# MagicClock

| | | COLLABORATORS | | |
|---|---|---|---|---|

| | *TITLE* : <br><br> MagicClock | | | |
|---|---|---|---|---|
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* | |
| WRITTEN BY | | January 31, 2023 | | |

| | | REVISION HISTORY | |
|---|---|---|---|

| NUMBER | DATE | DESCRIPTION | NAME |
|---|---|---|---|
| | | | |

# Contents

# Chapter 1

# MagicClock

## 1.1   MagicClock V1.1 by Ronny Dudeck

```
              ************************************************************************

              _____  _____   _____ __
          /  /   / __  / ___/  / ___/ / ___/ /  /  __  / ___/ // /
         /      / /_/ / /___/  / /    ___/ /  / / / / / / /  / //_/
      / /__/ / __   / /_\ /  /  / /__   / /___/ /__/ /_/ / /___/ | \
     /_/   /_/_/ /_/_____/__/_____/ /_____/____/_____/_____/_/_\|__/

     ************************************************************************
     MagicClock V1.1
     is an analogous Workbench clock
     Copyright 1995 Digital Innovations
     ************************************************************************


                  Continue
                Für die einen ist es eine Analoguhr,
     für die anderen die wahrscheinlich
     tollste Uhr der Welt
                            (ask a german what it means)
```

## 1.2   index

## 1.3  Introduction

Introduction

MagicClock is a analogous clock for the Workbench.
Everbody who's using MagicWB should also use MagicClock, because the look has
made in such a way that it fits to the MagicWB-look.
You certainly can change the look of MagicClock so that it appeals to you.
It does'nt matter, if you like e.g a one-color background, a colorpattern, a
brush (MWB) or a snaped windowbackground.
I tried to make the use of MagicClock as easy as possible but if there
is something you don't understand, read the guidefile.
If there are still problems, you find a bug, you want to make some
suggestions or what ever, write or mail to one of the
addresses
.

I wish you a lot of fun with MagicClock  ;-)

## 1.4 History

```
History

26.06.1995     V1.0

- First Public Release

05.08.1995     V1.1

- font adaptation rewritten
- About now runs correctly with Kickstart 2.x / better fonthandling
- problem while refreshing, while the secondhand is turned off, removed
  (reported by Chris Kerr)
- defaultpath is now set correctly at the end of the program
- error while snapping at the screenborder removed
- degrees corected to 0-359
- datatypes support added
- Pop To Back added
- Dithering added
- Snap/ Snap Always  now work with MagicLayers
- error with Color- and Sliderrequesters removed
- selectable ReMap
- Notify for Background added (for Snap Always)
- selectable picturescaling added
```

## 1.5 Legalstuff

```
                Copyright

The program MagicClock,the documentations and
the program MC-Edit are (C)opyright 1995 by:


                Ronny Dudeck

                Ralph Wermke

                Frank Toepper
                .
                            All rights reserved.

MagicClock is Shareware. If you use this version frequently,
you should
                register
                .

This program uses the
                iff.library
                .

Distribution

With passing MagicClock it's not allowed to get profit with it, especially
```

the prize of one disk which includes MagicClock must not be higher than
DM 5,- (respectively an equivalent amount in another currency). MagicClock
may freely distibuted in mailboxes and networks and also as part from
shareware/freeware-CDs.
All right for the commercial usage remaining by the
                 authors
                    .

The version you get as a registered user, must only be installed
on one computer and on no account it's allowed to pass it to other
persons. Violations are prosecuted by us. With your signature on the
registration form you agree to this conditions.

Confinements

The authors don't take any responsibility for any effect,
when using this program.
You use this program on your own risk.

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OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF
SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH
DAMAGES.

