SCROLLER V1.1
A Windows 3.x Shareware Utility by Ken Shapiro

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SCROLLER is a small Windows utility designed to display a scrolling text message. It was inspired by those tacky LED signs you see in post offices. SCROLLER is extremely flexible. There are two ways to display a message: the easy way, by just putting the message on the command line, and the powerful way, by putting the message information in a .INI file. Both of these methods are described in detail below.

I would like to thank you for reading this information. If you find this utility useful, then I would appreciate your support.   If you wish to register this program, then send what *you* consider an appropriate amount (usually about $20) to me. If you send $20 or more, I will send you a version of SCROLLER with new features, including many exciting special effects--see ad below. The source code is also available, for $90. Please indicate 5.25 or 3.5 inch disk format.

While I am not currently a member of the Association of Shareware Professionals, this program conforms fully to the ASP guidelines for shareware releases. This means mainly that SCROLLER is a fully-functional, non-crippled product, and that I will provide support to registered users by mail and by Email on my Compuserve account. For those of you unfamiliar with the shareware concept, please read the file sharware.txt included with this release.

SCROLLER: User's Guide

SCROLLER is designed to be invoked from a **command line**. The "Run..." option on the Program Manager's menu bar is one example of a command line. SCROLLER is much more useful when called from a third-party utility such as WinCron or hDC's PowerLauncher. In all cases, the concept is the same. After installing SCROLLER.EXE in a directory on your PATH (I recommend your Windows directory), then executing the command

```
scroller This is a Message
```

will cause a scrolling message box to be displayed that repeats the text "This is a Message" three times and then disappears. This is the quick and easy way to put up a repeating, scrolling message.

The second method allows you to control every minute aspect of SCROLLER's operation. All information is stored in a text file, and the name of the file is passed to SCROLLER. This command line is used:

```
scroller @\win\scrlmess.ini
```

The format of this file is described fully below, but looking at an example will hopefully be enlightening:

Contents of file **\win\scrlmess.ini**:

```
[scroller]
MessageText=Hello...      This is a test...
Caption=Ken's Caption o' Doom
FontName=Lucida Handwriting
FontHeight=22
Repeats=2
Width=440
Height=77
```

The first line, "`[scroller]`", is required for identification. The following lines set up all the information SCROLLER uses to display itself. The body text, the window caption text, the font, etc., can all be changed from their defaults. This example file puts up a box that displays the message "Hello... This is a test..." twice using a 22 point Lucida Handwriting font. The window caption will be "Ken's Caption o' Doom" (in the system font).

Important: SCROLLER looks for a **path name** after the '@'. If you put just the file name, then SCROLLER will *only* look for the file in your Windows directory. To avoid possible confusion, I suggest keeping both SCROLLER.EXE and your .INI files in your Windows directory or using fully-qualified path names.

SCROLLER: .INI File Reference

The following describes the keywords that can appear in a SCROLLER file, their default values, and their purpose. If a keyword is not found, then the default value shown here is used.

`MessageText=***Empty Message***`
This string variable holds the text of message to be displayed.

`Caption=Scroller`
Holds the text of the window caption.

`FontName=Helv`
Name of the font used to display the message text. Bitmap fonts, TrueType and ATM are all supported. To get effects such as italic with TrueType fonts, just include the word "italic" after the name of the font, e.g. "Times New Roman Italic".

`FontHeight=18`
Size of the font in points.

`Left=-550`
Position of the left edge of the window. If this number is **negative**, then the number is relative to the **right side** of the screen, e.g. -550 is 550 pixels from the right edge of the screen.

`Top=-72`
Position of the top of the window. If this number is **negative**, then the number is relative to the **bottom** of the screen, e.g. -72 is 72 pixels up from the bottom of the screen.

`Height=64`
Total height of the SCROLLER window, including the caption bar. You will need to make this bigger if you increase the size of the font.

`Width=500`
Width of the SCROLLER window, in screen pixels.

`Repeats=3`
The number of times the message is completely repeated (unless the user closes SCROLLER).

`ScrollSpeed=4`
Number of screen pixels that the message is scrolled on each timer tick. The higher this number, the **faster** the message will scroll.

`TimerCount=50`
Number of milliseconds between each timer tick. The higher this number, the **slower** the message will scroll. If the message scrolls too fast, too slow, or too jerkily, then this variable and ScrollSpeed can be altered.

The actual speed of the message is dependent on the user's hardware and display driver.

Additional Features in SCROLLER V2.0

Fully **compatible** with SCROLLER V1.1
Choose **foreground** and **background** colors
Use the **clipboard** to control SCROLLER
Interval messages that **repeat** after a preset time has passed
Multiple-line messages
Sound bites (available when used with Windows 3.1)
Special Display Effects, including...
        Horizontal wipe effects
        Vertical wipe effects
        Combination effects
        Rainbow Color effects (256 color systems only)

SCROLLER V2.0 will be available on May 15, 1992 for $20 directly from the author.

About the Author

Ken Shapiro has been a programmer for 20 years, including 5 years as a lead programmer at Microsoft. He lives in San Francisco, and works as a consultant to major software development houses in the Bay Area.