Clock MANAGER
VERSiON 1.3
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Displaying the date and time

Using alarms...

    Creating a new alarm
    Changing an existing alarm
    Deleting an alarm

    Alarm messages
    Audible alarms
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Setting options
JumpStarting your programs
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Power users' secrets!
Common errors and questions

How to order ClockMan
Order Form

How to Order ClockMan

ClockMan is currently being marketed as shareware.   When you register the program you'll receive these remarkable benefits:

The latest version of ClockMan.

A typeset, illustrated manual.

An end to the nag screens and opening banner.

Unlimited free technical support by phone.

A special thank-you program called JumpStart.   This lets you launch a program and send it keystrokes, all from within a Program Manager icon!

Registration is **$49.95** (US funds) + Shipping.
VISA
MasterCard
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(For **American Express**, order ClockMan through Egghead Discount Software's 1(800)EGGHEAD special-order line.)
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Check
Purchase Order (call our sales dept. beforehand)

Contact us for attractive discounts on quantity & multiuser licenses!

Order Form
About the authors

Yes!   I want my OWN copy of ClockMan 1.3e!
(Select **File**|**Print Topic** to print this order form.)

Company: _____

Name: _____

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              _____

City: _____   State: _____   Zip: _____

Phone: (_____)_____   Country: _____

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                _____ClockMan(s) at **US$49.95** ea.:
                _____
                US **Free** (Lower 48: **Free UPS**)
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    Shipping: ANZ/Asia/Pac $14.00   _____

Code:G   Total: _____

Where did you hear about ClockMan?_____

What do you use it for? [_] Time & Date bars   [_] reminder messages   [_] scheduling events

Enclose a check or money order (payable to Graphical Dynamics, Inc.) or use Visa, Master Card, EuroCard, or Access.   (For American Express, order ClockMan through 1(800)EGGHEAD.)   Call us first for purchase orders and for information about <u>multi-user discounts</u>.

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Graphical Dynamics, Inc.   **(800) 779-1799** orders only
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Shipping Costs

Quantity Discount Pricing

If youre ordering ClockMan for a workgroup or department, oftentimes site licenses are the most economical way to purchase software.   We agree with you!

Your users need not be on a LAN - all we ask is that you designate one ClockMan Specialist within your organization who will handle your users technical support questions.   This specialist is always welcome to call us with the difficult questions.

Our site licenses are called Office Packs.   With office packs, disks and manuals accompany licenses on a 1 to 10 ratio.   So, if you have 20 users, you would receive 2 sets of disks/manuals and 20 licenses.

Office Packs:

Part #	Desc	Licenses	Manual sets	Price ea.	Your cost per user
10005	5 pack	5	1	$149	$29.80
10010	10 pack	10	1	229	22.90
10020	20 pack	20	2	349	17.45
10050	50 pack	50	5	649	12.98
10100	100 pack	100	10	999	9.99
10200	200 pack	200	20	1,499	7.50
10500	500 pack	500	50	2,999	6.00
11000	1000 pack	1000	100	4,999	5.00

Filling out the Order Form is similar to a single user license; however you want to note the type of license youre purchasing.

Example:

Country: _____England_____

EMail: _____jmajor@10downing.gov.uk_____

_1_ ClockMan(s) at ~~US$49.95~~ ea.: _149.00_
10 user Office Pack

US **Free** (Lower 48: **Free UPS**)
Mexico/S.America $7.00
Europe $9.00
Shipping: ANZ/Asia/Pac $14.00   _9.00_

Total: _158.00_

About the Authors

ClockMan is brought to you by **Graphical Dynamics, Inc.,** home of **Charlie Cursor!**

Design team:
    Designed by: Jennifer Palonus & Koll Simonds
    Written by: Jennifer Palonus
    Alphatested by: Koll Simonds & Jennifer Palonus

Special thanks to our beta testers!

Contains up to 15% recycled code.   No animals were killed in the testing of this program.

Displaying the Date and Time With InfoBars

You can have ClockMan display today's date and/or the current time on the caption bar of whichever window is active.   Now the date or time is always visible even when you've maximized an application to full screen; yet it doesn't cover up any of your work!   It won't even block the title if there isn't enough room on the caption bar.

The date and the time show up on opposite sides of the caption bar, next to either the minimize & maximize buttons or the system menu.   You can display **hours:minutes:seconds**, or just **hours:minutes**.
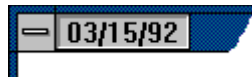
To change the TimeBar or DateBar options, you first choose **Options...** from the System menu to bring up the Options dialog.   In the bottom half of the dialog is the **InfoBars** section.   Notice the **Use TimeBar** and **Use DateBar** checkboxes.

To Turn TimeBar On/Off:

1. Click the **Use TimeBar** checkbox (or press **Alt**+**T**) to turn the checkmark on or off.
   The **Show seconds** checkbox will be grayed out if Use TimeBar is off.

To Turn Seconds Display On/Off:

1. Make sure that the **Use TimeBar** checkbox is checked.
   Otherwise the **Show seconds** checkbox will be grayed out.

2. Click the **Show seconds** checkbox (or press **Alt**+**H**) to toggle the seconds display on or off.

To Turn DateBar On/Off:

1. Click the **Use DateBar** checkbox (or press **Alt**+**A**) to turn the checkmark on or off.

To Show InfoBars on Active Window Only:

1. Make sure that one or both of the DateBar/TimeBar checkboxes are checked.
   Otherwise the **Active window only** checkbox will be grayed out.

2. Click the **Active window only** checkbox (or press **Alt**+**V**) to toggle it on or off.

To Show InfoBars on the Other Side of the Caption Bar:

1. Make sure that one or both of the DateBar/TimeBar checkboxes are checked.
   Otherwise the left and right radiobuttons will be grayed out.

2. Click the left or right radiobutton (or press **Alt**+**E** or **Alt**+**R**) to select which side of the caption bar to display on.

InfoBars Are Hotspots!
The DateBar and TimeBar both respond when you click on them with the mouse.   This way you can hide the ClockMan icon completely and still have full access to ClockMan's features.

   A **Left click** brings up the Set Alarms dialog.
   A **Right click** brings up ClockMan's system menu.

You can disable the hotspots in the **Advanced Options** dialog.

Related Topics:
Setting the system date & time
Showing date and time in other formats

Creating a New Alarm

There are two ways to create a new <u>alarm</u> -- "from scratch", or by copying an existing alarm.

Either way, you must first enter the Set Alarms dialog by selecting **<u>Set alarms...</u>** from the system menu.

To Create an Alarm From Scratch

1. Click on the **<u>New</u>** button.
   The **When...** dialog will appear with the date and time initialized to the current date and time.   Make your desired changes to when you want it to occur and click **OK** or **Cancel** to return to the Set Alarms dialog.

2. Specify the type of <u>message</u> you want your alarm to display (if any), the text to display, and whether or not to sound a beep.

3. Choose the type of <u>action</u> you want your alarm to carry out.

4. Some actions require <u>extra information</u>, such as which program to launch, which exit code to return to DOS, etc.   The proper fields will appear in the **Event** section depending on which action you chose.

5. You can test the alarm before it occurs "for real" by clicking the **<u>Test</u>** button (or pressing **Alt**+**T**).

6. Click on the **<u>Add</u>** button (or press **Alt**+**A**).

7. Click on the **<u>OK</u>** button to save your changes, or click on the **Cancel** button to exit without saving.

To Create a New Alarm From an Existing One

1. Select the alarm you wish to copy from the **<u>Alarms:</u>** listbox.
   The alarm's details will appear on the left side of the dialog.

2. Change any information that's different about this new alarm.

   You can change the date and time of the new alarm by clicking the button (or pressing **Alt**+**W**).

3. Click on the **<u>Add</u>** button (or press **Alt**+**A**).
   The new alarm is added to the list of alarms.

4. Click **<u>OK</u>** to save your changes, or **<u>Cancel</u>** to exit without saving.

You're done!   Go on to something else.   When the proper time comes around, ClockMan will put your alarm into action.

Related Topics:
<u>When will an alarm occur?</u>
<u>Kinds of messages</u>
<u>Audible alarms</u>
<u>Testing an alarm</u>
<u>Changing an alarm</u>
<u>Deleting an alarm</u>

Making Changes to an Alarm

You can change the behavior of any alarm after it's been created.

To Change an Alarm

1. Make sure you're in the <u>Set Alarms</u> dialog.

2. Select the alarm you wish to change from the **<u>Alarms:</u>** listbox.
The alarm's details will appear on the left side of the dialog.

3. Make your desired changes to the alarm's information.

4. Click on the **<u>Chg</u>** button (or press **Alt**+**C**) to apply your changes to the list of alarms.

5. Click **<u>OK</u>** to save your changes, or **Cancel** to exit without saving.

Related Topics:
<u>When will an alarm occur?</u>
<u>Kinds of messages</u>
<u>Audible alarms</u>
<u>Testing an alarm</u>
<u>Creating an alarm</u>
<u>Deleting an alarm</u>

Deleting an Alarm

You can delete an alarm any time after it's been created.   You delete alarms from within the Set Alarms dialog.