## 1.6  Authors

Send bug-reports, ideas, suggestions, money or what you want to:

Ronny Dudeck:
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                 Greifswald
                 17489
                 Deutschland

Ralph Wermke:
                 Prokofjewstr. 7 B
                 Greifswald
                 17491
                 Deutschland
        EMail:   wermke@gryps1.rz.uni-greifswald.de

```
        (EMail prefered )

Frank Toepper:
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            Greifswald
            17491
            Deutschland
      EMail:  toepper@gryps1.rz.uni-greifswald.de
      (EMail prefered)
```

## 1.7  Requirements

```
            Systemrequirements

An Amiga :-)

Kickstart 2.04 or higher

At least an MC68020
(If a lot are interested in a 68000er-Version, I'll make it.)

The
            iff.library
             respectively Datatypes (OS2.1+)
(By missing this both, backgroundloading is disabled.)
```
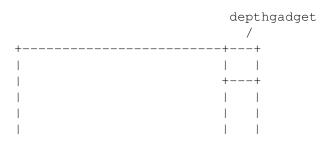
## 1.8  How to use

```
            Usage

Using MagicClock is very easy. You can start it from the Workbench, by
a doubleclick on the MagicClock-icon or from the Shell.

If you start MagicClock from the Shell it starts an own process.
You should put MagicClock into the WBStartup-drawer if you want to use it
every time  ;-)).

The
            configuration
             of MagicClock uses menus.

How to use the window you can see in this little design:


                                    depthgadget
                                      /
            +-----------------------+---+
            |                       |   |
            |                       +---+
            |                       |   |
            |                       |   |
            |                       |   |
```

```
|     draggadget     |  | - sizegadget
|                    |  |   (horizontal)
|                    |  |
|                    |  |
|                    |  |
|                    |  |
|--------------------+--+
|                    |  |
+--------------------+--+
         |                    \
    sizegadget           sizegadget
    (vertikal)         (every direction)
```

## 1.9  Configuration

MagicClock is easy to config by using the menu.
Some menupoints are described by short-cuts.

Here is the description for the menus:

Project

Hands

Display

Background

Border

Sound

## 1.10  Project

With the Project-Menu you can make global adjustments

Open Prefs...

Loads a saved preferencefile and resets settings.

Save Prefs

Saves the actual settings to drawer 'envarc:MagicClock' with the name
'MagicClock.prefs'.

Save Prefs As...

Saves the actual settings to a selectable path with a selectable name.

Set Startdelay...

Sets the time the program waits before it starts. That's necessary
if you want to snap the background already when starting, but the background
needs a little longer to appear.

About...

Shows informations about program and
                authors
                   .

Quit

Quits the program.


## 1.11  Hands

                    HourHand

                   MinHand

                    SecHand
                 Second

Turns the secondhand on/off.

Shadow Degree...

Sets the degree of the light in a range from 0-359.
(0 degree is above; the angle moved anticlockwise (sorry))

Shadow Color...

Sets the shadowcolor (It's the same for any shadow).

Double Buffering

Turns the graphic buffering on/off.
Without doublebuffering it was drawn directly into the window. This saves
memory but it could flicker when a lot of points were drawn or big areas
must be filled. This can also happens if you use big windows and/or you
have a slow graphicoutput.
But is doublebuffering turned ON this affect will be stopped.


## 1.12  HourHand

                   Special settings for the Hourhand

Open...

Loads a saved hourhand.

Triangle

Sets the hourhand to the internal triangle-form.

Rectangle

Sets the hourhand to the internal rectangle-form.

Line

Sets the hourhand to the internal line-form.

Transparent

Draws only the border of the hand.

Fit To Nums

Fits the hand directly to the dail.
It's only useable for non-circle dails (Rectangle).

FillColor...

Sets the color that fills the hand. Transparents has to be turned off.

BorderColor...

Sets the color for the handborder.

Shadow

Turns the shadow for the hourhand on/off.

Shadow Depth...

Sets the shadowdepth for the shadow of the hourhand.

## 1.13  MinHand

Special settings for the Minutehand

Open...

Loads a saved Minutehand.

Triangle

Sets the Minutehand to the internal triangle-form.

Rectangle

Sets the Minutehand to the internal rectangle-form.

Line

Sets the Minutehand to the internal line-form.

Transparent

Draws only the border of the hand.

Fit To Nums

Fits the hand directly to the dail.
Its only useable for non-circle dails (Rectangle).

FillColor...

Sets the color that fills the hand. Transparents has to be turned off.

BorderColor...

Sets the color for the handborder.

Shadow

Turns the shadow for the hourhand on/off.

Shadow Depth...

Sets the shadowdepth for the shadow of the minutehand.

## 1.14  SecHand

Special settings for the Secondhand

Open...

Loads a saved secondhand.

