January)

Mr. Wolf will use this information to wish you a happy birthday - coz he's thoughtful like that.

Mr. Wolf promises not to misuse this data,

User n Where 'n' is a number from 1 to 5

These string gadgets allow you to enter up to 5 cheeky phrases of your own which Mr. Wolf will respond with instead of the time. These will be added to the sixty existing phrases.

These phrases can be a maximum of 100 characters each.

I did start to write a new version that would allow up to 100 phrases saved to a textfile, but got caught up with another program called Anserine.

Commas and Semi-colons ";" put pauses in the sentences, with a comma causing the voice to rise with the word before it, and a semi-colon causing the voice to fall with the word before it. So:

tick, tock; tick, tock; tick, tock;

will have the appropriate cadence.

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Also, characters such as #, & and @ are spoken in-full, i.e. 'number', 'and' and 'at' respectively.

Words like be, bee, you, for, etc. can be replaced with b, u, and 4

All the numbers 0 - 10 are spoken in full (though 10 has to have a space on either side of it).

You don't have to complete all five gadgets, or even complete them in the right order.

**Test** The test buttons next to each User n gadget are for testing the phrase associated with that gadget.

**Save** Mr. Wolf saves these preferences to a file in Sys:Prefs/Env-Archive called "Wolf.prefs". If Mr. Wolf can't find this file, he launches with the factory settings.

**Rift** When Mr. Wolf saves your preferences, he also saves the current date. This allows Mr. Wolf to check whether your clock has been corrupted. If it has, Mr. Wolf will advise you that there has been a temporal rift, and you will be given the option to cancel his message and investigate your clock settings, or to delete the preferences file and save a new one with the current date.

**Cancel** Each time you push this button, Mr. Wolf will write you a cheque for 50 quid.

End of Preferences...

## 1.9 intro2

VERSION 2.02b

Launching  
: How to run Mr. Wolf b.

Operating  
: What your mouse-buttons do.

End of 2.02b...

## 1.10 launch2

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## Launching Mr. Wolf b

There are 2 ways to launch this version of Mr. Wolf.

First Double-click his icon, or stick him in your WBStartup drawer.

If you do this, the only file you need is the Mr.Wolf\_b file (which you can rename Mr.Wolf if this is the version you want to use).

However, this method will cause Mr. Wolf's appearance to default to a black outline, with black eyes.

Second There is another file with this archive called simply, "1"; this is an empty file (1 byte) that when double-clicked, launches Mr. Wolf with the palette colour defined by its name - so "1" would launch Mr. Wolf with colour 1 from your Workbench palette.

To change Mr. Wolf's colour, simply Rename file "1" to the colour that you want him to be. This must be in the range 1-255, and should be appropriate to how many colours you have on Workbench. Any number/text outside this range will cause Mr. Wolf to be black.

You also need to tell file "1" where Mr. Wolf is on your Hard Disk. Do this by changing the 'Default Tool' in "1"s icon info. i.e.

Click once on "1". Choose "Information" from the Workbench "Icons" menu (or press right Amiga + I). This will bring the Icon information up. Type the full path for Mr. Wolf in the "Default tool" field - so if you have put Mr.Wolf\_b in Work:Misc, type Work:Misc/Mr.Wolf\_b (or Mr.Wolf if you renamed him).

Also, make sure DONOTWAIT is in the "Tool types" box.

Show me a pictorial example : Click 'Retrace' to come back.

You can now double click the "1" icon to run Mr. Wolf with your chosen colour, or put "1" in your WBStartup drawer.

I could have allowed you to put these preferences in Mr. Wolf's icon, but this would have meant writing a routine to find out where the icon was, and then to read the contents which would have defeated the object of v2.02b which was supposed to be smaller. This way you can have some basic control over his colour. It's a strange business, I know, but there you go.

This method is the equivalent to the CLI command

```
Mr.Wolf_b n
```

where n is your chosen colour.

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This version of Mr. Wolf always appears in the top-right corner of your screen, under the title-bar. He will also resize himself according to the screen's resolution.

The only files you need to use this version are 1 and Mr.Wolf\_b.

End of Launching...

## 1.11 operating2

Operating Mr. Wolf b

LMB Click the left mouse-button above Mr. Wolf's eyes and he will tell you the date.

Click the left mouse-button below Mr. Wolf's eyes and he MIGHT tell you the time - if he's in the mood.

