StickIt2

COLLABORATORS

	TITLE : StickIt2		
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Contents

Chapter 1

StickIt2

1.1 StickIt2.guide

Welcome to StickIt2, the Amiga sticky note reminder program!

This document applies to version 2.00, written on 1st August 1994,
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                    Credits
                              Thanks!
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1.2 StickIt2.guide/Copying

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Copying and distribution details
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(including CD ROM versions of it). The distribution file may be
uploaded to Bulletin Board Systems or FTP servers. If you want to
distribute this program you must use the original distribution archive
StickIt-2.00.lha.

   This program or the source code (or parts of it) may not be included
or used in commercial programs unless by written permission from the
author.

1.3 StickIt2.guide/Requirements

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Requirements
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   StickIt2 will run on any Amiga equipped with AmigaDos 2.04 and
above. It requires no third-party libraries, and will work with the
non-scalable diskfont library (version 36) although you won't get
scalable fonts then :-).

1.4 StickIt2.guide/What is StickIt?

                    What is StickIt?
****

    StickIt2 is a replacement for the good ol' Post-It note. It allows
you to stick notes on your screen which will be displayed every time
you reboot; useful to remind you of things to do.

    StickIt2 was written with a job to do... to replace all the bits of
paper I used to leave around to remind me to do something. I have tried
to write a program to do that with the minimum of fuss and with a nice
clean Workbench 2 interface. I have tried to make the program
configurable enough for each user's needs, without over-doing it.

    I have tried to incorporate as many of the suggestions made by
others in response to the earlier StickIt-1.03.

An example StickIt2 setup
=========================

    I suggest that the truly organised StickIt2 user should drop the
program into their 'WBStartup' directory so that they can be reminded
every time they re-boot their machine.

    To do this, simple drag the program's icon into the 'WBStartup'
directory of your boot partition. Run the program and it should warn
you that there is no 'StickIt2.notes' file (see
                    Configuring
                     to see how
to change the default notefile). After clicking on 'Ok', the
commodities window should popup. To create a blank 'StickIt2.notes'
file, press Right Amiga + S.

    StickIt2 is now ready to use. You can add some notes immediately or
you can close the commodities window, keeping the program in the
background ready for use. To bring back the commodities window, press
Left Alt + Left Shift + S.

    See
                    Configuring
                    , for more information on customising the program for
your own use.

1.5 StickIt2.guide/Features

                    Program features
****

    StickIt version 2.00 supports the following features:

    * StickIt2 can have up to 100 notes in use at any time.

    * StickIt2's notes can be in any colour.

* StickIt2's notes can use any font in any colour, size and style.
  Each note can have its own font.

* StickIt2's notes are directly editable (like typing text into a
  word processor).

* StickIt2's notes are resizable using a discrete hidden resize
  gadget.

* StickIt2's notes can open on any public screen.

* StickIt2 runs as a commodity.

* StickIt2 uses the system clipboard.

* StickIt2 can be run from either Workbench or the CLI with full
  tooltype support in both cases.

* StickIt2 has a font sensitive GadTools interface designed with the
  excellent "The Designer". See
              Credits
                .

* Documentation in plain ASCII and AmigaGuide formats.

* StickIt version 2.00 is only 7k larger than StickIt-1.03.

The limits imposed by the program are:

* The note may only contain 4k of text (just over 4,000 characters).

* The title bar may only contain 128 characters of text.

1.6 StickIt2.guide/Usage

How to use the program
****

   Starting the program is easy! To start StickIt2 from the Workbench,
simply click on its icon. To start the program from the CLI, just type
StickIt2 in a shell window. The program doesn't auto-detach itself from
the shell, to do this start it with run StickIt2.

   The default setup should open a couple of 'welcome' notes and also
pop up the commodities window.

1.7 StickIt2.guide/The notes

Editing the notes
****

   Unlike the last version of StickIt, the notes under StickIt2 are
editable directly. To do this, just click on the text in the note and a
carat(1) will appear at that position.

   Text entry will then be familiar to word-processor users. The cursor
keys will move the carat around the text and the text around the carat
can be deleted with either the DEL or BACKSPACE keys.