Triangle

Sets the secondhand to the internal triangle-form.

Rectangle

Sets the secondhand to the internal rectangle-form.

Line

Sets the secondhand to the internal line-form.

Transparent

Draws only the border of the hand.

Fit To Nums

Fits the hand directly to the dail.
Its only useable for non-circle dails (Rectangle).

FillColor...

Sets the color that fills the hand. Transparents has to be turned off.

BorderColor...

Sets the color for the handborder.

Shadow

Turns the shadow for the hourhand on/off.

Shadow Depth...

Sets the shadowdepth for the shadow of the hourhand.


## 1.15  Display

              Minute

              Hour

              Quarter

               Twelve
            Reversemode

The clock suddenly runs backwards.

Fit Window To X
Fit Window To Y

The program tries to fit the opposide side to the selected so, that the
clock looks quadratic.
The program uses display informations from the system.
But it is possible that it does'nt look like a square. That could be because
of special monitorsettings.
To correct this take a look at the next 3 items.

Use User Aspect

Switchs to user defined aspect.

Set X-Aspect...

Sets the aspect for the x-direction.

Set Y-Aspect...

Sets the aspect for the y-direction.

Don't Pop

Turns >Pop To Front< respectively >Pop To Back< off.

Pop To Front

That means the MagicClock-window is always in front of all other windows on screen.

Pop To Back

That means the MagicClock-window is always back of all other windows on screen.

## 1.16 Minute

Adjustments for the minute-element

On/Off

Turns the minute-element on/off.

Open...

Loads a saved minute-element.

Triangle

Sets the minute-element to the internal triangle-form.

Point

Sets the minute-element to the internal point-form.

Rectangle

Sets the minute-element to the internal rectangle-form.

Transparent

Draws only the border of the minute-element.

Unturned

The element will not be turned with the dail.
This mode isn't only very nice, its also an advantage, if your workbench
works with a low resolution, because it helps to reduce the contortion.
If you make your own element you have to notice that it has to be between
the points (-14,114) and (14,86). Otherwise it could happen that the border
will be destroyed.

FillColor...

Sets the fillcolor for the minuteelement.

BorderColor...

Sets the bordercolor for the minute-element.

Shadow

Switchs the shadow on/off.

Shadow Depth...

Sets the shadowdepth for the minute-element.

## 1.17  Hour

Adjustments for the hour-element

On/Off

Turns the hourelement on/off.

Open...

Loads a saved hour-element.

Triangle

Sets the hour-element to the internal triangle-form.

Point

Sets the hour-element to the internal point-form.

Rectangle

Sets the hour-element to the internal rectangle-form.

Transparent

Draws only the border of the hour-element.

Unturned

The element will not be turned with the dail.
This mode is no only very nice, its also an advantage, if your workbench
works with a low resolution, because it helps to reduce the contortion.
If you make your own element you have to notice that it has to be between
the points (-14,114) and (14,86). Otherwise it could happen that the border
will be destroyed.

FillColor...

Sets the fillcolor for the hour-element.

BorderColor...

Sets the bordercolor for the hour-element.

Shadow

Switchs the shadow on/off.

Shadow Depth...

Sets the shadowdpeth for the hour-element.

## 1.18  Quarter

Adjustments for the quarter-of-an-hour-element

On/Off

Turns the quarter-of-an-hour-element on/off

Open...

Loads a saved quarter-of-an-hour-element.

Triangle

Sets the quarter-of-an-hour-element to the internal triangle-form.

Point

Sets the quarter-of-an-hour-element to the internal point-form.

Rectangle

Sets the quarter-of-an-hour-element to the internal rectangle-form.

Transparent

Draws only the border of the quarter-of-an-hour-element.

Unturned

The element will not be turned with the dail.
This mode is no only very nice, its also an advantage, if your workbench
works with a low resolution, because it helps to reduce the contortion.
If you make your own element you have to notice that it has to be between
the points (-14,114) and (14,86). Otherwise it could happen that the border
will be destroyed.

FillColor...

Sets the fillcolor for the quarter-of-an-hour-element.

BorderColor...

Sets the bordercolor for the quarter-of-an-hour-element.

Shadow

Switchs the shadow on/off.

Shadow Depth...

Sets the shadowdpeth for the quarter-of-an-hour-element.

