# 07a54c18-0

Tinic Urou

**COLLABORATORS**

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# Contents

# Chapter 1

# 07a54c18-0

## 1.1   UrouHack

```
            ------------------------------------------------------------------

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    ------------------------------------------------------------------
            "urouhack" is pronounced "urauhack"


        Introduction
          Again a patch? I already have 398 in my system!

        Installation
          Pleaz read thiz! Otherwize you should read
        Disharmonies
        .

        Notes~~~~~~~
          If you develop software for the Amiga pleaz read thiz!

        Disharmonies
          Hmm... Its not working... Why? Look here!

        SysiGadgets~
          How to paint own SysiGadgets

        Tips~~~~~~~~
          Some workarounds for programs...
```

```
            History~~~~~
              How many bugs can a programmer produce in his life?

            The~author~~
              Huhu... Yes... Write me... Call me... Kick me...

            Legal~stuff~
              This is giftware!

            Future~~~~~~
              What i like to see in the next version


   ------------------------------------------------------------------------
                                                       ©1996 by Tinic Urou
   ------------------------------------------------------------------------
```

## 1.2  Introduction

```
                  UrouHack enhances the look of your Amiga in a dramatic way.  ←
                    The old
frames and windowgadgets are replaced. You get a XEN look for all
your windows.

To see result look at the preview pictures which are in this package.

Jump directly to
          Installation
```

## 1.3  Installation

```
                  Before you are using this software, make sure, you have
removed the following programs:

    – sysihack
    – frameipatch
    – MCP: turn off sysihack and frameipatch option

Please copy the contents of the s/ directory into your s:
assign.

To start it enter it in s:startup-sequence before IPrefs
was started with this line:

    urouhack <screenlistfile> <options>

Ex.:

    urouhack s:urouhack.screenlist

SPECIAL NOTES:
   ------------------------------------------------------------------------
 – Make sure, that ENV: is assigned before you call                   !!!
```

```
   urouhack. Use "Assign ENV: ENVARC:" before urouhack if they        !!!
   are problems.                                                       !!!
 - In MANY cases you must place UrouHack AFTER the AddDataTypes command,!!!
   otherwise the SYSIGadgets wont be replaced.                         !!!
   If there are any problems call AddDataTypes at the first            !!!
   possible place.                                                     !!!
 - Make sure that no program patched any OpenScreen Functions          !!!
   before urouhack (e.g. start urouhack before ShutDownSetup, MCP etc.) !!!
   ---------------------------------------------------------------------
```

The screenlistfile should be a simple texfile, where you enter
the screens which should be patched. Otherwise, the standard
colors from system are used, which does look quite ugly. If you
use a gfx-board and you only use screens with many colors, try
the option TRYMWB.

This is how such a file could look like:

```
-------------Snip--------------
Workbench 4 5 6 7
Mosaic ALLOCATEMWB
DOPUS.1 12 13 14 15
------------Snap--------------
```

As you can see, the first arguments represents the public screen name.

Then, the pennumbers of the HALFSHADOW, HALFSHINE, DARKPAINT and SHINEPAINT
follows. The last two colors are not used until now... They're for
future usage.

If you use a screen with a large amount (and free!) colors, then use the
argument ALLOCATEMWB. urouhack will then automatically allocate standard
mwb colors for you.

These are the possible options:

```
    IMGSTYLE            describres the imagestyle to use. The available
                        styles can be found in s:urouhack/.
                        If you want to know how to paint own images
                        read
         How~to~paint~SysiGadgets.
                                   Example: IMGSTYLE=xengradient

    NOSYSI             Turn off the patch of the windowgadgets.
                        If you select this option, "sysihack" will
                        work correctly again.

    ONLYWINIMG          Turn off the patch for the checkmark- and
                        the mx- images. Only used if NOSYSIPATCH was
                        NOT selected.

    NOFRAME            Turn off the patch for the xen-style frames.

    SYSIHACK           Draw images in the sysihack style.

    XWIN               Draw frames in the new X-Windows look. Most of
                        the gui libraries for X-Windows use this look. The
```

```
                              most known program with it is Netscape.

         TRYMWB                Try to allocate MagicWB colors on ALL screens.
                              Useful, if you are using a gfx board. Note:
                              The screenlistfile will be ignored is this case.
                              This will change in future, its promised...

         SBOTTOM               The size of the lower scroller in pixels.
                              Useful sizes for the Workbench:

                                   800x600 : 18
                                   640x512 : 15
                                   640x256 : 11

                              Default is 14 ( DBLNTSC )

         SRIGHT                The size of the right scroller in pixels.
                              Default is 18 ( DBLNTSC )

         WTOP
         WBOTTOM
         WLEFT
         WRIGHT                The bordersizes in pixels, if no scrollers
                              are used.
                              As Default all set to 3

   Beam also to
              Disharmonies
```