To Delete an Alarm

1. Select the alarm to delete from the **Alarms:** listbox.
   The alarm's details will appear on the left side of the dialog.

2. Make sure this really *is* the alarm you want to delete!

3. Click on the **Del** button (or press **Alt**+**D**) to delete the alarm from the list.

4. Click **OK** to save your changes, or **Cancel** to exit without saving.

To Delete Several Alarms At Once

1. Select the first alarm to delete from the **Alarms:** listbox.
   The alarm's details will appear on the left side of the dialog.

2. Press the **Ctrl** key while selecting additional alarms.
   Notice they are being added to the selection in the listbox.   All the detail fields are now grayed out, as are the **New**, **Add**, and **Chg** buttons.   You can still **Test** the last alarm you selected before deleting it.

3. Click on the **Del** button (or press **Alt**+**D**) to delete the alarms from the list.

4. Click **OK** to save your changes, or **Cancel** to exit without saving.

Related Topics:
Confirming alarm deletes
Testing an alarm
Creating an alarm
Changing an alarm

Testing Your Alarm

While inside the <u>Set Alarms</u> dialog, you can test any alarm to see exactly how it will behave when it later goes off "for real".

To test an alarm you've defined

1. Make sure you're in the Set Alarms dialog.

2. Select an alarm to test from the **Alarms:** listbox.

3. Press the **Test** pushbutton (or press **Alt**+**T**).
The alarm executes exactly as it will when scheduled for.

When Will an Alarm Occur?

ClockMan gives you great flexibility in specifying when an alarm will occur.

You change the time an alarm occurs in the **When** dialog, which is invoked by clicking the button (or pressing **Alt**+**W**) from the Set Alarms dialog.

Related Topics:
Setting an alarm's time
Setting a one-time alarm's date
Recurring alarms
Daily alarms
Setting today's date and time

Setting an Alarm's Time of Day

Each alarm occurs at a specific time of the day.

If you have just created this alarm by selecting <u>New</u> from the Set Alarms dialog, the date and time will be set to the current date and time.

To Set an Alarm's Time:

1a. The time is controlled by a spinfield in the <u>Time</u> section of the dialog.   Edit the hours and minutes fields, or click on the up or down arrows to increment or decrement the time.
The up & down arrows will change the minutes, unless you've already placed the cursor in the hours field.

> ***OR:***

1b.   Click on the **<u>N</u>ow** button (or press **Alt**+**N**) to snap the time back to the current time of day.

Related Topics:
<u>Setting a one-time alarm's date</u>
<u>Setting a recurring alarm's dates</u>
<u>Setting a daily alarm</u>
<u>Creating an alarm</u>
<u>Changing an alarm</u>
<u>Using spinfields</u>
<u>Setting today's date & time</u>

🔔 One-time Alarms

You can set an alarm that will occur only once.   (This is the default when you create an alarm by selecting <u>New</u> from the <u>Set Alarms</u> dialog.)

To Set a One-Time Alarm's Date:

1. Click on the **Once** radiobutton (or press **Alt**+**O**).
The <u>Date</u> spinfield will be enabled.

2a. Edit the month, day, and year fields (or click on the spinbutton's up or down arrows) to change the date this alarm will occur.
As you change the date, the new **day of week** changes to the right of the spinbutton.

   OR:

2b.   Click on the <u>**T**ody</u> button (or press **Alt**+**T**) to snap the date back to today's date.

Related Topics:

<u>Setting a recurring alarm's dates</u>
<u>Setting a daily alarm</u>
<u>Creating an alarm</u>
<u>Changing an alarm</u>
<u>Using spinfields</u>
<u>Setting an alarm's time</u>
<u>Setting today's date & time</u>

Recurring Alarms

ClockMan gives you six different ways in which your alarm can recur:

- Every *n* days
- Every weekday
- Every weekend
- Custom (specific day of the week, specific week of the month, etc.)
- Specific day of the month

To Set an Every *n* days Alarm:

1. Click on the **Every *n* days** radiobutton.
The date spinfield to the right will be enabled.

2. Specify the starting date for this alarm.   It's not enough to just say how often the alarm occurs; you must specify when is the first date that the alarm will occur on.

To Set an Every Weekday Alarm:

1. Click on the **Every weekday** radiobutton.
The month spinfield to the right will be enabled.

2. Choose which month this alarm occurs in.   (You can also choose "every month".)

To Set an Every Weekend Alarm:

1. Click on the **Every weekend** radiobutton.
The month spinfield to the right will be enabled.

2. Choose which month this alarm occurs in.   (You can also choose "every month".)

To Set a Custom Recurring Alarm:

1. Click on the **Custom** radiobutton.
The month spinfield to the right will be enabled.

2. You specify how the alarm recurs by building a phrase from each of three dropdown listboxes:

Week of Month	Day of Week	in	Month of Year
every	Sunday **...** Saturday		every month
1st **...** 5th			January **...** December
last			

3. Choose which month this alarm occurs in.   (You can also choose "every month".)

To Set an *Nth* Day of the Month Alarm:

1. Click on the **Day of the month** radiobutton.
The month spinfield to the right will be enabled.

2. Choose which month this alarm occurs in.   (You can also choose "every month".)

Related Topics:
One-time alarms

Alarms That Occur Every Day

A daily alarm is the simplest kind of recurrence to specify.

To Set a Daily Alarm:

Click on the **Daily** radiobutton (or press **Alt**+**D**).
    The alarm will now occur each day.

Related Topics:
    One-time alarms
    Recurring alarms
    Creating an alarm
    Changing an alarm
    Setting an alarm's time
    Setting today's date & time

Alarm Messages

When you create an alarm, you can have it display a message to the user in several ways. You specify which kind of message to display by selecting it from the **Type** dropdown listbox in the Set Alarms dialog.

Announcement alarm
TimeSquare alarm
Confirmation alarm
Countdown alarm
Invisible - no message at all

 Announcement Alarms

An announcement alarm displays a message box to the user.   The user can click the **OK** button (or press **Enter**) to remove the message box.

If you've also defined this alarm to beep or to run a program, those actions will start at the same time the announcement is displayed.

To Define an Announcement Alarm:

1. Make sure you're in the Set Alarms dialog.

2. Find the **Message** section, go to the **Type:** dropdown listbox, and select **Announce**.

3. Tab to the **Text:** field and type in the message you want to see when this alarm occurs.

4. Enter the rest of the information for this alarm and save it.

Related Topics:
TimeSquare alarms alarm
Confirmation alarms
Countdown alarms
Invisible alarms
Audible alarms

TimeSquare Alarms

A TimeSquare alarm scrolls a message to the user across the caption bar of the currently-active window.   The user can press **Esc** to stop the message.

If you've also defined this alarm to beep or to run a program, those actions will start at the same time the announcement is displayed.

To Define a TimeSquare Alarm:

1. Make sure you're in the Set Alarms dialog.

2. Find the **Message** section, go to the **Type:** dropdown listbox, and select **TimeSquare**.

3. Tab to the **Text:** field and type in the message you want to see when this alarm occurs.

4. Enter the rest of the information for this alarm and save it.

To Stop a TimeSquare Alarm:

1. Press the **Esc** key.   The TimeSquare message will disappear.

Related Topics:
Choosing the TimeSquare alarm type
How many times to repeat a TimeSquare message
Confirmation alarms
Countdown alarms
Invisible alarms
Audible alarms

Confirmation Alarms

A confirmation alarm displays a message box to the user.   Unlike the announcement alarm, a confirmation alarm waits until the user presses **OK** or **Cancel** before running a program. If the user clicks on **Cancel** (or presses **Esc**) when this happens, the program won't be launched.

To Define a Confirmation Alarm:

1. Make sure you're in the Set Alarms dialog.

2. Find the **Message** section, go to the **Type:** dropdown listbox, and select **Confirm**.

3. Tab to the **Text:** field and type in the message you want to see when this alarm occurs.

4. Enter the rest of the information for this alarm and save it.

Related Topics:
    Announcement alarms
    TimeSquare alarms alarm
    Countdown alarms
    Invisible alarms
    Audible alarms

Countdown Alarms

A countdown alarm displays a message box while counting down the seconds.   Normally it would be counting down the seconds until it launches a program or sounds an alarm.

Meanwhile, the user can
- click the **Now** button (or press **Alt**+**N**) to execute the event immediately,
- click the **Hide** button (or press **Alt**+**H**) to hide the message box while it counts down, or
- click the **Cancel** button (or press **Esc**) to exit the alarm immediately without doing anything.

To Define a Countdown Alarm:

1. Make sure you're in the <u>Set Alarms</u> dialog.

2. Find the **Message** section, go to the **Type:** dropdown listbox, and select **Countdown**.

3. Tab to the **Text:** field and type in the message you want to see when this alarm occurs.

4. Enter the rest of the information for this alarm and save it.

Related Topics:
<u>Setting the countdown period</u>
<u>Announcement alarms</u>
<u>TimeSquare alarms</u> alarm
<u>Confirmation alarms</u>
<u>Invisible alarms</u>
<u>Audible alarms</u>

Invisible Alarms

An invisible alarm doesn't display anything to the user when it occurs.   This would normally be used start an unattended operation, or to just sound an audible alarm.

