

## Contents

# AnyClock

version 1.7 for 1998.



*This is an analog (and now digital too!) clock display. The clock can use any 256 color bmp for its clock face and can be customized for hand size, position and color. The clock can be set up with five alarms along with hourly, half-hourly and quarterly chimes and even a “tick”&“tock” sound.  
For Win95 only*

This program is freeware.

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## About

The clock program was written because I wanted an analog clock display to which I could apply any clock face. The clock options to move the hands, resize, change color, etc. came slightly later and then came alarms and sounds. Eventually the options included digital displays. When you use a new clock face you must create a bmp file that is 256 colors and no more than 3 meg in size. You can also use the wallpaper background as the "clock face" so the hands and digital displays can appear by themselves. Obviously the clock faces are left up to you. I supplied a few faces and sounds but the idea is that you will want to create your own. Company logos, team logos, , watch and clock prototyping, advertisements, love ones faces, etc. are just some uses to which it can be put.

### Version History:

#### 1.7

September 12, 1998

A few minor changes. A few numeric fields for hand settings were allowing invalid negative values for hand placement. Fixed (again) some transparent settings not staying where they were set. Adjusting the location of the hour hand would affect other hands. Removed the "Sec On Top" option and replaced with a new "Order" column on the far right of the "Hand Display" screen to allow sorting of the hands in any order you desire. A few configuration files were pointing to the wrong directory were fixed. Added a new hand style for rectangular hands. Added a case settings for the day and month digital displays to allow lower, none or upper case letters.

#### 1.6a

September 8, 1998

Made several bug fixes. Fixed a problem with the second colon in the digital display did not display correctly when viewed in reverse. Fixed a problem with the program "forgetting" the transparent background setting for some of the digital displays. Fixed the hour digital display would sometimes show the hour incorrectly. Reduced the screen size for the digital displays as it was larger than a 640 width screen and would be truncated when viewed. Reduced the size of the clock face screen. Added a 24 hour hand setting for military time pieces. Added "Ignore Screen Boundary" option in "Clock Face" screen to allow Win98 multi-monitor support. Added a few new clocks.

#### 1.6

September 2, 1998

Whew! Added a lot of new features. Added hands for day of the week, day of the month, and month of the year. Added digital displays for hour, minute, second, Month and year. Now has two different hand styles. You can set the system clock within the program. The various screens have been cleaned up and reduced in size. They did not lose any functionality, but in some cases gained many new options. The new digital screen (replaces the date screen) can now allow a clock or watch that is digital in appearance.

#### 1.5

August 21, 1998

Added a "smooth" ability so the hands can display by smoothly moving around the dial rather than "jumping" from tic mark to tic mark. Cleaned up the various windows so they can display the lettering correctly regardless of the system fonts you are using. Added a "lock" ability so that if the program is "locked" you cannot right click the clock face for options. This allows manager types to set configurations and then they can't easily be tampered with. I say "easily" because the program that accompanies Anyclock called ALock.exe allows you to "lock" and "unlock" the options menu. As long as the users don't get the program then they can't tamper with the settings. Fixed a bug when you minimize the clock then restore it as soon as you moved the mouse over the clock the clock would "latch" onto the mouse and you had to click it back down.

#### 1.4

February 9, 1998

Some clock configurations were initially designed on a large screen mode and consequently

became "un-seeable" on smaller screen sizes. The clock is now designed to move itself back into view if it finds itself "off screen." Added transparency to clock face and date backgrounds. Added mirror function so clock can be viewed completely backwards as though viewed in a mirror. Improved/simplified the color selection for hands and date backgrounds. Added a "chime hour once" so you can choose to ring number of hours or chime only one time.

### 1.3

Never generally released

Made a few changes to allow mirror functions and keep clock from appearing "off screen."

### 1.2a

January 20, 1998

Correcting some of the font saving problems. Also corrected the sound if a "tick tock" sound was playing you wouldn't hear the alarm. Also "tick tock" sound wouldn't play on each second it was playing too fast.

### 1.2

January 2, 1998

Placed the WAV sound playing event into a thread. What that means is the clock's hands do not stop while the sound plays. Added a "hands extend" feature that keeps or removes the "tails" present on each hand.

### 1.0

May 15 1997

First version. Allowed any clock face to be applied to an analog clock. Lots of features to allow a lot of customizing of the clock.

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## Using

When AnyClock first starts it uses default clock face and settings. Once the clock appears on your screen simply right-click on the clock and a menu window will appear. If you double click the clock face it will hide the clock. Clicking the tray icon (small clock icon on the far right of the taskbar) will bring the clock back and right clicking the tray icon will bring up the menu.



