

# **SClockguide**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> SClockguide	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		January 31, 2023
<i>SIGNATURE</i>		

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>SClockguide</b>	<b>1</b>
1.1	main . . . . .	1
1.2	Getting started with SClock... . . . .	2
1.3	Using SClock... . . . .	3
1.4	Configuring SClock... . . . .	3
1.5	Tooltypes menu... . . . .	3
1.6	Different tooltypes... . . . .	4
1.7	Digital tooltypes... . . . .	7
1.8	Analog tooltypes... . . . .	8
1.9	Menu info... . . . .	10
1.10	Error info... . . . .	11
1.11	Misc... . . . .	11
1.12	source . . . . .	12
1.13	Last word... . . . .	12
1.14	Readme file... . . . .	13
1.15	SClock tooltypes detailed list... . . . .	14

## Chapter 1

# SClockguide

### 1.1 main

SClock V1.72 (DOC)

by

Rune Johnsrud / (c) 1994 Pork Soda Softworks

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IMPORTANT:  
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The author of this program is not in any way responsible for any damage caused by this software WHAT SO EVER!!!

This version of SClock (and it's source code) is FREEWARE, so you can give it to anyone you want. It should be distributed as FREEWARE, and anyone can include it in their PD library (or something similar), as long as they charge only a minor fee for copying, and as long as all the files in the archive accompany it (and the archive contents remains unchanged!!!).

Fred Fish is also allowed to include this program in his excellent PD library.

Computer magazines and other computer publications are NOT allowed to include it with their product without my written permission!!!!

-----  
What do you need to use SClock:  
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You will need:

- \* One (or more) Amiga(s) (!)
- \* A MC68020 processor (or higher),
- \* At least Kickstart V3.0 (V39) (or higher).

Things you DON'T really need:

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- \* Some nice fonts
- \* Some nice IFF/GIF/BMP/JPEG/PCX pictures...

Getting started  
Getting started

Using SClock  
SClock

Configuring Sclock  
Configuring SClock

Tooltypes  
Tooltypes

Menus  
Different Menus

Errors  
Different Errors

Misc  
Misc.

Source  
Sourceinfo

Last  
Last words

Readme first  
Readme first of all

SClock tooltypes FULL  
Full description of tooltypes

## 1.2 Getting started with SClock...

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Getting started:  
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To install this version of SClock, just copy the main executable (SClock), and one of the supplied icons (SClockAnalog.info, SClockDigital.info or SClock.info) to the desired directory and rename the chosen icon to Sclock.info if a MUI icon is used.

(SClockAnalog.info has of course a default analog setup and SClockDigital.info a default digital setup.)

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This program is "A Workbench ONLY" program, so to be able to use it, it's important that the original icon (or a "similar" copy) accompanies the executable.

### 1.3 Using SClock...

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Using SClock:  
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To start SClock just double click on it's icon, and if everything starts ok, a "window" that contains the current system time will appear. The appearance of the display window depends upon which of the two display types has been selected, "ANALOG" or "DIGITAL".

If an error message appears or it just won't start, read on.

To quit SClock, activate the clock window, and select the "Project/Quit" menu item, or press "Right Amiga Q".

### 1.4 Configuring SClock...

-----  
Configuring SClock:  
-----

SClock allows you to make a lot of changes to it's "original" appearance. Just read on and you will find out more about the different configuration possibilities.

All the different configuration possibilities are accessible through the "SClock.info" icon file. Use the Workbench "Icon/Information" program to edit the different tool types. Some of the different configuration options are also accessible through the menu that accompanies the clock window. (Click on the ClockWindow, press the right mouse button and a menu will appear).

All the different tool type values have internal default settings, so if you REM away all/or some tool types the internal defaults will be used.

### 1.5 Tooltypes menu...

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Tooltypes menu.  
-----

Shared tooltypes

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Shared tooltypes

Digital tooltypes  
Digital tooltypes

Analog tooltypes  
Analog tooltypes

## 1.6 Different tooltypes...

The different tool types are:

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### \* DONOTWAIT

This will allow you to start SClock from the WBStartup drawer.