## 1.4  Disharmonies

```
                  Please read
              Installation
               before looking at this section ...

   Known disharmonies with other software:

      Scroller-problems:
      ------------------

         KingCON:        since this the development of this nice software
                         has stopped, the error in this program will be
                         never removed... 8((
                         The scroller gadgets are overlapping there...

         MultiView:      You surely have a too old version of it. Get a
                         MultiView from a Workbench V40 or higher, it
                         seems the guys learned... ;-)

      Many other programs do not correctly support the scrollers:
      PageStream3, FileX, TurboCalc, ArtExpression, FinalCalc,
      MaxonTwist etc. The programs are usable, but the scrollers are
      drawn in the old way.
      Examples for good scroller programming are SnoopDos3 and a
      demo program called Scroller.c which is also available on
```

Aminet.

Patches do not work?
-------------------

Many commercial programs and nearly all gui-libraries have their
own routines for drawing frames. This causes in rare cases
problems with urouhack:

TypeSmith f.ex. refuses to draw some frames.

Programs with own frame drawing: (They do NOT cause problems):

Nearly all programs from Maxon, proDAD, SoftLogik and SoftWood.

Crash-problems:
--------------

sysihack:   when you prefer the gadgets from sysihack you should
            use the switch "NOSYSIPATCH". Then the usage of it
            is no problem...

MFR:        As always, its more the problem of MFR than the one
            of urouhack... I think it also appends own pens
            to the drawinfo structure... MFR crashed in many other
            cases on my machine...

MCP:        Turn of framepatch and sysihack. If you want to use
            the sysihack option, its the same way as the "real"
            sysihack.

Grafical trash:
--------------

Multiview isn't well programmed. First, it does not make use of the
frameiclass for the links and secondly, the texts of the
navigation-buttons are not drawn using the JAM1 mode... 8((

Sometimes, the halfdark or the halfshine drawn lines are trashed by the
contents of the frames. There's nothing I can do. Officaly the frame
should only have a height of one pixel.... I am using two ;)


## 1.5  History

Lets look over the loong history of urouhack:

0.6     · first public release, I think it was in late December in 1995...

0.7     · BorderBottom now font sensitive
        · added arguments for most settings
        · added possibilty keep the blue background for the window gadgets
        · grafical trash should be now removed in most cases
        · palette preferences should now work correctly

```
0.8       · no more manual refreshes now
          · added fine adjust for the bottom size gadgets
          · size gadgets now a bit higher

0.9       · now makes use of a config-file
          · added AmigaGuide®-documentation
          · patches can be turned off
          · pens of halfdark and halfshine directly selectable
          · some slight internal changes
          · XEN-style button for all screens.
          · source added to the released package

1.0       · code partially redone
            (Thanks for the suggestions and contributions concerning
             the code)
          · again a new preferences system... Its annoying...
          · completly new color allocation system... It was hard work
          · implemented real checcmars. In some cases they look ugly...
            I will work on it...

1.1       · improved compability with some programs.
            If innerwidths are used the windowsize is now adjusted.
            The DeliTrackerII programlist made problems.
          · sysihack and urouhack style sysi gagets selectable
          · removed my ugly checkmarks
          · dropped support for fontsensitive scrollers. Use
            FINE_BOTTOM and FINE_RIGHT for own adjustments.

1.2       · added X-Windows style frames.

1.3       · RectFill sizes are now checked in some cases. Some programs
            which used VERY small checkmarks like WBStartup+
            caused crashes...

1.4       · UrouHack now uses a memory pool
          · Allocated pens are now freed when screen is closed
          · Fixed Enforcer hits when opening windows
          · Fixed drawing of the checkmark
          · Improved Framelook.
          · Black is now default halfshadowpen. It looks better than
            the fillpen...

1.5beta · added datatypes usage for sysigadgets.

1.5beta1· Since Datatypes needs a process to run correctly,
            I added a ImageLoader process specially for
            Urouhack. Hopefully, most of the programs will
            now work.
          · Method for selecting the images completly changed.
          · Added KingCON Iconify Gadgets

1.6       · corrected behavior with DirOpus
          · added a simple Installer script.

1.7       · improved installer script. Its now a kind of a preferences
```

```
program.
```

## 1.6  The author

If you want to tell me that urouhack has destroyed your machine or simply
want to have a little chat then write to:

```
    5uro@informatik.uni-hamburg.de
```

My postal address:

```
    Tinic Urou
    Gaertnerstrasse 15
    20253 Hamburg
    - GERMANY -
```

I am also reachable on IRC, usually from Monday to Friday between
10.00am and 09.00pm CET. Leave me an email if you want to talk...