To Define an Invisible Alarm:

1. Make sure you're in the <u>Set Alarms</u> dialog.

2. Find the **Message** section, go to the **Type:** dropdown listbox, and select **Invisible**.
The **Text:** edit box will be disabled.

3. Enter the rest of the information for this alarm.

To Turn Off an Invisible Alarm's Tune:

1. Choose **Turn beeper off** from the System menu.
If Turn beeper off is grayed out, then the tune has already stopped repeating.

Related Topics:
<u>Announcement alarms</u>
<u>TimeSquare alarms</u> alarm
<u>Confirmation alarms</u>
<u>Countdown alarms</u>
<u>Audible alarms</u>

Audible Alarms

When an alarm occurs, it can alert you by playing a tune through your PC's speaker.   These tunes range from the little "blip" that most Windows applications sound when an error message is displayed, to tunes lasting 15 seconds or more.   You can also play **waveform** (.WAV) files if you're using Windows 3.1 and have a sound output device.

Each alarm can have its own tune attached to it, or you can just use the default tune that you specify in the **Options** dialog.

To Change an Individual Alarm's Tune:

1.   Make sure you're in the Set Alarms dialog and you've chosen an alarm to work with.

2.   Notice the **Message** section.   Inside is a checkbox labeled **Beep**.   Make sure it's checked.
If Beep isn't checked, then the dropdown listbox of tunes next to it and the play button will be disabled.

3.   Scroll through the listbox and choose a tune for this alarm.

4.   Click on the ♪ (tune) button (or press **Alt**+**U**) to try it out.

5.   Choose **Chg** (or press **Alt**+**C**) to save your changes to this alarm.

To Change the Default Alarm Tune:

1.   Choose Options... from the System menu.   The Options dialog will appear.

2.   Notice the **Beeper** section.   There's a dropdown listbox filled with tune names.   Scroll through it and pick one out.

3.   Next to the listbox is a ♪ (tune) button.   Press this button (or press **Alt**+**U**) to play the tune.

4.   Click on **OK** (or press **Enter**) to make this tune the new default.

Related Topics:
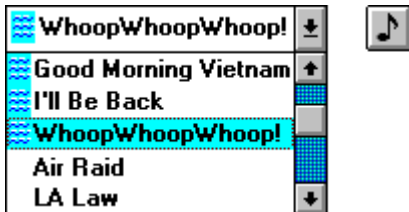Playing .WAV files
Quieting alarms
Composing your own alarm tunes
"My alarms all say Cuckoo"!

 .**WAV Files**

An audible alarm can play a Windows 3.1 .WAV file, if your system has the proper equipment or SPEAKER.DRV installed.

WAV sounds show up like this in the Tunes comboboxes:

If your system doesn't support .WAV files, then any WAV tune names will be grayed out.

Related Topics:
    <u>Add, Change, or Delete .WAV files</u> button in the Options dialog

Keeping Alarms Quiet!

Alarms don't have to play a tune when they occur.   You can turn off sounds for individual alarms, or prevent all alarms from sounding.

To Shut Up an Alarm Tune While It's Playing:

1. Press the **Esc** key.

To Quiet an Individual Alarm:

1. Make sure you're in the Set Alarms dialog and you've chosen an alarm to quiet.

2. Click the **Beep** checkbox (or press **Alt**+**B**) so that it's unchecked.
The listbox of tunes and the play button will be disabled.

3. Choose **Chg** to save the changes to the alarm, then choose **OK** to exit the dialog.

To Quiet All Alarms:

1. Choose Options... from the System menu.   The Options dialog will appear.

2. Notice the **Beeper** section.   To the right of the "Beeper" heading is the **Enabled** checkbox.   Turn off the checkmark.
The tunes listbox, the play button, and the number of times to play the tunes will all be disabled.

3. Choose **OK** to save the options.

To Quiet New Alarms by Default:

1. Choose Options... from the System menu.   The Options dialog will appear.

2. Notice the **Beeper** section.   Within this section is the **Beep checked by default** checkbox.   Turn off the checkmark.
When you create a new alarm from scratch, the "Beep" checkbox will be unchecked.   You can turn it on for the few alarms you want to stay audible.

3. Choose **OK** to save the defaults.

Composing Your Own Alarm Tunes

The tunes ClockMan can play are defined in the CLOCKMAN.INI file under the **[Tunes]** section.
The format of a tune definition is compatible with that used by hDC's Alarm Clock MicroApp(tm).

A tune definition begins with the tune's name, followed immediately by an equal sign, and then the notes themselves.   Each note is defined by two numbers -- the pitch and the duration, separated by a slash.   Each note is separated by a comma.

For example, here's the **Scales** tune definition from CLOCKMAN.INI:
Scales=25/16,27/16,28/16,30/16,32/16,30/16,28/16,27/16,25/16

Defining the Pitch:
A note's pitch is denoted by a number that corresponds to a note on the chromatic scale:

		Db		Eb			Gb		Ab		Bb	
Octave	C	C#	D	D#	E	F	F#	G	G#	A	A#	B
	1	2	3	4	5	6	7	8	9	10	11	12
	13	14	15	16	17	18	19	20	21	22	23	24
Middle C -->	25	26	27	28	29	30	31	32	33	34	35	36
	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72
	73	74	75	76	77	78	79	80	81	82		

A **pause** is denoted by a pitch of zero.

Defining the Duration:
A note's duration is represented by a number which tells ClockMan which fraction of a whole note it is.   ClockMan will always play the tune with a tempo of 120 quarter notes per minute.

Here's some examples:

Note:	**Whole**	**Half**	**Quarter**	**Fifth**	**Sixteenth**	**Sixtyfourth**
Duration #:	1	2	4	5	16	64

You can take up to 384 characters to define a tune.

Related Topics:
    Add .WAV files button in the Options dialog

Action Alarms

An alarm can perform several different kinds of actions.   You specify which action an alarm's event will take by choosing from the dropdown listbox at the top of the **Event** section. Different fields will appear depending on which type of action you select:

Event   [do nothing]

Event   Run a program
Pgm line: pw.exe
Show as: Normal
Keystrokes: %irmail{enter}

Event   Run a .WIL file
Filename: mailrun.wil
             [Browse...]   [Edit...]

Event   Exit Windows
DOS exit code: 5

Event   Restart Windows

Event   Reboot the system

Event   Adjust the system time
◉ Forward   mins:secs: 0 : 30
○ Backward

Related Topics:
      Message alarms
      Launching or activating programs

.WIL Batch Files

Your alarm can directly launch an alarm batch file.   This is a text file containing a batch script written in Wilson WindowWare's WIL language.   (This is the core language for WinBatch, File Commander, Command Post, and Norton Desktop for Windows' Batch Builder.)

🕐 **Launching a Program**

Your alarm can run a program, or it can activate the window of an application that's already running.   Your alarm's specific behavior depends on what information you enter into the **Pgm line:** edit box in the Set Alarms dialog:

To Only Launch a Program
Enter the name of the program and any command line parameters.   (You can enter a datafile name instead of a program name if there's an association for it in WIN.INI.)

Example: `notepad.exe  myfile.txt`

To Only Activate a Currently Running Program
Enter an existing program's main window title in quotes.   You can use either an initial portion or the whole title.

Example: `"Notepad - MYFILE"`

To Activate a Running Program, or Start the Program if its Window Wasn't Found
Enter the main window title of an existing program in quotes, followed by the program name and any command line parameters desired.   If the window with the specified title is already running when the alarm occurs, then it will be activated.   If there is no window with that title running, then the specified program and command line will be launched instead.

Example: `"Notepad"  notepad.exe  myfile.txt`

Related Topics:
Sending keystrokes to a program
Launching a WIL batch file
Exiting Windows
Restarting Windows
Rebooting the system

Sending Keystrokes to a Program

You can have ClockMan send keystrokes to a program your alarm launches, just as if you were there at the keyboard in person.   You describe these keystrokes in the **<u>Keystrokes:</u>** edit box in the Set Alarms dialog.

ClockMan's sendkey syntax is a superset of that used in the **Sendkey** statement in Microsoft's macro languages and Visual Basic.

To Stop in the Middle of Sending Keystrokes
Press the **Esc** key and ClockMan will stop sending the keystrokes.   (You can't stop ClockMan from sending keystrokes to a DOS app.)

Related Topics:
<u>Displayable keys</u>
<u>Shift, Ctrl, & Alt keys</u>
<u>Special keys</u>
<u>Non-standard keyboards</u>
<u>Pausing the keystrokes</u>
<u>Sending keystrokes to a DOS app</u>

Sending Displayable Keystrokes

You send "normal", displayable keystrokes to a program by simply typing in the characters into the **Keystrokes:** edit box as if you were typing them directly into the program's window.

"Normal" Characters:
   A thru **Z**
   a thru **z**
   0 thru **9**
   ` ! @ # $ & * - = \ _ | [ ] } ; : ' " , . < > / ?