### \* PUBSCREEN=<pubscreenname>

This allows you to start (put) the clock on any public screen that is open. The name must be spelled right (case is IMPORTANT). If no name is specified, the Workbench screen (or default public screen) will be used.

If it fails to open on the specified public screen, it will display this error message:  
"Couldn't lock specified public screen".  
Check the "pubscreenname" you have specified, and try again.

### \* CLOCKTYPE=<ANALOG|DIGITAL>

This option specifies what type of display you want. The different options are: "ANALOG" or "DIGITAL".

Depending on what kind of "CLOCKTYPE" you have specified, other different options might not work, and others may start working. Look at the SClock\_ToolTypes.DOC file too se which tooltypes that are "active" when selecting the different "CLOCKTYPE"'s.

### \* GLOBALFLAGS=<SHOWDATE|SHOWSEC|EDGELEVEL|BACKDROPWIN|LOCKPOS>

This option allows you to define a bulk of general flags (or settings).

SHOWDATE specifies if the current date should be displayed.

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SHOWSEC specifies if the seconds of the current time should be displayed.

EDGELEVEL specifies if a bevel box should be drawn around the time/date display. (Colors/Pens used are specified using the "SHINEPEN" and "SHADOWPEN" tooltypes).  
If this flag is not disabled, no bevel edge will be drawn. This is especially useful together with the "BACKDROPWIN" tooltype.

BACKDROPWIN specifies if the clock display is a BACKDROPWINDOW or a normal window.  
If you always want your clock display to stay at the bottom, activate this tooltype.

LOCKPOS specifies whether you will be able to move the clock display around or not.

To enable/disable the different options, do the following:

```

                DISABLED                DISABLED
                ||                        ||
                |                        |
GLOBALFLAGS=SHOWDATE|;SHOWSEC|EDGELEVEL|;BACKDROPWIN|LOCKPOS
                |                        |
                ||                        ||
                ENABLED                ENABLED

```

\* LEFTPOS=<xpos>

This number specifies the leftmost position of the clock when it is started. Default is 0.  
This option is also adjustable from SClock.

\* TOPPOS=<ypos>

This number specifies the top position of the clock window when it is started. Default is 0.  
This option is also adjustable from SClock.

\* WIDTH=<xsize>

The width of the "ANALOG" clock display window in pixels.  
Default is 100, minimum is 50.

\* HEIGHT=<ysize>

The height of the "ANALOG" clock display window in pixels.  
Default is 100, minimum is 50.

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\* FONTNAME=<fontname.font>

This option specifies which font the time/date text will be displayed with when the clock is started. Default is "topaz.font".

If SClock fails to open the font, it will display the following error message:  
"Couldn't open specified font".  
Check the specified font name, and try again.

This option is also "adjustable" from SClock.

\* FONTSIZE=<ysize>

This option specifies the YSize of the font used. Default is 8.

This option is also "adjustable" from SClock.

\* TEXTPEN=<pen-number>

Specifies the pen number (colour number) that the time/date text will be displayed with (range 0-255). Default is 1.

\* BGPEN=<pen-number>

Specifies the pen number (colour number) that the background will be displayed with (range 0-255). Default is 3.

If this tooltype is not present, no bevel edge will be drawn. This is especially useful together with the "BACKDROPWIN" tooltype.

\* SHINEPEN=<pen-number>

Specifies the pen number (colour number) that the left/top border will be displayed with (range 0-255). Default is 2.

\* SHADOWPEN=<pen-number>

Specifies the pen number (colour number) that the right/bottom border will be displayed with (range 0-255). Default is 1.

---

Experiment with the different tool types to satisfy your personal taste.

## 1.7 Digital tooltypes...

DIGITAL Tooltypes:

-----

\* DIGITALFLAGS=<flags>

No flags are available in the present version

\* DATEFORMAT=<format-num>

This option specifies the format of the date display string.  
Default is 0.