This window allows you to access various options for customizing your clock. The six light blue buttons bring up new windows, the blue “Help” button brings up the help file you are now reading. The Gray “Set Time” button will bring up the Windows set date and time window. The last red button stops the program entirely. You can close this window (or any of the others) by pressing the small “x” in the upper right hand corner.

When you press the first light blue button “Clock Face” it will open a new window that allows you to select a new clock face from a bmp file.



The bmp file can be no more than 256 colors and can be no larger than 3 meg in size. Typically the bmp you use would be square to create a perfectly round or square face, but you can use rectangles in which case the clock will be oval or rectangular in shape. The top selector box allows you to choose the drive, the second box selects the directory and the last box selects the bmp file. The drive/directory information will be stored so it will return to the same place you loaded from last. The “Clock Shape” radio button box at the bottom allows you to pick either a round clock face, a square or both. The “both” selection allows you to have a “rounded square” clock that can be adjusted for rounding off the corners by the corner size. You can also set whether the window position (in

relationship to other programs on your desktop) is always on top, none (no priority) or always on bottom. You can set the clock to “Ignore Screen Boundary” which allows the clock to be moved off-screen. This feature is used with Win98 and multiple monitors to allow the clock to move into another monitor. You can hide the application from the taskbar (“Hide Taskbar”) and also allow the clock to be dragged about (“Moveable”) by the mouse. On the bottom is a feature that allows you to “steal” the background so the clock appears to be transparent. On occasion you may need to press the button more than once before it correctly grabs the background. The small checkbox to the right of that button determines whether the transparency will remain when you restart the clock. You can specify the size of that clock face by the TWidth and THeight. Those settings will not affect a clock face that uses a regular bitmap. Rather than explaining further you should try each setting and see for yourself what happens.

The next window is the Hands Setting window that looks like this:



This window allows you to adjust the hour, minute, second, date, day and month hands.

The “Hand Options” on the left side of the window control overall settings for the hands. The “Secs on top” checkbox determines if the second hand appears on top of the other hands or below them. The “Center” checkbox will try to place the hands in the center of the bmp file for you. The “Mirrored” will cause the clock to appear in mirrored format. This includes the hands, date and day. This option is useful in creating a clock that might appear in bars or barber shops. If “Smooth” is checked the clock will display the second, minute and hour by smoothly moving around rather than “jumping” from second to second. To create that effect the program must try to update the clock 100 times per second. Depending on the speed of your computer and other tasks that may require attention the “smooth” movement may sometimes jerk. Although “smooth” makes a more visually pleasing display the amount of attention it requires from Windows can be intense. The “Auto Size” if checked will attempt to adjust the hand size to match the bmp you are using. Usually this is sufficient but if not you would unselect that option and adjust the “length and width” for each hand. The “Together” option which by default keeps the hands together. You can unselect that option if you want to separate the hands for some reason. (e.g., a pocket watch face might have a second hand located below the hour and minute hands and would be smaller.) The “Hr Military” option when checked will cause the hour hand to display in 24 hour mode. In that mode the hand will only revolve around the clock face once during a 24 hour period rather than twice as in standard time. There are some “military” style clocks I have included that show this feature quite well.

The “Left” and “Top” numbers to place the hands where ever you desire. The left setting refers to how far left or right the item will appear. The top setting determines how far up or down the item will appear.

The right hand portion of the screen contains the individual hand settings. The first column are checkboxes that determine if the hand in question will appear or not. Next the color button allows you to choose a color you desire for that hand. After that is the “Length” and “Width” settings (how tall and wide the hands are.) Next the “Left” and “Top” settings allow you to position that hand wherever you desire within the clock face. The “Style” checkbox allows you to select either a straight hand, a diamond shaped hand or a rectangular version. The next checkbox is whether the hand will have a “Tail.” The tail on the hand is the small portion that appears on the opposite side of the center of the hand. The last column on the far right is the “Order” column and allows you to drag and drop the various hands and swap the order in which they display on top of one another. The “reset” button within will set the order back to the original defaults (Sec, Min, Hour, Dat, Day, Mon).

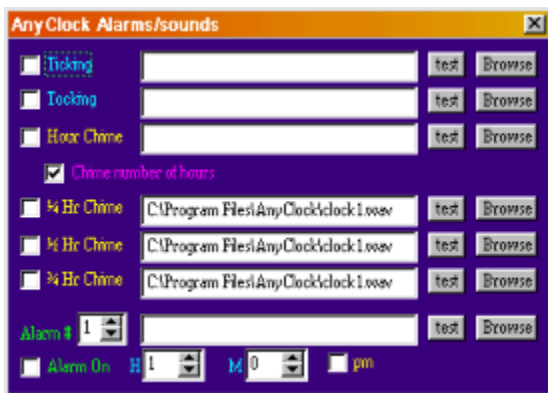
The Digital Displays window allows you to place the hour, minute, second, date, day month and year on the

clock face. Even the colons between the hour and minutes can be used.