However there are a few displayable characters (shown below) that are used to describe the special keys that ClockMan also lets you send.   If you want to send one of these displayable keys to a program, you must put them inside curly braces (treat them like special keys themselves) to keep ClockMan from getting confused:

To Send These Keys: Use These Names:
   +   {+}
   ^   {^}
   %   {%}
   ~   {~}
   ({(}
)   {)}
   {   {{}

Related Topics:
   Shift, Ctrl, & Alt keys
   Special keys
   Non-standard keyboards
   Pausing the keystrokes
   Sending keystrokes to a DOS app

Sending Shift, Ctrl, & Alt Keystrokes

You can send Shift, Control, and Alt-key combinations to the program.   You denote these key combinations by prefixing the affected characters with these symbols:

KEY	DENOTED BY
Shift	+
Control	^
Alt	%

Example:
To send a program **Alt**+**FO** in order to have it open a file from the File menu, use the string **%FO**.

You can make a key combination affect more than one keystroke at a time by enclosing the affected keystrokes in parentheses **( )**.

Related Topics:
Displayable keys
Special keys
Non-standard keyboards
Pausing the keystrokes
Sending keystrokes to a DOS app

Sending Non-Displayable Keystrokes

In addition to the "normal" displayable characters, your alarm can simulate pressing special keys.   These special characters have names, which you place within curly braces **{ }**:

To send this key:	Use this name:
* on the numeric keypad	**{numpad*}**
+ on the numeric keypad	**{numpad+}**
- on the numeric keypad	**{numpad-}**
. on the numeric keypad	**{numpad.}**
/ on the numeric keypad	**{numpad/}**
0 thru **9** on the numeric keypad	**{numpad0}** thru **{numpad9}**
Backspace	**{backspace}** or **{bksp}** or {**bs**}
Break	**{break}**
CapsLock	**{capslock}**
Clear	**{clear}**
Del or **Delete**	**{del}** or **{delete}**
down arrow	**{down}**
End	**{end}**
Enter	**{enter}** or ~
Esc	**{esc}** or **{escape}**
function keys **F1** thru **F12**	**{f1}** thru **{f12}**
Home	**{home}**
Ins or **Insert**	**{ins}** or **{insert}**
left arrow	**{left}**
NumLock	**{numlock}**
PageDn	**{pgdn}**
PageUp	**{pgup}**
Pause	**{pause}**
Print Screen	**{prtsc}**
right arrow	**{right}**
Scroll Lock	**{scroll}**
Tab	**{tab}**
up arrow	**{up}**

Example:
You create an alarm that starts Notepad and initializes it to read:
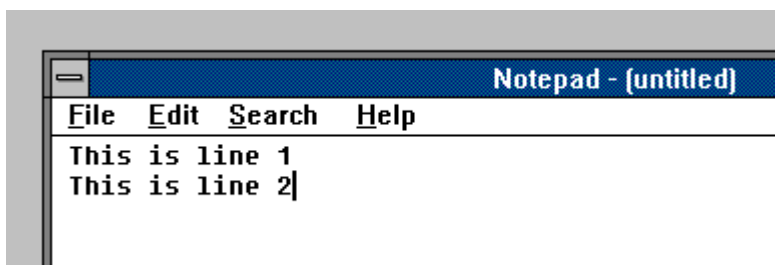
The **Keystrokes** field would look like this:

Shortcut: Sending a Special Key More Than Once in a Row
Add a number after the keyname, but before the closing curly-bracket, such as **{tab 6}** in place of **{tab}{tab}{tab}{tab}{tab}{tab}**.   You can also repeat a displayable character by putting it inside curly brackets, e.g. **{A 5}** instead of **AAAAA**.

Related Topics:

Sending Keystrokes From Non-standard Keyboards

Some keyboards ("OEM keyboards") contain keys that are not found on the standard IBM-compatible 102 enhanced keyboard:

On 122-key kbds:	Use this name:
Attn	{122attn}
Clear	{122clear}
CrSel	{122crsel}
ExSel	{122exsel}
ErEOF	{122ereof}
function keys **F13** thru **F24**	{f13} thru {f24}
no name	{122noname}
PA 1	{122pa1}
Play	{122play}
Zoom	{122zoom}

On Olivetti "ICO" kbds:	Use this name:
00	{ico00}
Clear	{icoclear}
function keys **F17** thru **F18**	{icof17} thru {icof18}
Help	{icohelp}

On Nokia kbds:	Use this name:
Print	{nokprint}
Reset	{nokreset}
Jump	{nokjump}
PA1 thru **PA3**	{nokpa1} thru {nokpa3}
WSCtrl	{nokwsctrl}
CuSel	{nokcusel}
Attn	{nokattn}
Finnish	{nokfinnish}
Copy	{nokcopy}
Auto	{nokauto}
ENLW	{nokenlw}
BackTab	{nokbacktab}

Some keyboards may contain keys that don't have any defined names at all.   If you need to send an application an unnamed keystroke, place the decimal number corresponding to its virtual key code within curly brackets.   For example, certain non-U.S. keyboards generate a virtual key code of 226 when you press the "**<**" key.   To send that keystroke, you would use **{226}**.

You can also repeat these keytrokes by adding a repeat count after the key code.   In the above example you'd use **{226 2}** to represent the **<** key being pressed twice in a row.

Related Topics:
Displayable keys
Shift, Ctrl, & Alt keys
Special keys
Pausing the keystrokes
Sending keystrokes to a DOS app

Pausing the Keystrokes

You can make ClockMan pause while it sends keystrokes with the string **{#wait** *seconds***}**, where *seconds* is a number from **1** to **32767**.   Other programs can run while the keystrokes are paused.

Related Topics:
Displayable keys
Shift, Ctrl, & Alt keys
Special keys
Non-standard keyboards
Sending keystrokes to a DOS app

Sending Keystrokes to a DOS App

If you're running Windows in Enhanced mode, ClockMan can send keystrokes to a DOS app running in a window.   You can send any keystroke to a DOS app that you would to a Windows app (unlike trying to use the **Edit|Paste** selection in the app's System menu).

Turn the Exclusive Flag Off
You must ensure that the DOS application or .PIF file runs with the **Exclusive** flag turned off; otherwise the keystrokes will never get sent.   The **Background** flag can be on or off.

Don't Overrun the Buffer
Unlike when sending keystrokes to a Windows app, you must take care to avoid overunning the DOS box's keyboard buffer, which is only 16 characters long.   Get to know the **{#wait secs}** command.

Give the DOS App Time to Start Up
There are two parameters you can change to slow down the keystrokes when sending to a DOS app - the delay before the first keystroke, and the delay between keystrokes.   You change these in the Advanced Options dialog.

Related Topics:
Displayable keys
Shift, Ctrl, & Alt keys
Special keys
Non-standard keyboards
Pausing the keystrokes

🕐 Exiting Windows

Not all DOS apps will run correctly when Windows is running.   Some disk optimizers, tape backups, and other low-level disk utilities can cause serious damage if launched from within Windows.   To accomplish this, ClockMan provides you with the Exit Windows option:
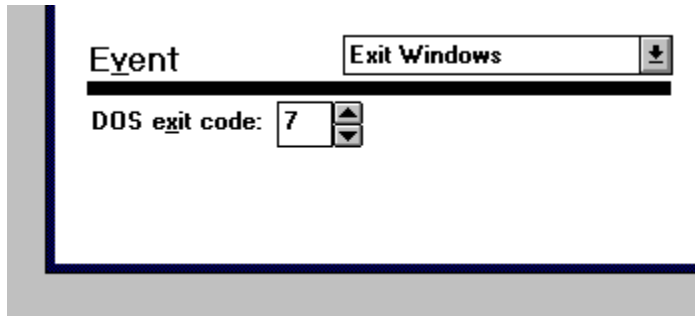
This command exits Windows and returns to DOS with a DOS *exitcode*.   If you don't specify an *exitcode*, it will return 0 to DOS.   If you run Windows from a DOS batch file, you can test this exit code and run the DOS app depending on which exit code was returned:

```
:runwin
c:
cd \windows
win /3
if errorlevel 10 if not errorlevel 11 goto optimize
if errorlevel  9 if not errorlevel 10 goto tapebackup
if errorlevel  8 if not errorlevel 9 goto etc.
;if we get this far, they exited Windows manually -- exit to DOS
goto exit

:optimize
c:\pctools\compress c:
c:\pctools\compress d:
goto runwin

:tapeback
c:
cd \tape
tape.exe
goto runwin

etc.

:exit
```

When Other Apps Are Still Open
The **Exit Windows** event closes down other apps safely before exiting to DOS.   If another app has a file open, the app will ask if you want to save the file, exit without saving, or cancel the restart.   (The drawback is that the process won't proceed unless you are there to respond.)