The different formats are:

Format 0:	"dd.mmm.yyyy"	- Ex: 31.May.1993
Format 1:	"dd.mmm.yy"	- Ex: 31.May.93
Format 2:	"dd.mm.yyyy"	- Ex: 31.05.1993
Format 3:	"dd.mm.yy"	- Ex: 31.05.93

\* DATESEPARATOR=<separator-char>

This option specifies the character that will be used to separate the Day/Month/Year strings. Default is ".".

Specifying a "-" char will produce a display like this:  
"dd-mmm-yyyy"

\* DATESPACING=<num\_of\_chars>

This option specifies the amount of "blank" space that will appear between the time and date display. Default is 2.

\* TIMESEPARATOR=<separator-char>

This option specifies the character that will be used to separate the Hour/Minute/Second numbers. Default is ":".

Specifying a "/" char will produce a display like this:  
"hh/mm/ss"

Experiment with the different tool types to satisfy your personal taste.

---

## 1.8 Analog tooltypes...

ANALOG ToolTypes:

-----

\* ANALOGFLAGS=<PLACECLOCK|SHOWDIAL|AUTOSIZE>

This option allows you to define a bulk of Analog flags (or settings).

PLACECLOCK specifies if the clockdial can be independently moved around inside the render box.

To control the exact placement, use the "CLOCKLEFT", "CLOCKTOP", "CLOCKWIDTH" and "CLOCKHEIGHT" tooltypes. Experiment with the settings and see what happens!!!!

SHOWDIAL specifies if the clock dial should be drawn or not.

AUTOSIZE specifies if the clock display render box should be automatically sized to fit any backdrop picture selected (overrides the "WIDTH" and "HEIGHT" settings).

To enable/disable the different options, do the following:

```

                DISABLED
                  ||
                  |
ANALOGFLAGS=PLACECLOCK|;SHOWDIAL|AUTOSIZE>
    |                               |
    ||                              ||
    ENABLED                        ENABLED

```

\* BACKDROP=<picture\_name>

Specifies path/filename for any picture that you want as a backdrop on your "ANALOG" clock display window.

The parsing of the pictures is done by datatypes, and only picture types that you have datatypes for will be used and/or displayed.

\* EDGESPACING=<pixels>

The number of pixels used as spacing between the display window edge and the "edge" of the clock dial.

\* MINXSCALE=<scale\_factor>

The number specified is used as to define the X size of the large 5 min. indicator dots.

\* MINYSCALE=<scale\_factor>

The number specified is used as to define the Y size of the large 5 min. indicator dots.

\* CLOCKLEFT=<x\_pos>

This number specifies the left position of the clock dial inside the display window when it is started. Default is 0.

\* CLOKCTOP=<y\_pos>

This number specifies the top position of the clock dial inside the display window when it is started. Default is 0.

\* CLOCKWIDTH=<x\_size>

The width of the clock dial in pixels.  
Default is 50.

\* CLOCKHEIGHT<y\_size>

The height of the clock dial in pixels.  
Default is 50.

\* MINSMALLPEN=<pen-number>

Specifies the pen number that the small minute indicator dots will be displayed with. Default is 1.

\* MINLARGEPEPEN=<pen-number>

Specifies the pen number that the large 5 minute indicator dots will be displayed with. Default is 3.

\* SECPEN=<pen-number>

Specifies the pen number that the second indicator will be displayed with. Default is 1.

\* MINPEN=<pen-number>

Specifies the pen number that the minute indicator will be displayed with. Default is 0.

\* HOURPEN=<pen-number>

---

Specifies the pen number that the hour indicator will be displayed with. Default is 0.

\* DIALPEN=<pen-number>

Specifies the pen number that the clock dial will be displayed with.

\* DIALOUTLINEPEN=<pen-number>

Specifies the pen number that the dial outline will be displayed with.

Experiment with the different tool types to satisfy your personal taste.

## 1.9 Menu info...

-----  
SClock menus:  
-----

If you activate the clock window and press the right mouse button (menu button), the SClock menus will appear.

They are:  
-----

\* Project/About [Right Amiga ?]

Upon selecting this menu item, a window will appear that contains info about SClock.