## 1.19  Twelve

Adjustments for the twelve-o'clock-element

On/Off

Turns the twelve-o'clock-element on/off

Open...

Loads a saved twelve-o'clock-element.

Triangle

Sets the twelve-o'clock-element to the internal triangle-form.

Point

Sets the twelve-o'clock-element to the internal point-form.

Rectangle

Sets the twelve-o'clock-element to the internal rectangle-form.

Transparent

Draws only the border of the twelve-o'clock-element.

Unturned

The element will not be turned with the dail.
This mode is no only very nice, its also an advantage, if your workbench
works with a low resolution, because it helps to reduce the contortion.
If you make your own element you have to notice that it has to be between
the points (-14,114) and (14,86). Otherwise it could happen that the border
will be destroyed.

FillColor...

Sets the fillcolor for the twelve-o'clock-element.

BorderColor...

Sets the bordercolor for the twelve-o'clock-element.

Shadow

Switchs the shadow on/off.

Shadow Depth...

Sets the shadowdpeth for the twelve-o'clock-element.


## 1.20  Background


                    Settings for background

Open...

Loads a brush as a background.
From OS 2.1 MagicClock uses Datatypes to load.
Otherwise the
                    iff.library
                     was used.

Remap

If Remap is turned on the colors of the loaded picture will fitted
to the workbenchcolors (only Datatypes).

Scale Picture To Windowsize

Scales the loaded picture to windowsize.
Also after expanding or reducing the windowsize.

Brush

Used a picture as background for the clock.
If you haven't chosen a picture before, a filerequester will opened.
(won't saved in the unregistred version)

Snap

Snaps the graphics behind the window.
(won't saved in the unregistred version)

Snap Always

It does the same as Snap, but it will do it always after moving and sizing
the window and also when the background was changed.
(won't saved in the unregistred version)

Empty

Sets the background to a simple color.

Pattern

Puts a colorpattern into the background.

Dithering
(won't saved in the unregistred version)

Puts a nice colorbleed into the window.

Snap Delay

That means the time before the program snaps the background.
Thats important, if you want to snap a simple-refresh-window that needs
longer for refreshing.
It's the same for Snap and SnapMode.

Notification

Watches the workbench background and snaps the new backgound after a 3 sec.
delay.
This functions is only available by using >Snap Always<.

Empty Color

Sets the color for the one-colored background.

Pattern Color 1

Sets color 1 (above right) for the colorpattern.

Pattern Color 2

Sets color 2 (above left) for the colorpattern.

Pattern Color 3

Sets color 3 (below right) for the colorpattern.

Pattern Color 4

Sets color 4 (below left) for the colorpattern.

Three Color Dithering

switchs between 2 or 3 colors for the dithering.

Dither Color 1

Sets color 1 (above) for the the dithering.

Dither Color 2

Sets color 2 (centre/below) for the dithering.

Dither Color 3

Sets color 3 (below) for the dithering.

## 1.21  Border

Settings for the windowborder

No Border

Draws no border around the window.

Single Border

Draws a simple border around the window. Settings for outer border were used.

Double Border

Draws a double border with the user settings around the window.

Transparent

Puts the brush also into the border.
If Transparent is inactivated a special fillcolor will be used.

Borderwidth

Sets the horizontal width of the doubleborder.

Borderheight

Sets the vertical width of the doubleborder.


                    Activated
                    Adjustments for the activated window

                  Inactivated
                    Adjustments for the inactivated window


## 1.22  Activated

Settings for the activated window

Shine Color...

Sets the color for the "bright" side of the outer border.

Shadow Color...

Sets the color for the "dark" side of the outer border.

Inner Shine Color...

Sets the color for the "bright" side of the border.

Inner Shadow Color...

Sets the color for the "dark" side of the border.

FillColor...

Sets the fillcolor of the border. (Transparents has to be turned off)

## 1.23  Inactivated

Settings for the inactivated window

Shine Color...

Sets the color for the "bright" side of the outer border.

Shadow Color...

Sets the color for the "dark" side of the outer border.

Inner Shine Color...

Sets the color for the "bright" side of the border.

Inner Shadow Color...

Sets the color for the "dark" side of the border.

FillColor...