Related Topics:

Restarting Windows
Rebooting the system

Restarting Windows

ClockMan provides your events with the **Restart Windows** command to exit Windows to DOS and immediately start Windows back up again.
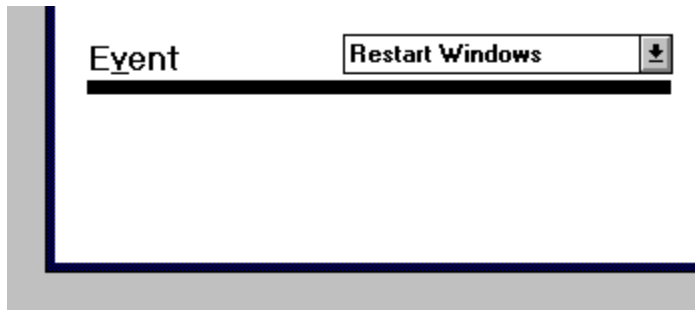
This is useful if you have an event that changes the SYSTEM.INI file in order to run properly. In this case you would set five events to occur in succession (perhaps one minute apart):

1. A WIL event that switches your SYSTEM.INI file with another.

2. An event that restarts Windows so that the **new** SYSTEM.INI file can take effect.

3. An event to perform some processing that takes advantage of the new SYSTEM.INI file.

4. A WIL event that switches your SYSTEM.INI file back to its original place.

5. An event that restarts Windows so the **original** SYSTEM.INI file can take effect.

When Other Apps Are Still Open
The **Restart Windows** command closes down other apps safely before restarting.   If another app has a file open, the app will ask if you want to save the file, exit without saving, or cancel the exit.   (The drawback is that the process won't proceed unless you are there to respond.)

Related Topics:
Exiting Windows
Rebooting the system

Rebooting Your System

You can have an alarm reboot your computer by selecting the **Reboot the system** option:

Event   Reboot the system
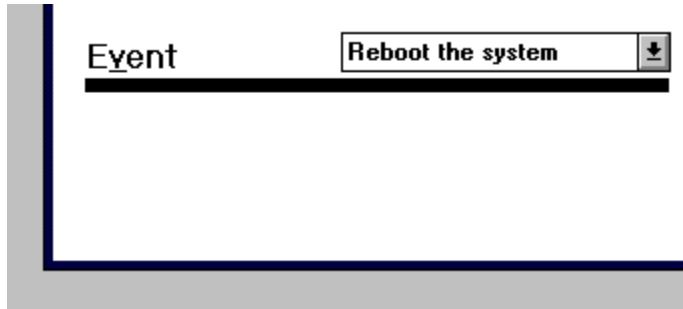
This command reboots the computer as if you had pressed **Ctrl**+**Alt**+**Del** on the keyboard.

When Other Apps Are Still Open
The **Reboot** command closes down other apps safely.   If another app has a file open, the app will ask if you want to save the file, exit without saving, or cancel the reboot.   (The drawback is that the process won't proceed unless you are there to respond.)

Related Topics:
Exiting Windows
Restarting Windows

🕐 Adjusting the System Time

You can have an event adjust the system time up or down to periodically correct for clock drift:

This command bumps the system time up or down by the specified number of minutes:seconds.

Related Topics:
   Setting the system date & time

 Setting Program Options

The **Options** dialog lets you customize the way ClockMan works.   Within this dialog are three main areas -- one to control how audible alarms behave, messages, and one to control the InfoBars.

You bring up the Options dialog from the System menu.

Beeper Options:
     Enabling/disabling audible alarms
     Changing the default alarm tune
     Adding/changing/deleting .WAV files
     How many times a tune is repeated

Message Options:
     Default message type
     TimeSquare message type
     How many times to repeat a TimeSquare message
     How long to countdown

InfoBar Options

Advanced Options

How Many Times to Repeat Tune

When an audible alarm occurs, it will keep repeating the tune every 30 seconds, until you either acknowledge the alarm or select <u>Turn beeper off</u> from the System menu.   You set an overriding maximum number of repeats in the Options dialog.

To Set the Maximum Times aTune Will Repeat:

1. Select <u>Options...</u> from the System menu to bring up the Options dialog.

2. Notice the `Stop after` `10` ⬍ `times` spinfield in the <u>Beeper</u> section in the upper half of the dialog.

3. Change the number of repeats in the edit field or click the up or down arrow in the spinbutton.
You can make alarms sound up to **999** times.

Related Topics:
<u>Quieting alarms</u>
<u>TimeSquare alarms</u>
<u>Using spinfields</u>

Adding, Changing, and Deleting .WAV Files

As your collection of .WAV files grows, you can easily add them to your repetoire of alarm sounds.   First, make sure you're in the **Options** dialog.   Notice the **Add .WAV Files** button in the Beeper section.   Click this (or press **Alt**+**W**), and the **Add .WAV Files** dialog will appear.

To Add a .WAV File:

1. Find your desired file in the **.WAV files** listbox on the left.

2. Click the (or press **Alt**+**U**) to try out this .WAV tune, if desired.

3. Click the **Add** button (or press **Alt**+**A**) to add this to the list of active .WAV files.
    The filename shows up in the **Selected .WAV files** listbox as the default tune name.

4. Change the tune name in the edit box, if desired.

5. Press **OK** (or press **Esc**) to exit back to the Options dialog.
    Any additions you make are "live" - you can't Cancel out of them.

To Change an Existing .WAV Tune's Name:

1. Select your desired file from the **Selected .WAV files** listbox on the right.
    The tune's name will show up in the edit box above the listbox.

2. Click the (or press **Alt**+**U**) to try out this .WAV tune, if desired.

3. Change the tune's name in the edit box.

4. Press **OK** (or press **Esc**) to exit back to the Options dialog.
    Any changes you make are "live" - you can't Cancel out of them.

To Delete an Existing .WAV Tune:

1. Find your desired tune in the **Selected .WAV files** listbox on the right.

2. Click the (or press **Alt**+**U**) to try out this .WAV tune, if desired.

3. Click the **Delete** button (or press **Alt**+**D**) to delete this tune.

4. Press **OK** (or press **Esc**) to exit back to the Options dialog.
    Any deletions you make are "live" - you can't Cancel out of them.

Related Topics:
Composing your own alarm tunes

 Default Message Type

This option sets the default alarm message type you get when you create a new alarm. This is useful if most of the alarms you set up are confirmation alarms, for instance, or invisible alarms.

To Set a Default Message Type:

1. Choose **Options...** from the System menu to bring up the Options dialog.

2. Notice the **Default message type** listbox in the Message section of the dialog.   Select the message type you want for your default.

3. Click the **OK** button (or press **Enter**) to save the option, else click **Cancel** (or press **Esc**).

Related Topics:
    Announcement alarms
    TimeSquare alarm
    Confirmation alarms
    Countdown alarms
    Invisible alarms- no message at all

TimeSquare scroll type

A TimeSquare alarm will scroll across the active window's caption bar in one of several ways:

Right-to-left • Left-to-right • Up-to-down • Down-to-up • Split left and right • Split up and down • Converge from left and right • Converge from above and below • Stretch left and right • Squeeze in from left and right • A random selection of all the above

To Set the TimeSquare Scroll Type:

1. Choose **Options...** from the System menu to bring up the Options dialog.

2. Choose the desired scroll type from the **TimeSquare scroll type** dropdown listbox in the **Message** section in the lower half of the dialog.

Related Topics:

TimeSquare alarm
How many times to repeat a TimeSquare message

How Many Times to Repeat a TimeSquare Message

When a TimeSquare alarm occurs, it will keep repeating the message until you acknowledge the alarm by pressing **Esc**.   You set an overriding maximum number of repeats in the Options dialog.

To Set the Maximum Times a TimeSquare Message Will Repeat:

1. Select <u>Options...</u> from the System menu to bring up the Options dialog.

2. Notice the Stop TSq. after 5   times spinfield in the <u>Message</u> section in the lower left section of the dialog.

3. Change the number of repeats in the edit field or click the up or down arrow in the spinbutton.
    You can make TimeSquare alarms repeat up to **999** times.

Related Topics:
<u>TimeSquare alarms</u>
<u>Default TimeSquare message type</u>
<u>Using spinfields</u>

Setting the Countdown Period

You can change how long countdown alarms will count down before they carry out their action.   This is a global option that affects all countdown alarms.

To Set the Countdown Period:

1. Choose **Options...** from the System menu to bring up the Options dialog.

2. Notice the Countdown spinfield in the **Message** section in the lower half of the dialog.

3. Change the number of minutes and seconds in the edit field or click the up or down arrow in the spinbutton.
You can make alarms count down for up to **59** minutes and **59** seconds.

Related Topics:
Countdown alarms
Using spinfields

Advanced Options

This dialog contains the more esoteric options you can set.   You get to the Advanced Options dialog by clicking on the **Advanced...** pushbutton in the **Options** dialog.

Confirm alarm deletes

Log to file

Confirm missed events

Display missed messages by up to *hh:mm*

Delay 1st DOS key for *nn* 1/10ths of a sec.

Delay betw. DOS keys *nn* 1/10ths of a sec.

Client mode polls alarm file every *nn* secs.

Hide icon

Icon title

Language

Refresh the InfoBars *nn* times per second

InfoBars are hotspots

Use 3-D Dialogs

Related Topics:
    Using spinfields
    Options dialog

Confirm alarm deletes

You can have ClockMan display a confirmation box whenever you delete an alarm from the Set Alarms dialog.