\* Project/Quit [Right Amiga Q]

Selecting this quits SClock, (the clock window will close and all used resources will be freed!! (I hope)).

\* Settings/Font [Right Amiga F]

Selecting this menu item enables you to select a new font that will be used to display the time/date text.

The Asl Font requester is used to display the different fonts available.

If you select "OK", the clock window will close, and then re-open, with the new font.

If you select "Cancel", the old font will be used.

This menu item is only available when the "DIGITAL" clock display is used.

---

\* Settings/Backdrop [Right Amiga B]

Selecting this menu item enables you to select a new backdrop that will be used as a background picture in the clock display.

The Asl File requester is used to display the different backdrops available (only the picture file types that you have datatypes for will be displayed!!!).

If you select "OK", the clock window will close, and then re-open, with the new backdrop.

If you select "Cancel", the old backdrop will be used.

\* Settings/Save Settings [Right Amiga S]

Selecting this menu item will snapshot the current window position, selected font and font size and or backdrop picture, and save these settings in the "SClock.info" icon file (Edit it and see!!)..

## 1.10 Error info...

-----  
Errors:  
-----

SClock will put up different requesters when it encounters problems, and I hope that the displayed messages will clarify what went wrong.

If you have enabled the "SHOWDATE" option and you select a LARGE font (75-128 pts), SClock will display a message that says that the window is too large, and that it will be truncated. You will now be able to only see the clock as long as the font makes the window too large. But at the moment you select a font that makes it possible for the window to fit into the current screen, the date information will be displayed again.

## 1.11 Misc...

-----  
Misc stuff:  
-----

The number of configuration combinations you can achieve, makes it possible to make a lot of different "looks". And don't hesitate to experiment with the different tool types to make it appear just as YOU want it!!

Another thing that I just want to mention is that SClock uses less CPU time than any other clock I have seen so far. (Atleast the ones that are system friendly...)

## 1.12 source

-----  
SClock Source code:  
-----

Since it only took a couple of days to write this program, I thought that I might release the source code as well.

It's not well documented (if documented at all), and not really that well written.

To compile it you will need SAS/C 6.0 (preferably SAS/C 6.3).

## 1.13 Last word...

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Last but not least:  
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This version of SClock was written on an A4000-030 (Standard eqpt), using the following tools:

- \* SAS/C 6.5            - The best (and only).
- \* CygnusEd V3.5       - Yeah... I need speed!!!
- \* MakeIndex           - (System function/struct lookup system for CEEd).
- \* DOpus V4.10         - The ultimate DIR util...

-----  
Credits 'n' other stuff:  
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Here are the usual credits.....

Thanks to:  
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- \* Lars Hamre           - The guy that wanted this program in the first place
- \* Anders Hamre         - For seeing and liking, bass, and good times
- \* Kim Jensen           - For just being Kim.
- \* Henning H.           - The PC freak of this century (maker of SBStudio).
- \* Stig J.               - For having a drivers licence, playing the bass-guitar, and generally being a nice fellow
- \* Arild Skullerud      - For painting MUI style icons, and converting the DOC's into an AmigaGuide document.
- \* Atle Schulstad       - For.....????
- \* Per Tore             - For å være Per Tore!! >B^P

Tor Einar Jarnbjo, Morten W. Lund, Øystein Hungerholt (sound friend),

---

Amiga Forum (the only serious alternative),  
Commodore (for not leaving us, yet!), etc.....

\* With inspiration from:

Genesis, Yes, ELP, Fish, Marillion, Primus, Rush, Brand-X,  
King Crimson, Sylvian/Fripp, Percy Jones, Allan Holdsworth,  
Mick Karn....

Greetings to all fellow Prog Rockers out there, we are a  
dying breed.

I hope you find this program useful....

If you want to contact me, write to:

Rune Johnsrud  
Skogveien 16  
2010 STRØMMEN  
NORWAY

(Sorry, no BBS numbers, EMAIL, etc.....)

## 1.14 Readme file...

-----  
IMPORTANT:  
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The author of this program is not in any way responsible for any  
damage caused by this software WHAT SO EVER!!!