## 1.7  Notes for programmers

If you code software for the Amiga, which uses SizeGadgets, Scrollers
etc. please test urouhack with high Bordervalues to test if your
program supports them correctly. Simply try FINE_BOTTOM=32 and
FINE_RIGHT=32. Many program are falling through this test!
MUI, GoldED, Workbench, SnoopDos don't! ;-)

## 1.8  New

As soon as the BeBox® is available to everyone, I will switch  to  this
system,  since  I  don't  think  the Amiga has any great future. So the
developement will be ceased in the near  future  (I  hope  in  2  or  3
months)... Sorry folks...

Sliders, scollers, proportional gadgets:

    People wrote me, that they like to see a patch for the proportional
    gadgets.  Yes, I want to include such a patch, but I still found no
    stable  way to implement it. Especially DirectoryOpus seems to have
    problems. Anyone has any idea how to do it?

user customization:

    There are so many different things, which could be  turned  on  and
    off,  but  I  think, this would make the program more unconfortable
    than before.

## 1.9  Tips

HippoPlayer does not open the samplewindow when the bordersizes are
changed. Use WTOP=2 and WBOTTOM=2 to get it to work.

A note about Datatypes: Due to a bug in the remapping system when
using some screenmodes, make sure, that your images are reduced to the
really used colors ! If your brushes f.ex. use 4 or 3 colors and a
palette of 8 colors, please reduce the brush to 4colors. The rest
of the colors should be set to black. Otherwise, there will be strange
results when the  brushes are remapped. Its the same thing with any
Worbench backgrounds. If you had problems there try this tip....

```
   # of used colors in the brush   Remap to # colors, # bitplanes

   1-2                             2               1
   3-4                             4               2
   5-8                             8               3
   9-16                            16              4
   17-32                           32              5
   .
   .
   .
```

## 1.10   Legal stuff

                Since 1.4, urouhack is GIFTWARE. If you think this program is  ↩
                  worth
something you can send me a gift of your choice.
( 5$ or more 8-) if you have no ideas what to send.)


          Address~of~the~author
                The sourcecode and the software on the other hand are totally  ↩
                  free in the
usage. You can use it in your own projects, but it would be nice if you
could mention that you used urouhack.


## 1.11   SysiGadgets

                With UrouHack1.5+ its now possible to paint own SysiGadgets.  ↩
                  UrouHack
uses Datatypes to load the images. Read
          Installation
           to learn how to
use this feature.

UrouHack looks after a file with the exact dimension he wants. So the
most important sizes should be already painted. If UrouHack f.ex. wants
a close gadget with the size 20 x 14, he will look after a file called
"20x14".

To gain flexibility UrouHack uses the Drawer s:urouhack/ to store
different styles of images. You can give this style as an argument to
UrouHack. Within the styles every gadgettype has its own directory
where the sizes are stored as brushes.

Every brush should contain these imagestates: Not selected, window active
and selected. The window active is not used by the checkmarks and the
mx image.

Look at the distributed examples to see how to paint these.

Notes about the sizes:

In the HiRes mode, the different gadgets normally have these widths:
    Close        20
    Depth        24
    ScreenDepth 23
    Zoom         24
The height varies to the fonts which is used on the screen.

The scrollergadgets normally have a height of 11 and a width of 18.
These values can be changed using the SBOTTOM and SRIGHT arguments. The
standard setting of UrouHack is a height of 14 and a width of 18.

The standard checkmark size is 26x11, mx uses 17x9 pixels. Most of the
modern software uses the possibilty to scale these images. The only way
to change these images is to grab the screen and measuring the
dimension or running SnoopDOS.
You can also add a special file in every gadget directory called
"fixed". If UrouHack can´t find the Image he needs, he looks after
this file, and displays this one. This brush should be as small as
possible since a to big brush results in strange effects on some
programs.
If Urouhack can´t find "fixed" he will look after "scale" and scales
this image.
If no file is found, urouhack uses the buildin images...