To Confirm All Alarm Deletes:

1. Make sure you're in the Advanced Options dialog.   Click the **<u>A</u>dvanced...** pushbutton (or press (**Alt**+**A**) from the Options dialog.

2. Notice the **Confirm alarm deletes** checkbox.   Check the box to display the confirmation box; otherwise uncheck it.

3. Click the **OK** button (or press **Enter**) to save the option, else click **Cancel** (or press **Esc**).

Related Topics:
    <u>Deleting an alarm</u>
    <u>Options dialog</u>

Log to file

ClockMan can keep a log on disk of everything important that happens to your alarms:

ClockMan starting and stopping

How many alarms were read in from the file

Whether an alarm occurred successfully

Whether a program was launched and keystrokes were sent successfully

When an event adjusts the system time

To Enable Logging to Disk:

1. Make sure you're in the Advanced Options dialog.   Click the **Advanced...** pushbutton (or press (**Alt**+**A**) from the Options dialog.

2. Notice the **Log to File** checkbox.   Check it on to enable logging, else uncheck it to stop logging.

The log file has the same name as the alarm file, but with a **.LOG** extension.

Related Topics:
Options dialog

<u>C</u>onfirm missed events

If you're unable to have ClockMan running 24 hours/day, then sometimes an event will get missed.

ClockMan will never completely skip a missed event.   However, by default ClockMan forces you to confirm each missed event before launching it.   You can change this so that ClockMan will run all missed events automatically.

To Confirm Missed Events:

1. Make sure you're in the Advanced Options dialog.   Click the **<u>A</u>dvanced...** pushbutton (or press (**Alt**+**A**) from the Options dialog.

2. Notice the **<u>C</u>onfirm missed events** checkbox.   Check it on to confirm missed events; else uncheck it to run all missed events unconditionally.

Related Topics:
<u>Options dialog</u>

Display missed messages by up to *hh:mm*

If you're unable to have ClockMan running 24 hours/day, then sometimes an alarm will get missed.

By default, when ClockMan starts up it displays the message if it's been less than 15 minutes after it should have displayed.   You can change this so that ClockMan will display messages that were missed by more or less time.

To Display Missed Messages:

1. Make sure you're in the Advanced Options dialog.   Click the **Advanced...** pushbutton (or press (**Alt**+**A**) from the Options dialog.

2. Notice the **Display missed messages by up to *hh:mm*** spinfield.   Spin the hours or minutes up or down to increase or decrease the time after which a missed message won't be displayed.

Related Topics:
Using spinfields
Options dialog

Delay 1st DOS key for *nn* 1/10ths of a sec.

This spinfield controls how long ClockMan will wait before sending keystrokes to ae DOS box. **This is in 1/10ths of a second.**   The default value is 60, meaning ClockMan will wait 6 seconds after launching the DOS box before sending any keystrokes.

If DOS apps take a long time to load on your machine, you may want to increase this number.   If you're running Windows 3.1 with FastDisk you may be able to shorten this wait and still have the DOS app see the first keystrokes reliably.   You can also place a **{#wait** *secs***}** command at the beginning of the **<u>K</u>eystrokes:** line to give an individual DOS app more time to initialize.

Related Topics:
<u>Sending keys to DOS boxes</u>
<u>The {#wait } command</u>
<u>Using spinfields</u>
<u>Options dialog</u>

Delay betw. DOS keys *nn* 1/10ths of a sec.

This spinfield controls how long ClockMan will wait in between each keystroke.   **This is in 1/10ths of a second.**   The default value is 0, meaning ClockMan will send keystrokes at top speed.

Especially slow machines may require a wait of 1 (1/10th second between keystrokes).   You can also place a **{#wait** *secs***}** command in the **Keystrokes:** line to give an individual DOS app more time to process a particular keystroke.

Related Topics:
Sending keys to DOS boxes
The {#wait } command
Using spinfields
Options dialog

 Client mode polls alarm file every *nn* seconds

This spinfield controls how often ClockMan checks if the alarm file has been updated by another user.   (ClockMan only polls the alarm file if it's running in (**-C**)lient mode.)

If you have many workstations on a LAN running ClockMan in (**-C**)lient mode with one common alarm file, you may want to have ClockMan poll the alarm file less often than the default 10 seconds in order to decrease the effect on LAN traffic.

Related Topics:
    Features for LAN users
    Using spinfields
    Options dialog

Hide icon

This checkbox lets you can hide ClockMan's icon.   If you have the Date or TimeBars enabled, then you'll still be able to see the time of day in the active window's caption bar.

While the icon is hidden, you can still access ClockMan's system menu by right-clicking on the TimeBar (as long as you have **InfoBars are hotspots** enabled).

To Hide ClockMan's Icon:

1. Make sure you're in the Advanced Options dialog.   Click the **Advanced...** pushbutton (or press (**Alt**+**A**) from the Options dialog.

2. Notice the **Hide icon** checkbox.   Check in on to hide the icon, or uncheck it to show the icon again.

Related Topics:
InfoBars
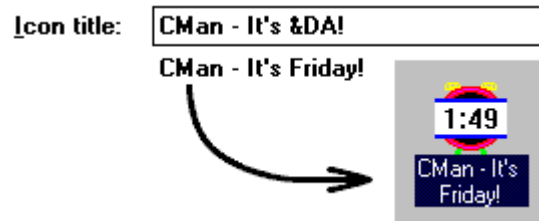InfoBar hotspots
Options dialog

Icon title

You can change the title that appears under ClockMan's icon by entering a line in the **Icon title** edit field:

The title can be up to 79 characters long.   You can insert extra information into the icon title with these codes:

&fn	The alarm filename.
&fp	The alarm file's full pathname.
&dt	Today's date (short form). The format is taken from the Control Panel's International section.
&y4	The full 4-digit year.
&yy	The current year (00-99).
&MO	The current month's name (January-December).
&mo	The current month's abbreviated name (Jan-Dec).
&mm	The current month (1-12).
&0m	The current month (01-12).
&DA	Today's full day of the week (Monday-Sunday).
&da	Today's abbreviated day of the week (Mon-Sun).
&dd	Today's day of the month (1-31).
&0d	Today's day of the month (01-31).

The default title is "CM - &fn", where &fn is replaced by the actual alarm file loaded.

Related Topics:
Options dialog

Language

You can have ClockMan display the dates and times in a language other than English.

The ClockMan package includes several "custom language" files that replace the default English day and month names.   These files are named **CLOCKMAN.**_xxx_, where _xxx_ is the 3-letter language code that represents which language you've installed into Windows.   (This code is found in the WIN.INI file's **[intl]** section, **sLanguage=** line).   For instance, if you are running German Windows (or you've installed the German language via the Control Panel), your language code is **DEU**.   When ClockMan starts, it will look for the file CLOCKMAN.DEU in your ClockMan directory.   (If it doesn't find one, ClockMan will use English days & months by default.)

To Override the Default Language:

1. Make sure you're in the Advanced Options dialog.   (Click the **Advanced...** pushbutton or press (**Alt**+**A**) from the Options dialog.)

2. Enter the desired language code into the **Language** edit field.

3. Load the appropriate custom language file from your ClockMan diskette into the ClockMan directory.

To Show Dates in a Language that Windows Does Not Recognize:

1. Make sure you're in the Advanced Options dialog.   (Click the **Advanced...** pushbutton or press (**Alt**+**A**) from the Options dialog.)

2. Think of three letters that can stand for your desired language.
These letters will become the extension of your custom language file.

3. Enter this new language code into the **Language** edit field.

4. Copy an existing ClockMan custom language file to **CLOCKMAN.**_xxx_ (where _xxx_ is your new language code).
Choose a custom language file that's closest to the language you want to create.

The custom language files contain lines that look like this: (French, in this example)
```
;(long) months of the year...
1050=chaque mois
1051=Janvier
1052=Février
1053=Mars
    etc.
```

5. In your favorite text editor, change the days of the week, months, month abbreviations, etc. to your desired language.
Be sure to change _only_ the text on the right of the "=" signs, _not_ the numbers on the left.

6. Restart ClockMan.
The dates will now show up in your desired language.

Related Topics:
Displaying the date and time in different languages
Options dialog

Refresh the InfoBars *nn* times per second

This spinfield controls how often ClockMan repaints the InfoBars.   The default is 5 times per second.

If you find the InfoBars don't appear immediately after a new window becomes active, you might want to increase this number.   If ClockMan is taking up too much CPU time in refreshing the InfoBars (which is highly unlikely), then you might want to decrease this number.

Related Topics:
> InfoBars
> InfoBar hotspots
> Using spinfields
> Options dialog

InfoBars are hotspots

Normally, you can left-click on an InfoBar to bring up the Set Alarms dialog directly.   You can also right-click an InfoBar to bring up ClockMan's system menu.   When the mouse is over a hotspot, the cursor changes to an arrow with a clock behind it.   When this checkbox is turned off, the InfoBars are no longer hotspots.

You shouldn't turn this feature off if you are also hiding ClockMan's icon, unless you want it to stay hidden permanently.   (If this happens, you'll have to change entries in the CLOCKMAN.INI file to bring back either the icon or the hotspots.)