RMB As mentioned in v2.02, if you change your Workbench pattern while Mr. Wolf is running, he will not detect this, and will still have the old pattern in his window. Click the right mouse-button to grab the new image behind his window. You may need to 'activate' his window with a LMB press first, if you don't have MultiCX running.

LMB/RMB-combo Hold the right, then click the left mouse-button, or, hold the left, then click the right mouse-button to quit. Which one works depends on whether you have MultiCX running or not.

End of Operating...

## 1.12 credits

Credits

I did it all myself, but have looked at other Blitz programs, and downloaded a few files from Aminet from the Blitz-list, which came in handy.

I also gained inspiration for Mr. Wolf from the following clocks:

- SayTime - for the speech part.
- AboutClock - for the rough timing.
- VClock8 - for the moving/location of the clock.
- Tolleuhr - (hope I spelt it right) for the grabbing of Workbench - at least I presume that's how it did it.

The trouble with the Amiga is that just about every owner has written a clock program, and choosing between them is impossible, so I thought

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I'd write my own, with the best features from the ones I've seen.

Mr. Wolf was the outcome.

I wish I could credit the authors of the above clocks, but I no longer have them - sorry.

These credits were written and produced by me...

## 1.13 ri

Rainbow Islands

I got a 4th rainbow on Rainbow Islands (April '98).

Yahoo...

## 1.14 distribution

Distribution

These programs are freely-distributable - so if you send me lots of money, I'll just send it right back! There should only be a nominal, fee, if any, charged for distribution.

Please ensure that all the files included in this archive are kept together in an unaltered state; they are:

Mr.Wolf	v2.02
Mr.Wolf.info	
Mr.Wolf_b	v2.02b
Mr.Wolf_b.info	
Mr.Wolf.Guide	this document
Mr.Wolf.Guide.info	
1	for launching v2.02b
1.info	
Mr.Wolf_Prefs.pic	for use by this Guide
Mr.Wolf_Prefs.pic.info	
Launch2.02b.pic	for use by this Guide
Launch2.02b.pic.info	

Okay...

## 1.15 disclaimer

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### Disclaimer

I accept no responsibility for any damage resulting from the use of these programs.

Fine...

## 1.16 requirements

### Requirements

You need the speak-handler in your L drawer, and the narrator.device in your Devs drawer.

Only tested on A1200HD, and A1200HD with 4mb Fast. But should work with Workbench 2.0+ (I think).

You think?

## 1.17 bugs

### Bugs/Limitations

Insert bugs here...

Having said that, if you've got a ridiculously small Workbench screen, with a ridiculously large screen font, you might make it crash when you bring 2.02s preferences window up - which is 188 pixels high - not counting the screen font. I could easily have written a routine to check this, but if you are using a Workbench screen that small, you don't deserve an Amiga in the first place. Besides, it would mean writing another routine to put a window up telling you that it couldn't put the window up - complete waste of time. It does put these windows up as near to the mouse-pointer as it can - what more do you want.

And one minor gripe is that I've had to force 2.02 to load the Topaz 8 font, as I can't figure out how to find out the default font's X and Y sizes - I've been into Exec and everything. I know there's a global pointer to DefaultFont, but the sizes it returns are 256x224, which can't be right. So some things might be difficult to read on a Super high-res laced screen. But then it's a talking clock - what's to read except in the preferences, and the temporal rift message.

Also, Blitz doesn't tell me how to close the narrator device down when you quit, so I'm reading my ROM Kernel. I think it's got something to

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do with removing tasks, but I'm not sure how to do that just yet.

Oh well, here's to version 2.03.

End of Bugs...

## 1.18 blitz

Blitz notes

Frac This command returns some ridiculous results.

Divide by zero Blitz doesn't appear to check for this, in fact, if you try:

```
n=50/0
nprint n
```

you will actually get an answer! And if you just try:

```
nprint 50/0
```

you'll naturally get a crash!

And multiplying by fractions tends to give incorrect answers as well - try:

```
100*0.1
```

Of course you could divide 100 by 10 instead, but I read once that computers multiply by fractions quicker than they divide. I read that

```
100*0.25 is quicker than 100/4
```

of course

```
100 LSR 2
```

is even quicker - but you can't do that for numbers like 73. Actually, I've just realised that you can do

```
73 ASR 2 instead.
```

So what am I talking about?

Did I tell you that I got a 4th rainbow on Rainbow Islands?

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