Each display has a “Show” checkbox which determines whether that display is visible or not. Next the “AutoP” will cause the program to attempt to place the locations. The “TranP” checkbox allows the display to use a transparent background. The “Military” under the Hour display determines whether the hour will appear in military format or not. The “Blink” checkbox determines if the colons are blinking on and off. The “LongN” checkbox determines whether the Day or Month names appear in full or are abbreviated. The “4 digit” checkbox determines whether the year is shown as a 2 or 4 digit display. Below each display is a “Left” and “Top” where you can indicate the position of that display. The “Color” button below that represents the background color of the display (ignored if TranP is set.) Lastly the “Font” button which allows you to choose the font and color of that display. There are a few extra buttons under the day and month displays. The buttons (L,M,U) represent the case of that display. If the button “L” is pressed then the display will be lower case letters, if the “M” button is pressed then the display will only have the first letter capitalized. If the “U” button is pressed then the letters will be all upper case.

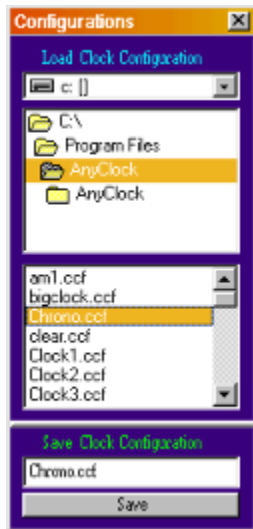
The next window is the alarms/sounds window and here you will select the sounds that you would like associated with various events.



There are 4 chimes, 5 alarms and even sounds that can be attached to the tick and tock. You press the browse button (which will open up a small browser window) to locate a wav file to attach to the event. You can press the test button to listen to that sound to see if it is acceptable or not. The check box next to the event should be checked or that sound will not play. Since the tick and tock have to occur quickly the sounds associated with them should be very brief. (Under one second) The tick & tock sounds are more for fun as they tend to be hard drive/cpu hoggish. The hourly chime will repeat the wav file according to the number of hours or play only once depending on the

“Chime number of hours” check box. All the other chimes play only once.

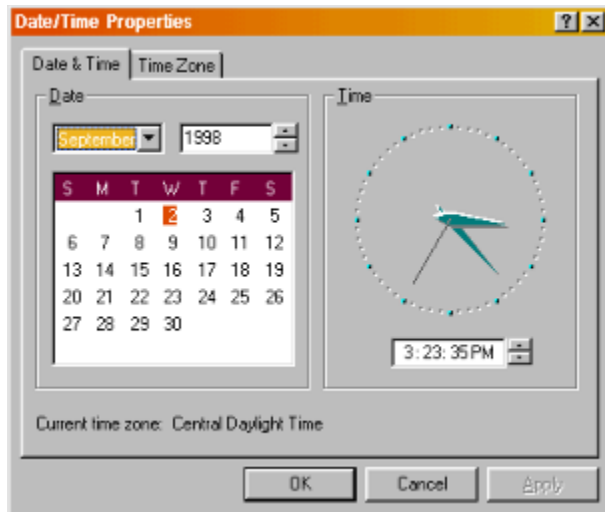
The next selection is the configuration window.



This window allows you to load or save clock configurations to a file. These configurations will contain ALL the settings that are currently in place including alarms, hand settings, etc. This will allow you to save the settings that you may have developed for your custom clock so you can quickly switch back and forth between various clock designs without having to reset everything again. To load a file simply double-click it to load it in place. To save a file simply type in the name (if you click once in the filename box above it will copy that filename to the save name box so you don't have to retype a name already present) and once named press the save button and the new configuration will be ready. The file saved is a simple ASCII text file and if it becomes corrupted or fails to load you can delete it and create it again. I supplied a few configurations already for you to try that demonstrate various clock designs. The clocks were either saved from photos of clocks/watches or were generated by graphics programs. In the case of the larger clocks I used a program called Pov-Ray to create the images. Obviously when you create a new clock face you should remove the hands so this program can fill them in. Some of the preset configuration files may look strange when used on a system that is using large system fonts. In those cases you will need to adjust the settings of any digital displays and re-save the configuration file.

\*\*\* A note about the \*.ccf files included with AnyClock. These configuration files were created with the bmp and wav files located within the "C:\Program Files\AnyClock" directory. If you decide to place these \*.ccf files elsewhere you will need to modify the file with any standard ASCII text editor. You will need to alter the paths within to reflect the new directory location. \*\*\*

The final screen is the "Set Time" window. This allows you to set the system date and time. This window is the same one that would appear if you double-clicked the small clock on the far right of the task bar.



Of course the best way to learn about the various options is to play with the settings and try to create your clock faces and settings.



