

# 3PixelRule\_Gray.tiff ↗

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## Clocks.palette (v0.9)

Clocks.palette is a 3.0 InterfaceBuilder View palette for the Control subclasses AnalogClock, CalendarClock, and DigitalClock (all direct subclasses of Clock). The Clock class models the general functionality of a basic clock with alarm capability. Subclasses provide drawing and other methods required to support their unique functionality and graphical representation. See the Clock (and subclasses) interface file (.h) for more information.

# 876954\_PixelRule\_Gray.tiff ↗

## Important Files...

614872\_paste.tiff ↗ [Clock.\[hm\]](#) provides the basic functionality for all Clock subclasses.

paste.tiff ↗ [AnalogClock.\[hm\]](#), [CalendarClock.\[hm\]](#), and [DigitalClock.\[hm\]](#) are the palettized classes.

86185\_paste.tiff ↗ [ClockConstantsAndTypes.h](#) defines supporting macros.

977668\_paste.tiff ↗ [ClockImages](#) is a folder containing sample clock images (faces, backgrounds).

915741\_paste.tiff ↗ [ClockInspector.\[hm\]](#), [AnalogClockInspector.\[hm\]](#), [CalendarClockInspector.\[hm\]](#), and

[DigitalClockInspector.\[hm\]](#) manage IB Attributes inspection.

## Using the Palette Inspectors...

Inspectors for the various clock classes have three main inspection modes (subpanels within IB's inspector panel). Options, Time and Date, and Display. These will vary a little depending on the class of the instance being inspected. Here are the inspectors for the DigitalClock class.

## Options.tiff ↵

Most of these are obvious. System Clock indicates whether you want this clock instance to reflect the current system time. If unselected, the clock will begin running from whatever time you've set. Activate on Launch indicates whether you want the clock to begin running when the clock is unarchived.

## TimeAndDate.tiff ↵

The PopUpList specifies whether you are setting the Clock time or the Alarm time. Use the arrowed buttons to set. See the Clock interface file for information about alarm options. To set the alarm sound, have the desired sound file (snd) selected in WorkspaceManager, make IB the active application, and drag the sound file from WM (without making it active) into the dark gray area at the bottom of this panel (this area will not show as dark gray in IB, however, the cursor will change when in the appropriate region). Press the Sound icon to play the current sound. See note below concerning alarm sound.

## Display.tiff ↵

A clock's background may be color or image, use the buttons to indicate which you prefer. To set the image, have the desired image file selected in Workspace Manager, make IB the active application, and drag the image file from WM (without making it active) into the dark gray area above (this area will not appear as dark gray in IB, however, the cursor will change when in the appropriate region). Use color wells to set other values.

As noted above, all clock inspectors provide these three inspection panels, but will vary as necessary for the particular clock class being inspected.

## Notes...

774330\_paste.tiff ↵ This is a 0.9 release due to the extent (lack) of testing performed Present schedule

prohibits me from continuing further with significant effort. Things seem to behave as expected in general. Please let me know of any insurmountable weirdities.

Known problems:

Alarm sound is not archiving properly.

A clock set to activate on launch (begin timed entry when unarchived) will do so even in IB design mode.

28904\_paste.tiff ↵ There is nothing about the Clock class that dictates its frame size. However, all

subclasses provided are fixed at 64.0 x 64.0.

20230\_paste.tiff ↵ I opted not to use graphic images where text was drawn as NeXT has done with the

Preferences app (and available in clockbits.tiff found in a variety of places). The advantage to using these images is that the text has been 'smoothed' and appears much cleaner. However, scaling and color manipulation are prohibitive.

562716\_paste.tiff ↵ You will need to include the appropriate Clock class source in any project that uses

this palette (or use interface files and include object files in link (OTHER\_OFILES in preamble)).

710243\_PixelRule\_Gray.tiff ↵