   If the user enters text such that it cannot all fit into the note,
the cursor is positioned at the end of the text in the note, and the
text will be entered as normal - only the user will not be able to see
it.

   To remove the carat from the note, simply click off the note (i.e.
on the Workbench backdrop) or press RETURN.

Resizing a note
===============

   StickIt2 allows the user to resize the notes to allow more or less
text to be entered than is possible in the default size note. As a
standard resize gadget would be unsightly and spoil the appearance of
the note, a hidden resize gadget is used in StickIt2. This resize
gadget works in exactly the same way as the standard gadget and is
located in the same place (bottom right) in the window. See the diagram
Resize.ilbm, located in the 'Docs' directory, if you are unsure.

Hiding a note
=============

   To hide a note from view, click on the close gadget. This doesn't
actually delete the note, simply hides it from view. To re-open the
note, use the commodities window (see
                Commodities window
).

Note menu options
=================

   Each note has a menu of commands available to it by pressing the
right mouse button. There are two sub-menus - 'Project' and 'Edit'.

Project sub-menu
================

Save, keyboard shortcut: Amiga-S

   This saves all the current notes' information to the notefile. See

                Configuring
                , for information on how to rename this file.

   The notes' position, size, font, colours etc... are saved in the
file. The only thing that isn't saved in the file is the information
about whether the note is currently hidden. This means that when the
user re-opens the file, all notes are shown.

Commodities Panel, keyboard shortcut: Amiga-P

   This calls up the main commodities window where the notes properties
can be changed (see
                Commodities window
).

Edit sub-menu
=============

   StickIt2 supports the Amiga's clipboard with the use of standard
cut, copy and paste commands.

Copy, keyboard shortcut: Amiga-C

   Copy is used to copy all of the current note's text into the system
clipboard buffer. The text in the note remains unchanged.

Cut keyboard shortcut: Amiga-X

   Cut also copies all the current note's text into the system
clipboard, but then deletes the text in the note.

Paste, keyboard shortcut: Amiga-V

   Paste copies the contents of the clipboard into the note. The pasted
information can be altered slightly in order for it to be editable in
the note. All RETURN and TAB characters are converted into SPACE
characters, to keep the text editable within the note. It is important
to remember this because if the text is then copied back into the
clipboard, these RETURN and TAB characters will have been changed into
SPACE characters.

Delete, keyboard shortcut: Amiga-B

   Delete simply deletes the current note's text. The clipboard is not
used in this operation.

   ---------- Footnotes ----------

   (1) A 'carat' is just another name for a 'cursor'

1.8   StickIt2.guide/Commodities window

                      The commodities window
****

   The commodities window is called up by either:

  1. Pressing the keyboard shortcut, by default this is Left Alt + Left
     Shift + S.

  2. Selecting 'Commodities panel' from the note menus.

  3. Using Commodore's 'Commodities Exchange' program and pressing the
     'Show' gadget.

   The purpose of the commodities window is to alter the notes'
properties (font, colour etc...). Any of the gadgets functions in the
commodities window can be selected by pressing the keyboard shortcut
key, indicated with the underlined letter.

   The commodities window is opened on the default public screen. This
is not the same as the PUBSCREEN tooltype. The default public screen is
usually Workbench, but it can be changed by one of the many freely
distributable public screen utilities.

The commodities window gadgets
==============================

The notes list

   On the left of the commodities window is a list of all the current
notes in memory, listed in reverse order of opening. This means that
the notes at the top of the list are opened last, and therefore can
overlap notes lower down the list.

   To open a hidden note or force a note to the front, double-click on
its entry in the notes list.

   To select a note in the notes list, either click on the entry in the
list or click on the note itself. Once a note is selected, it can be
moved up or down by using the 'Up' and 'Down' buttons below the list.
This is useful if you want to force a note to open on-top of another or
behind all the others.

   A selected note can also be deleted permanently by clicking on the
'Del' button.

   Creating a new note is done with the 'New' button; the new note
inherits the default properties chosen by the tooltypes and is placed
at the top of the list.

The title bar text

   To change the text to be shown in the title bar of the note, the
user can type into the 'Title bar' text gadget.