To Turn Off the InfoBars' Hotspots:

1. Make sure you're in the Advanced Options dialog.   Click the **Advanced...** pushbutton (or press **Alt**+**A**) from the Options dialog.

2. Notice the **InfoBars are hotspots** checkbox.   Check it on to re-enable hotspots, or uncheck it to turn hotspots off.

Related Topics:
InfoBars
InfoBar refresh rate
Options dialog

Use 3-D Dialogs

By checking this option, you can control how the dialogs look.   They can either have the 3-D look, or they can retain the standard Windows look.   This is strictly a matter of personal preference.

When you enable the 3-D dialogs, the effect takes place immediately.   However, due to technical issues, when you revert to normal dialog display, youll have to re-start the program for the change to take effect.

To Enable 3-D dialogs

1. Make sure youre in the Advanced Options dialog.   Click the **Advanced...** pushbutton (or press **Alt-A** from the Options dialog).

2. Notice the **Use 3-D Dialogs** checkbox.   Check it on to enable the 3-D dialog effect, or uncheck it to turn 3-D dialogs off.

Related Topics:
Options dialog

Setting the System Date and Time

You can easily set your system date and time using ClockMan instead of going through the Windows Control Panel.

To Set the Date and Time:

1. Select **Set date & time** from the Main System menu.
   The System Date and Time dialog will appear.

2. Notice the **Time** section.   It contains an hours/minutes spinfield attached to a spinbutton.   To the right of the spinbutton are two radiobuttons for specifying AM & PM.

3. The **Date** section is below the Time.   It contains three fields attached to a spinbutton -- Month, Day, and Year.
   As you change the date, the new **day of week** changes to the right of the spinbutton.

4. Click on **OK** (or press **Enter**) to change the system date and time, or click **Cancel** (or press **Esc**) to keep the date and time as is.

Related Topics:
Displaying the date and time with DateBar & TimeBar
Displaying time in different formats
Using spinfields

JumpStarting Your Programs

As soon as you register ClockMan, you can take advantage of JumpStart, a handy little thank-you utility that gives your programs a head start by automatically sending keystrokes to them when they're launched from a Program Manager icon.   JumpStart can send the program any keystrokes a ClockMan alarm would send it.   JumpStart can also exit/restart Windows or reboot the system.

To Run JumpStart:

Run the program JSTART.EXE from a Program Manager icon, Command Post menu, or any other shell program that lets you run a program with command line parameters.   These parameters specify what program to launch or window to activate, how to show it, command line parameters to pass through to the program, and which keystrokes to send it.

JumpStart Syntax:

jstart.exe   *program* [**-d***dir*] [**-a"***windowname***"**] [**-s***showcmd*] [**-c"***cmdline***"**] [**-k"***keystrokes***"**]
jstart.exe   **-x** *DOScode*
jstart.exe   **-r**
jstart.exe   **-b**

(The square brackets [   ] denote optional items.)

program   The pathname of the program to launch.

dir   The working directory to change to before launching the program.   This directory path can include a drive letter.   If a window is activated instead of the program being launched, then the directory won't be changed.

windowname The title of a program's window to activate.   If the program is already running, JumpStart will activate this window instead of launching another copy of the program.   *Windowname* need not be the whole title.   For instance, "Note" will match "Notepad - mytext.txt".

> ***Note:***   If you want to activate a window that contains a quote mark ("), you must use two quotes together (**""**), since the *windowname* here is already within quotes.

showcmd   A one-letter code for how to show the program:
-sf   Show the program fullscreen.
-sn   Show it "normal" size.   (Windows chooses the exact size and position.)
-si   Show it as an icon.
-sh   Show it "hidden".   You can't Alt+Tab to a hidden window from the keyboard.   Most task switching programs won't even find it.

> ***Note:***   Windows can't force a program to show itself in a particular way.   Not all programs will obey the *showcmd* parameter.

cmdline   Any command line parameters to pass through to the program you're launching.

> ***Note:***   If you want to send a command line that contains a quote mark (") to the program, you must use two quotes together (**""**), since the *cmdline* parameter here is already within quotes.

keystrokes   Any keystrokes you want sent to the program as it starts up (or when JumpStart activates its window).   You use the same syntax for

specifying these keystrokes as you would in setting up a ClockMan alarm.

> ***Note:*** If you want to send a quote mark (") to the program, you must use two quotes together (**""**), since the keystrokes here are already within quotes.

-x *DOScode*   Exits back to DOS from Windows.   *DOScode* is a number from **0** to **255**, and is the "errorlevel" that is returned to DOS.   If you launched Windows from a batch file, it can test this code to run DOS programs that can't have Windows running at the same time.

> ***Note:*** Don't use a *DOScode* of 66 or 67.   These are reserved by Windows.

-r   Restarts Windows.

-b   Reboots your computer.

Related Topics:
Running a program
Exiting Windows
Restarting Windows
Rebooting the system

Sending displayable keys
Sending Shift, Ctrl, & Alt keys
Sending special keys
Pausing the keystrokes
Sending non-standard keys

How to order ClockMan

Power Users' Secrets!

Using a different alarm file
Creating your own alarm tunes
Features for LAN users
Using ClockMan in Different Countries and Languages

Using a Different Alarm File

Normally when you run ClockMan, it will save the alarms in a file called CLOCKMAN.ALR, located in the same directory as your CLOCKMAN.EXE file.   However, you can also run ClockMan with a different alarm file.   You can even have multiple ClockMans running at the same time, all using different alarm files.

To Run ClockMan with a Different Alarm File:

```
clockman.exe server.alr
clockman.exe static.alr
clockman.exe daily.alr
clockman.exe susan.alr
```

Run ClockMan with the new alarm file's pathname on the command line.
You'll get an error message if a copy of ClockMan is already running with the same alarm file.

Features for LAN Users

You can use these command line options to enhance ClockMan's usefulness on a LAN:

-C   Client mode.   Checks alarm file periodically to see if it's been updated.   If it has, it reloads the alarms from the file.   Useful when another user is broadcasting alarms by running ClockMan on the same alarm file in a common server directory.

-R   Read-only.   The user can view the alarms, but can't change them himself.

-H   Runs ClockMan hidden.   The user can't see the icon, nor can he change the alarms.   You can't Alt+Tab to a hidden ClockMan from the keyboard.   Most task switching programs won't even find it.   The program will end when you close down Windows.

-B   Broadcast-only mode.   The user can add, change, and delete alarms like normal, but isn't bothered by the alarms she sets.   You do not have to run ClockMan in (-b)roadcast-only mode in order for other (-c)lients to be notified of the alarms you set.

Optimizing LAN Traffic

Starting LAN-Based ClockMan When Windows Starts
If you're running ClockMan with LAN options enabled, you probably also want to start it automatically when Windows starts.   You won't be able to do this from the WIN.INI file's **Load=** or **Run=** lines, since you can't specify command line parameters there.   You can accomplish this in two ways:

1. Put ClockMan in a Windows Startup group (if you're running Windows 3.1).

2. Use **Superload**. This free utility we developed looks for a **[SuperLoad]** section in your WIN.INI file, where it gives you a full line for each program you want to launch.   You can also change the working directory for programs that aren't in your DOS Path.   You can find Superload in the **\Zip** directory on your ClockMan diskette, or on better BBSes worldwide.
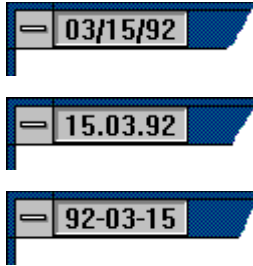
Using ClockMan in Different Countries & Languages

Date and Time Formats
When ClockMan displays the date and time, it uses whichever format is set up by Windows. You can change these formats by running the Windows Control Panel and selecting the "International" icon.

03/15/92

15.03.92

92-03-15

Languages
You can also have ClockMan display the days and months in a language other than English. See the topic on the **Language** edit field in the Advanced Options dialog.

Related Topics:
Displaying the date/time with DateBar & TimeBar
Setting the current date & time
Language setting in Advanced Options dialog

Common Errors & Questions

Here's some common problems users can run into and their appropriate solutions:

I get this <u>blank box and a tune</u> and THAT'S IT!
A tune starts playing and <u>I can't shut it up</u>!
Every tune I select <u>just plays "Cuckoo"</u>!
<u>High speed downloads</u> get interfered by an alarm!
"<u>Date and time already occurred</u>"?
"<u>Program file not found</u>"!
"<u>Can't find a window to activate</u>"?
How can I get <u>technical support</u>?

I get this blank box and a tune and that's it!

Problem:
An alarm must have occured, because a blank box came up and a tune started playing.   But there's no message in the box.

Solution:
You probably didn't put any text in the **Msg:** text box when you defined the alarm.   Or perhaps you wanted the alarm to be invisible but you didn't select a message type of "invisible".   (The default alarm type is "announce".)

Related Topics:
    Creating an alarm
    Changing an alarm
    Deleting an alarm
    Alarm messages

A tune starts playing and I can't shut it up!

Problem:
An alarm tune keeps playing, but there's no message box to click on to stop the music.

Solution:
Choose **Turn beeper off** from the system menu.   If you don't, the tune will eventually stop playing anyway after a certain number of times.

