

4D-Clock

COLLABORATORS

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Chapter 1

4D-Clock

1.1 4D-Clock.guide

4D-Clock Guide

This is the AmigaGuide® manual for 4D-Clock.

Table of contents:

About 4D-Clock
Introduction.

Requirements
What you need.

ToolTypes
Configuration.

Usage
How to use this stuff.

Copyright
Legal stuff.

FAQ
Frequently asked questions.

1.2 4D-Clock.guide/About

About this program

4D-Clock is a simple analog clock which almost looks like the clock shipped with AmigaOS. But it has a special feature: You can turn it around via arrow keys in 3-dimensional space!

If you have a 3D accelerator card (e.g. CyberVision64/3D, CyberVisionPPC, Voodoo) and Warp3D installed on your system, it also uses hardware accelerated 3D output. See also

Requirements

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1.3 4D-Clock.guide/Requirements

Requirements

- 68030 CPU and FPU or better
- AmigaOS 3.5 or better
- StormMesa 3.0 or better

Optional

- 3D Accelerator
- Warp3D

If you don't already have StormMesa, download it from:

<http://www.haage-partner.com/3dworld/index-e.htm>

1.4 4D-Clock.guide/ToolTypes

ToolTypes

You can configure the clock via ToolTypes.
The following ToolTypes are available:

- LEFT

Distance from the left screen border in pixel.
Default is 100.

- TOP

Distance from the top edge of the screen in pixel.
Default is 100.

- SECONDS

Toggle seconds pointer visibility.
If this Tooltype exists, the seconds pointer is visible.

- WIDTH
-

Window width in pixel. Default is 200.

- HEIGHT

Window height. Default is 200.

- SEGMENTS

Defines in how many segments the disc will be seperated.
The more segments, the smoother the disc looks like.
You can even have a triangle clock!
Default is 24.

- XANGLE

X rotation angle in degrees. This is a floating point value.
Default is -30.0.

- YANGLE

Y rotation angle in degrees. This is a floating point value.
Default is 0.0.

1.5 4D-Clock.guide/Usage

Usage

Doubleclick the icon to start.
The window is scalable.
Use arrow keys to turn the clock around in 1 degree steps.

You can also configure the clock via
ToolTypes

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1.6 4D-Clock.guide/Copyright

Copyright

4D-Clock Copyright 2002 by Norman Walter.
All rights reserved.

This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

You can distribute this program as long as no changes are made and all files are included.

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Also visit my website:

<http://www.norman-interactive.com>

1.7 4D-Clock.guide/FAQ

FAQ

Frequently Asked Questions

Q: I get error messages like "can't open agl.library".
Where can i get this library?

A: You don't have a proper StormMesa installation.
All these librarys are part of StormMesa.
If you don't already have StormMesa, download it from:

<http://www.haage-partner.com/3dworld/index-e.htm>

Q: Why don't you include StormMesa into your distribution?

A: It's too big.

Q: My Computer crashes when starting 4D-Clock.

A: Set the stack space to 300000. This helps in most cases.

Q: Do i need a 3D-accelerator?

A: No. If you don't have a 3D-accelerator, the 3D-output is rendered by the cpu. If you have a 3D-accelerator, you will also need Warp3D to use it.