Note colours

   The user can select the note background colour and text colour with
the 'Note colours' gadgets. The cycle gadget chooses either the
background colour or text colour, and the palette gadget shows the
current colour. To change either of the colours, simply click on the
colour in the palette gadget.

Note font

   The current note's font and size is shown next to the 'Font...'
button. To change it, select the 'Font...' button and a standard font
requester will appear. After selecting the font for the note, the
choice will be shown next to the 'Font...' button and the note will be
redrawn with the new font.

Public screen

   By default, all notes open on the screen specified by the PUBSCREEN
tooltype (usually Workbench). To force the note to open on another
public screen, type the screen's name in this text gadget. The public
screen name is case sensitive, so the public screen name TERM is not
the same as Term for example.

Commodities window menu options
===============================

   The commodities window has a menu of commands available to it by
pressing the right mouse button. There are two sub-menus - 'Project'
and 'Notes'.

Project sub-menu
================

Save, keyboard shortcut: Amiga-S

   This saves all the current notes' information to the notefile. See

                Configuring
                , for information on how to change rename this file.

   The notes' position, size, font, colours etc... are saved in the
file. The only thing that isn't saved in the file is the information
about whether the note is currently hidden. This means that when the
user re-opens the file, all notes are shown.

About, keyboard shortcut: Amiga-?

   Brings up information about the program, including the current

keyboard shortcut to bring up the commodities window.

Hide, keyboard shortcut: Amiga-H

    This will close the commodities window. If the user has changed any
data they will be warned before the window closes, unless the tooltype
HIDEWARN=NO.

Quit, keyboard shortcut: Amiga-Q

    Quits the program, removing it entirely from memory. The user will
be warned if they need to save any data before the program quits.

Notes sub-menu
==============

New note, keyboard shortcut: Amiga-N

    This is the same as clicking on the 'New' button; the new note
inherits the default properties chosen by the tooltypes and is placed
at the top of the list.

Delete note, keyboard shortcut: Amiga-D

    This is the same as clicking on the 'Del' button – the selected note
is deleted permanently.

Redraw notes, keyboard shortcut: Amiga-R

    If the user changes the order of the notes in the listview, they can
see the effects by forcing StickIt2 to reopen all the notes as if it
had just started up. This is useful if you intend to overlap notes on
the screen.

1.9   StickIt2.guide/Configuring

                    Configuring StickIt2 with the tooltypes
****

    StickIt2 uses the Amiga tooltypes to configure the program. If
StickIt2 is run from the Workbench it will read the tooltypes from the
icon; if it is run from the CLI the tooltypes can be passed as
arguments to the program. Upon startup, the program will read the
tooltypes and this will determine how the program is to be set up.

Editing the icon's tooltypes
============================

   To edit the tooltypes in the StickIt2 icon, click on the icon and
select 'Information' from the 'Icons' sub-menu on Workbench. A window
should pop up with a list showing the current tooltypes.

   IMPORTANT: Any tooltype in brackets, '(' and ')', is commented out
and ignored by the program. For example

     NOTEFILE=Work:StickIt2/StickIt2.notes

   would set the current notefile to Work:StickIt2/StickIt2.notes,
whereas

     (NOTEFILE=Work:StickIt2/StickIt2.notes)

   would be ignored and the default notefile would be used.

   The original distribution should have all the tooltypes commented
out (except DONOTWAIT, which is required by Workbench and not used by
StickIt2 directly).

   To save the edited tooltypes, click on 'Save' in the information
window. The new tooltypes will come into effect next time StickIt2 is
run.

CLI tooltype arguments
======================

   As was mentioned previously (see
                Usage
) StickIt2 can also be started
from the CLI or Shell. To send tooltypes to the program, you place them
after the program name, for example

     StickIt2 "NOTEFILE=Work:StickIt2/StickIt2.notes" "CX_POPUP=NO"

The tooltypes
=============

NOTEFILE, default: NOTEFILE=StickIt2.notes

   This is the name of the file that will contain all the note
information. The default notefile is located in the same directory as
the program, but the user may want to change this to s:StickIt2.notes
for example.

   Unlike previous versions of StickIt, StickIt2 doesn't need a
notefile to exist for it to work. If the user selects a notefile that
doesn't exist, the program will give a warning upon startup but
continue. When the user next selects 'Save', this new notefile is
written.