Sets the fillcolor of the border. (Transparents has to be turned off)


## 1.24  Sound

          Settings for sound output


            Alarm
            Special adjustments for Alarmoutput

            Counter
            Special adjustments for counter

            Chime

            Hour

            Quarter

            Half
          Set Play Buffer...

Sets how many memory will be allocated as buffer for playing samples.

Stop Sound

Stops the current playing sound.

Stop At Activation

If this switch is on, every playing sound will be stopped by activating the
window.

## 1.25  Alarm

Alarmsettings

On/Off

Turns the alarm on/off.

Set Alarm...

Sets the alarmtime.

Open Sample...

Opens a sample that plays on alarmtime.
It only supports uncrunched mono IFF samples, up to 28000 Hz.
The menuitem beep has to be turned off.

Beep

Switchs to beep.

Sample

Activates the samplemode.

Sound Options...

Includes some settings for the activated mode.

Sample:

        - only volume

beep:

        - Frequency    - Play frequency
        - Volume       - Play volume
        - Beep Length
        - Delay        - How much time it takes until the beep restarts

Okay           -        Uses settings
Test           -        Tests settings
Stop           -        Stops testing
Closebutton    -        Settings will be lost

Set Play Buffer...

Sets how much memory for buffering the program gets for playing sample.

Set Count...

Sets how often the sample or the beep will be played.

## 1.26   Counter

```
Countersettings

On/Off

Turns the counter on/off.

Set Alarm...

Sets the counter time.

Open Sample...

Opens a sample that plays on alarmtime.
It only supports uncrunched mono IFF samples, up to 28000 Hz.
The menuitem beep has to be turned off.

Beep

Switchs to beep.

Sample

Acivates the samplemode.

Sound Options...

Includes some settings for the activated mode.

Sample:

        - only volume

Beep:

        - Frequency     - Play frequency
        - Volume        - Play volume
        - Beep Length
        - Delay         - How much time it takes until the beep restarts

Okay            -       Uses settings
Test            -       Tests settings
Stop            -       Stops testing
Closebutton     -       Settings will be lost

Set Count...

Sets how often the sample or the beep will be played.
```

## 1.27   Chime

```
A signal will be played:
```

```
None    - never
Hour    - hourly
Half    - every half hour
Quarter - every quarter of an hour
```

## 1.28  Hour

Settings for the hourly signal

Sound Options...

Special beepsettings

```
        - Frequency     - Play frequency
        - Volume        - Play volume
        - Beep Length
        - Delay         - How much time it takes until the beep restarts
```

```
Okay            -       Uses settings
Test            -       Tests settings
Stop            -       Stops testing
Closebutton     -       Settings will be lost
```

Set Count...

Sets how often it beeps.

Count = Hour

That means that it beeps according to the actual hour.

## 1.29  Quarter

Settings for every quarter of an hour

Sound Options...

Special beep settings

```
        - Frequency     - Play frequency
        - Volume        - Play volume
        - Beep Length
        - Delay         - How much time it takes it until the beep restarts
```

```
Okay            -       Uses settings
Test            -       Tests settings
Stop            -       Stops testing
Closebutton     -       Settings will be lost
```

Set Count...

Sets how often it beeps.

## 1.30   half

Settings for every half an hour

Sound Options...

Special beep settings

        - Frequency     - Play frequency
        - Volume        - Play volume
        - Beep Length
        - Delay         - How much time it takes until the beep restarts

Okay            -        Uses settings
Test            -        Tests settings
Stop            -        Stops testing
Closebutton     -        Settings will be lost

Set Count...

Sets how often it beeps.

## 1.31   Installation

Installation

Best use the present installer-script.
If you want, you can also install MagicClock by yourself.
Copy the iff.library into your libs: drawer.
(If not present.)
Now copy the program MagicClock in a drawer of your choice. The drawer
>MagicClock< in the ENVARC: directory is created by the program self
if it does'nt exists.
The drawer for hands and pattern can be choosen at random.
After that you can start MagicClock from WB or Shell.

## 1.32   Known bugs

                Known bugs

There are some problems with the Cybergraphics-System, if you use the high-
or truecolor modes. (Tested on A4000/40/10MB Piccolo SD64).
If you want to use MagicClock nevertheless you should:
- not use SNAP and SNAPMODE
- turn on DOUBLEBUFFERING
Maybe this error is caused by an erroneous blitteremulation.
If it's not the cause and somebody know what the reason is, let us know!