This version of SClock (and it's source code) is FREeware, so you  
can give it to anyone you want. It should be distributed as  
FREeware, and anyone can include it in their PD library (or  
something similar), as long as they charge only a minor fee for  
copying, and as long as all the files in the archive accompany it  
(and the archive contents remains unchanged!!!).

Fred Fish is also allowed to include this program in his excellent  
PD library.

Computer magazines and other computer publications are NOT allowed  
to include it with their product without my written permission!!!!

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What is SClock??:

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SClock is another small clock utility, but it's a bit more special than any others that I have encountered before.

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What do you need to use SClock:

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You will need:

- \* One (or more) Amiga(s) (!)
- \* A MC68020 processor (or higher),
- \* At least Kickstart V3.0 (V39) (or higher).

Things you DON'T really need:

- \* Some nice fonts
- \* Some nice IFF/GIF/BMP/JPEG/PCX pictures...

For more information, read the SClock.DOC file!!!!!!

Spread and enjoy!!!!!!!!!!!!!!!!!!!!!!

### 1.15 SClock tooltypes detailed list...

\*\*\*\*\*  
 SClock V1.72 Icon tool types table:  
 \*\*\*\*\*

Name:	Type:	Min:	Max:	Default:	Applicabilty:
DONOTWAIT	BOOLEAN	-	-	TRUE	Workbench
PUBSCREEN	STRING	-	-	"Workbench"	All
CLOCKTYPE	STRING	-	-	"ANALOG"	All
TOPPOS	NUMBER	0	32000	0	All
LEFTPOS	NUMBER	0	32000	0	All
WIDTH	NUMBER	50	32000	100	Analog *
HEIGHT	NUMBER	50	32000	100	Analog *
FONTNAME	STRING	-	-	"topaz.font"	Digital
FONTSIZE	NUMBER	1	127	8	Digital
BACKDROP	STRING	-	-	" "	Analog
SHOWDATE	BOOLEAN	-	-	FALSE	Digital *
SHOWSEC	BOOLEAN	-	-	FALSE	All
TEXTPEN	NUMBER	0	256	2	All *
BGPEN	NUMBER	0	256	3	All *
EDGELEVEL	BOOLEAN	-	-	-	All

SHINEPEN	NUMBER	0	256	2	All	*
SHADOWPEN	NUMBER	0	256	1	All	*
DATEFORMAT	NUMBER	0	3	0	Digital	*
DATESEPARATOR	CHAR	-	-	"."	Digital	*
DATESPACING	NUMBER	0	32000	3	Digital	*
TIMESEPARATOR	CHAR	-	-	":"	Digital	*
EDGESPACING	NUMBER	0	32000	5	Analog	*
MINSMALLPEN	NUMBER	0	256	-	Analog	
MINLARGEPEP	NUMBER	0	256	-	Analog	
SECPEN	NUMBER	0	256	-	Analog	
MINPEN	NUMBER	0	256	-	Analog	
HOURPEN	NUMBER	0	256	-	Analog	
MINXSCALE	NUMBER	1	32000	-	Analog	
MINYSCALE	NUMBER	1	32000	-	Analog	
PLACECLOCK	BOOLEAN	-	-	FALSE	Analog	
CLOCKTOP	NUMBER	0	32000	-	Analog	
CLOCKLEFT	NUMBER	0	32000	-	Analog	
CLOCKWIDTH	NUMBER	50	32000	-	Analog	
CLOCKHEIGHT	NUMBER	50	32000	-	Analog	
SHOWDIAL	BOOLEAN	-	-	-	Analog	
DIALOUTLINEPEN	NUMBER	0	256	-	Analog	
DIALPEN	NUMBER	0	256	-	Analog	
BACKDROPWIN	BOOLEAN	-	-	FALSE	All	
AUTOSIZE	BOOLEAN	-	-	FALSE	All	
LOCKPOS	BOOLEAN	-	-	FALSE	All	

"\*" = Not yet applicable, or has no function because of overriding settings.

"+" = Not yet implemented, or does not function properly.