   The notefiles of previous versions of StickIt are not compatible
with StickIt2.

NOTEHEIGHT, default: NOTEHEIGHT=55

The height in pixels of the new notes when they are created.

NOTEWIDTH, default: NOTEWIDTH=100

   The width in pixels of the new notes when they are created.

BACKCOLOUR, default: BACKCOLOUR=2

   The colour of the background of the note. The default colour under
the default Workbench setup is white, but if you are using more than a
4 colour Workbench, you are free to choose any number in your palette
(I use an 8 colour Workbench and colour 7 is yellow. Therefore, I set
BACKCOLOUR=7).

   It should be noted (no pun intended!) that the colours are numbered
from 0 upwards. Therefore, a 4 colour Workbench has colours 0,1,2 and 3.

   StickIt2 now also accepts both the English and American spellings of
the word 'colour'; i.e. the tooltypes BACKCOLOUR and BACKCOLOR are
identical.

TEXTCOLOUR, default: TEXTCOLOUR=1

   The colour of the text in the note. The default colour under the
default Workbench setup is black, all the information about colour in
the BACKCOLOUR sub-section is applicable here.

NOTEFONT, no default

   The default font to be used in the notes. There is no default given,
so notes are given the default system font which is topaz 8. I suggest
the use of 'Janod' font given away with Commodore's AmigaGuide
distribution. 'Janod' is a very small but readable font, allowing you
to cram lots of info into a small note. I therefore set
NOTEFONT=Janod.font in my tooltypes.

   It is important to append a '.font' onto the end of the fontname,
otherwise the Amiga won't open the font.

FONTSIZE, default: FONTSIZE=8

   The default font size in points.

PUBSCREEN, default: PUBSCREEN=Workbench

   This is the default public screen onto which the notes should open.
The default screen is Workbench, but the user could open all the notes
on a different public screen if they wish.

   If the chosen public screen is not currently open, the notes are

opened on the default system public screen (usually Workbench). The
public screen name is also case sensitive, so PUBSCREEN=TERM is not the
same as PUBSCREEN=Term for example.

CLIPUNIT, default: CLIPUNIT=0

   This is the default clipboard unit that the program uses for all its
cuts, copys and pastes. Most programs use clipunit 0, so it is unlikely
that you would ever wish to change this.

DELAY, default: DELAY=0

   In order to stop disk thrashing (several programs all trying to
access a disk at the same time) StickIt2 can be told to wait a short
while after loading before it loads in its notefile. If StickIt2 is
placed in the WBStartup on your hard disk, setting DELAY=5 will produce
a delay of 5 seconds which is probably adequate. If StickIt2 is started
from a floppy, a larger delay value may be needed.

EMPTYQUIT, default: EMPTYQUIT=NO

   If StickIt2 finds that there are no notes in the notefile upon
startup, setting EMPTYQUIT=YES will make the program quit and free up
its memory. The default setting keeps the program resident allowing it
to be called up by pressing its hotkey (see later) or using Commodore's
'Commodities Exchange' program.

HIDEWARN, default: HIDEWARN=YES

   By default, StickIt2 will warn you if you've changed any data and
you try and close the commodities window. For those who wish to live
dangerously, set HIDEWARN=NO.

   StickIt2 will always remind you that you've changed data if you try
and quit the program.

CX_PRIORITY, default: CX_PRIORITY=0

   As StickIt2 runs as a commodity, it supports the 3 standard
commodity tooltypes. CX_PRIORITY lets you set the program's priority
compared to other running commodities. Most users will find it
unnecessary to change this.

CX_POPUP, default: CX_POPUP=YES

   When StickIt2 starts, it will by default show the commodities
window. To turn this off, set CX_POPUP=NO.

CX_POPKEY, default: CX_POPKEY=lalt lshift s

The keyboard shortcut to call up the commodities window is set by
CX_POPKEY. The default value lets you call up the commodities window by
pressing Left Alt + Left Shift + S.

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DONOTWAIT
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This is used by Workbench if StickIt2 dropped into the WBStartup
directory to run at boot-up. It simply allows the Amiga to continue
with the startup even though StickIt2 doesn't return immediately.