Related Topics:
    Quieting alarms
    How many times to repeat tune

It says the date and time have already occurred!

Problem:
You've created an alarm, or changed the alarm's date and time in the When dialog.   You click OK, only to see a message box that says, "That date and time has already occurred. Use it anyway?"

Solution:
If you've defined a one-time alarm with a date & time that comes before the current system date & time, the alarm will never go off.   Check the numbers in the spinfields.   Or perhaps you should choose PM instead of AM.

Related Topics:
> When will an alarm occur?
> Using spinfields
> Changing today's date & time

Program file not found

Problem:
You've defined an alarm that will run another program.   But when the alarm occurs, you get the error message "Program file not found".

Solution:
Either the program you wanted the alarm to launch wasn't in the current directory, wasn't in the DOS Path, or else had a typing error in it.   Double check the error and try it again.   And don't forget to use the Test button when creating your alarm!

Related Topics:
    Launching a program
    Testing an alarm

My alarm can't find a window to activate!

Problem:
You've defined an alarm that will activate a program's window.   But when the alarm occurs, you get the message "Can't find a window whose title starts with *text* to activate".

Solution:
Finding the correct Windows title can be a little tricky.   Crosstalk for Windows is a perfect example.   When iconized, it says "XTalk" - probably to save space.   But when it's restored to its normal size, its title says "CROSSTALK for Windows"!   You'll have to pay close attention to what you're entering in the Set Alarms dialog's **Pgm:** edit box.

Related Topics:
    Launching a program

 Every tune just plays "Cuckoo"!

Problem:
You can't find any tunes in the dropdown listbox, either in the Options or the Set Alarms dialogs.   If you press the button, all you hear is "Cuckoo".   When an audible alarm occurs, it sounds "Cuckoo" even if a different tune had been defined for it.

Solution:
Alarm tune definitions are stored in the **CLOCKMAN.INI** file.   This file must be located in either the same directory CLOCKMAN.EXE is in, or your Windows directory (usually C:\ WINDOWS).

If ClockMan can't find an alarm's tune definition in CLOCKMAN.INI, it plays "Cuckoo" as a default.

Related Topics:
    Audible alarms
    Composing your own tunes

Alarms interfere with my high-speed downloads!

Problem:
You're downloading files at high speeds (usually 9600bps or faster) in a DOS session run from Windows.   An alarm occurs and sounds a tune.   Your download loses characters.

Solution:
Generating sound on a PC is a processor-intensive task.   We have taken pains to make ClockMan work well in a multitasking environment, but sometimes a real-time process running in a DOS session can get interrupted long enough to lose information.   Try using shorter tunes for your alarms, or turn audible alarms off from the Options dialog before running a high speed real-time process.   You can also press **Esc** while the tune is playing to cut it off.

Related Topics:
    Quieting alarms

Technical Support

Technical help with ClockMan can be answered many different ways:

If you call bulletin boards, a quick answer can be had by your **local computer guru**. She'll know!

If you call **CompuServe**, you can address a message in the Windows Advanced Users forum (GO WINADV).   Technical support on CompuServe is handled by Koll Simonds (CIS 70144,1540).

We can be reached via **Internet** at 70144.1540@compuserve.com.

There's always **The Graphical Dynamics Support BBS** - (206)938-2398   (Seattle) - 24 hrs, 9600 8N1.

If you've registered your copy of ClockMan, you can call **Graphical Dynamics Technical Support line**:   (206) 935-6032   9:00am - 6:00pm PST (1700h - 0200h GMT).   (Be sure to have your license number handy.)

How to Use Spinfields

A spinfield is a special type of dialog control that makes it easier for you to cycle through numeric information, such as the time of day or how many times to repeat an alarm tune.

A spinfield consists of one or more edit fields with a button immediately to their right:

Countdown: [60] ⬍ seconds   [04 :16] ⬍   ○ AM   ● PM

You can enter data into these fields with either the mouse or the keyboard.

To Change Data with the Mouse:

Simply click on either the up or down arrow in the ⬍ button.   This will increment or decrement the associated field.

If a ⬍ button is associated with more than one edit field (such as in a date or time field), then clicking on the button affects whichever edit field has the input focus.

To Change Data with the Keyboard:

Change the data in a spinfield just as you would a normal edit box.   However, you can also press the up or down arrow keys to increment or decrement the number.

An **alarm** is an event that occurs at a specific time, either once on a particular date, or many times on specific recurring days.

A **special key** is any key that doesn't correspond to a standard alphanumeric character:

* + - . / and **0** thru **9** on the numeric keypad, **Backspace**, **Break**, **CapsLock**, **Clear**, **Delete**, down arrow, **End**, **Enter**, **Esc**, function keys **F1** thru **F16**, **Home**, **Insert**, left arrow, **NumLock**, **PageDn**, **PageUp**, **Print Screen**, right arrow, **Tab**, up arrow.

Move	
Close	**Alt+F4**
S**w**itch To...	**Ctrl+Esc**
Set a**l**arms...	**Ctrl+S**
Options...	**Ctrl+O**
Set **d**ate/time...	**Ctrl+D**
Turn **b**eeper off	Ctrl+B
Help	
Enter **L**icense Info...	
About ClockMan...	

2:49

CM - ClockMan.ALR

Move	
Close	**Alt+F4**
S**w**itch To...	**Ctrl+Esc**
Set alarms...	**Ctrl+S**
Options...	**Ctrl+O**
Set date/time...	**Ctrl+D**
Turn beeper off	Ctrl+B
Help	
Enter License Info...	
About ClockMan...	

2:52

CM - ClockMan.ALR

<u>M</u>ove	
<u>C</u>lose	**Alt+F4**
S<u>w</u>itch To...	**Ctrl+Esc**
<u>S</u>et alarms...	**Ctrl+S**
<u>O</u>ptions...	**Ctrl+O**
Set <u>d</u>ate/time...	**Ctrl+D**
Turn <u>b</u>eeper off	Ctrl+B
<u>H</u>elp	
Enter <u>L</u>icense Info...	
<u>A</u>bout ClockMan...	

2:53

CM - ClockMan.ALR

Move	
Close	Alt+F4
Switch To...	Ctrl+Esc
Set alarms...	Ctrl+S
Options...	Ctrl+O
Set date/time...	Ctrl+D
Turn beeper off	Ctrl+B
Help	
Enter License Info...	
About ClockMan...	

2:55

CM - ClockMan.ALR

Set alarms...

When:

🕐 **9:14 PM May 9, 1991**

Message

Type: Announce ▢

Ala

× 1:0
1:0
× 2:5
×× 9:1

Message

Type: Announce ▼

Text: This is where you type the messages that will appear when the alarm goes off.

☒ **Beep**   Bach ▼   ♪

Event   (do nothing)

Al

12:0L
1:00 ,
2:00 A
3:00 A
4:00 A
12:00 F
12:15 F
1:00 P
2:00 P
3:00
4:00
5:0

f

Message

Type: Announce ⬇

Announce
Confirm
Countdown
Invisible
TimeSquare

Te_xt: o go home!

☒ _Beep_ ░YABBADABBADOO!

Event

| (do nothing) | ▼ |

- **(do nothing)**
- Run a program
- Run a .WIL file
- Exit Windows
- Restart Windows
- Reboot the system
- Adjust the system time

Event	Run a program

Pgm line: **"Mail" msmail.exe**

Show as: **Normal**

Keystrokes: **%vn**

Alarms:

*	1:00 PM	each day
	1:01 PM	every Thursday in May
*	2:56 PM	each day
**	9:14 PM	May 9, 1991

* Already occurred today
** Will never occur again

* Already occurred today
** Will never occur again

New   Test   Add   Chg   Del

OK

Cancel

arms:

00 AM   each day
01 AM   every Thursday in May

Time

| 09 | :37 | AM
PM | Now |

Date

- ◉ **O**nce `08 / 28 / 91` ⬍ [**T**oday] **Wednesday**
- ○ **R**ecurs [every ▾] [Sunday ▾] **in** [every month ▾]
- ○ **D**aily

Options...   12/5/92

Beeper: ☒ E_nabled

☐ <u>B</u>eep checked by default   [Add <u>W</u>AV files...]

Default tune: [≋Siren ▼]   [♪]

Stop after   [10 ▲▼]   times

Beeper: ☒ Enabled

☐ Beep checked by default   **Add WAV files...**

Default tune: ▦Siren

Stop after   10   times

Message:

Default message type:

[Announce ▼]

TimeSquare scroll type:

[(random) ▼]

Stop TSq. after [5]▲▼ times

Countdown: [0 : 59]▲▼ mins:secs

InfoBars:

☒ Use TimeBar
    ☒ Show seconds
☒ Use DateBar

☐ Active window only
DateBar---- ⦿ ----TimeBar
TimeBar---- ◯ ----DateBar

Set date/time...

Time

01 : 03 ○ AM ◉ PM

PM

Date

06 / 11 / 91 Tuesday

Set date/time...

Time

01 : 03   ○ AM
          ◉ PM

OK

Cancel

Printers   International   Keyboard