If you are using
                Pop To Front
                 respectivly
                Pop To Back

```
              and
also MagicMenu the menus could be caught.
```

## 1.33  Future

Further plans

```
- external prefsprogram (is in hand)
- more polygons per element
- coloraccommodation of loaded brushes to the WB-Colors
- digitalpart
- variable dailplates (Triangle...)
- locale.library support
- datatypes support
- playing stereo-samples
- playing samples with more than 28000 Hz
- changed shadowmodes (e.g. Realshadows - real calculated shadows with
  different shadowlengths in dependence from the height)
- Support for the screennotify.library
    (Frank Pagels)
- Colorpool
    (Frank Pagels)
- selectable publicscreen
- mathematical "textures"
- more ditheroptions

- perhaps a 68000er version (it depend the users interests)
```

## 1.34  Tested on

Tested on

```
A2000/030/40/40/5MB
A2000/030/40/40/9MB      Piccolo SD64
A2000/030/25/50/9MB
A1200/030/50/50/6MB
A1200/020/14/2MB
A4000/040/25/10MB        Piccolo SD64 (EGS 7.0 / Cybergraphics 40.46)
                         CyberVision 4MB
A2000/030/28/28/5MB      Merlin 2 4MB
```

## 1.35  Register

```
              Registration
```

MagicClock is Shareware, that means you have to pay a little fee to get a
full functional version.

The unregistered version has got some little restrictions.
- you can't save Brush/ Snap/ Snap Always and Dithering

The Shareware-fee is DM 10/ US$ 10/ £5 respectivly an equivalent amount in
your own currency.
If you want to get the registered version and/or updates via post it arised
a little extra charge for postage,packing and disk from DM 5/ US$ 5/ £2
or an equivalent amount in your own currency.
Updates via EMail are free and were send automatically.
Alternative you could send us a registered version of your own shareware-
or commercial program.
Please register it to:


             Digital Innovations

             Frank Toepper

             Ralph Wermke

             Ronny Dudeck
             How can I become a registered user?


It's very easy, fill out the
             registration form
             , then print and subscribe it.
After that put it together with the registration fee into a letter and
send it to one of the
             authors
             .
If you haven't got a printer write all relevant informations on a sheet of
paper and send this together with the registration fee to one of the
             authors
             .


## 1.36  Thanks

Special thanks goes to all the people who worked with me on this program:

Ralph Wermke for his large bugreports, the documentation,
optimizing+bugfixing and suggestions.

Frank Toepper also for bugreports and suggestions and besides for programming
MC-Edit

Also:

Stefan Markwardt and ALIENDESIGN for betatesting.

Our special thanks goes to all registrered users and especially
Frank Pagels for the first registration.

                                        Digital Innovations (c)1995

## 1.37  iff.library

iff.library

The iff.library is copyright by:

                              CHRISTIAN A. WEBER
                                BRUGGERWEG 2
                               CH-8037 ZURICH
                                 SWITZERLAND


                    INTERNET: weber@amiga.physik.unizh.ch
          (E-MAIL: cbmehq!cbmswi!mighty!chris@cbmvax.commodore.com)


## 1.38  Registration form

```
******************************************************************************

                        Registration MagicClock V1.1


******************************************************************************

Name        : ..............................................................
Street      : ..............................................................
City        : ..............................................................
Country     : ..............................................................
Telephon    : ..............................................................
EMail       : ..............................................................

Organisation : ............................................................
Handle      : ..............................................................

Computer    : ..............................................................
Operating Sys: .............................................................
Memory      : ..............................................................
Harddisks   : ..............................................................

Expansions  : ..............................................................
              ..............................................................
              ..............................................................
              ..............................................................
              ..............................................................

Comments    : ..............................................................
              ..............................................................
              ..............................................................
              ..............................................................
              ..............................................................

Kind of registration:

        Post    [ ]                         DM 15/ US$ 15/ £7/ ...
        EMail   [ ]                         DM 10/ US$ 10/ £5/ ...
```

I've read the Copyright note and do agree.


   -----------------------------              -----------------------------
          (City, Date)                                (Signature)


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