1.10 StickIt2.guide/Known Bugs

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Known Bugs
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StickIt version 2.00 has a few known bugs in the program. None of
these are remotely dangerous, just annoying.

* The carat can sometimes be drawn in the border of the note window.
  This is because the carat is drawn 2 pixels to the right of the
  actual carat position, and at the end of some lines this goes into
  the border. Cure: Don't worry about it.

* Very small (unreadable) fonts sometimes contain characters so
  small that the carat doesn't move around properly. Cure: Use a
  bigger font (what are you doing with 3 point text anyway?).

* If you paste a lot of text into a note and the text spills out of
  the note, the carat is not shown correctly positioned. This is
  because after the paste, StickIt2 calculates the new position of
  the carat and as this is out of the note, it doesn't try and move
  it there. Cure: Resize the note and make it bigger.

I'm not going to spend any time removing the annoying note text and
carat bugs because the text entry routines will probably need recoding
if I am to add "drag a box" type editing. The current routines are not
as efficient as they could be.

The following are annoying, but worth noting:

* Whenever a simple requester is opened (an "Okay" / "Cancel" type),
  the program effectively stops running until the requester is
  satisfied. This means that the notes stop being refreshed if they
  become "damaged". There is no way around this, unless I replace
  the requesters with windows which is far too much hastle.

  Note refreshing continues as normal when the font requester is
  open, as I make use of the ASL requester's callback hook function.

* The commodities window always opens in the same place each time,
  even the if the user moves it before closing it. I could edit the
  'The Designer's code to stop this, but I don't really want to edit

```
   computer generated code.
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1.11   StickIt2.guide/About the Author

```
                About the Author
****************

   My address is:


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   StickIt 2.00 was written using:

   - 'Dice' C compiler, version 2.07.56R (see
            Credits
            ).

   - 'The Designer', version 1.3 (see
            Credits
            ).

   and has been tested on:

   - Amiga A4000/EC030 + 68882 FPU, Workbench 3.0, 4Mbyte FAST RAM,
     2Mbyte CHIP RAM, 130Mbyte IDE hard drive

   - Amiga A500, Workbench 2.04, 2Mbyte FAST RAM, 1Mbyte CHIP RAM, A590
     85Mbyte SCSI hard drive, Microbotics VXL*30 accelerator card (no
     FAST RAM)

   - Amiga A1200, Workbench 3.0, 4Mbyte FAST RAM, 2Mbyte CHIP RAM,
     85Mbyte IDE hard drive, Power Computing PC1204 (with 20MHz 68882
     FPU)
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1.12   StickIt2.guide/Credits

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Credits
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I'd like to thank:

Matt Dillon for the excellent 'Dice' C compiler.

Ian O'Conner for the excellent 'The Designer' window designer.

All the documentation for StickIt2 was done using the freely distributable TeX and makeinfo distributions. Thanks to all involved, and those responsible for the conversions to the Amiga.

Thanks go out to all the Amiga public domain / freeware / shareware authors for loads of excellent software.

I'd also like to thank those who beta tested StickIt2.

Thanks also to everyone who wrote to me about the original StickIt. I hope that StickIt2 incorporates most of your suggestions, and you feel it a worthy upgrade. Although I said in the original documentation that I had no intention of improving the program, the response from the users was so good it encouraged me to write StickIt2.

If you find any bugs in StickIt2, write to me and send me as much info as possible about the bug (how to re-create it, any error messages the program may generate). Please include a detailed description of the system you are running StickIt2 on (version of Workbench, processor, memory, other commodities running etc...).

As I have said before I have no intention to continue improving the program, as I have a PhD to be getting on with. However, there are a few additions that may be added in due time:

* Optional, save an icon with the notefile.

* Add preferences window, so that the user doesn't need to change the tooltypes in the icon by hand.

* "Drag a box" editing in the notes.

* A "Pop note up at a certain time" facility.

* Maybe an ARexx port.

Finally, if you use and enjoy this software then send me a postcard to tell me how far StickIt2 has reached. Go on, it'll only take a few minutes...

Many thanks,

Andy Dean