

Default

COLLABORATORS

	<i>TITLE :</i> Default		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Default

1.1 Main

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1.2 Introduction

Remind

A useful commodity program so you don't forget important dates.

© Richard Ambridge 1994

My e-mail address is : ram@borg.dircon.co.uk

Copyright Richard Ambridge 1994.

This program may be freely distributed as long as
the whole archive file remains complete, blah blah.

At the moment, this program is Emailware, that is, it cannot be sold for any amount of cash, other than that required for administration and copying fees. If you wish to send me any money, gold, A4000's, 1GB hard drives, just send them to the address below, but what I do ask is that you send me some e-mail saying you are using the program, if you don't have email a postcard will do!

Magazines, if you wish to put this program on your coverdisk then please notify me that you are doing so, and we can discuss a small fee, say a years subscription to your magazine!

If you find this program useful, or you have any bug reports or suggestions, please feel free to write to me.

My postal address is:

Richard Ambridge
23 Fieldway Crescent,
Northwood,
Cowes,
Isle of Wight.
England
PO31 8AJ

Even if you have nothing to say, post me an e-mail message to say that you are using the program, just for curiosity.

If you send me e-mail I shall add you to my e-mailing list and notify you when a new version of Remind is released.

1.3 System Requirements

System Requirements

This program should work on any Amiga with OS 2.0 or above. However I have not been able to test it on a machine with OS 2.0, and I would appreciate any telling me if it does work. It has been tested on a couple of A1200's running OS 3.0.

1.4 Why?

Why Remind?

Why not!

Calender programs are plentiful for the Amiga, you can always find another program sitting on a board which tells you what you are doing today. However I feel none of the programs I have tried actually are useful and easy to read.

The good thing about remind is that it contains all the information in one window, including what you need to do today, what you need to do within several days, and what you have to do for the rest of the year. The user interface has been remarked on by several people for its clarity.

Its compact, completely configurable (well nearly), and its free.

Completely and utterly free, all I ask is that you send me some e-mail to say that you are using the program. See

Introduction
for the address.

1.5 Installation procedure

How to install Remind

This is probably the bit you were interested in.

It is incredibly simple.

1. Drag the Remind icon into the WBStartup draw on your workbench partition/disk.
2. That's it

Double click on the icon to run it, or reboot your system.

The program will create two files.

ENVARC:remind.prefs and
s:remind.data

The s:remind.data file can be renamed if you so wish, see
prefs
section.

When Remind starts up, how it behaves depends on the preference settings.

1.6 Systems with no built in clock

Systems with no built in clock

If the 'freeze remind until clock set' flag is set in the
preferences
, a

window will appear indicating that remind is frozen.

At this point the system clock should be set using the Time program in the prefs drawer, or something similar. When the date has been set, click on the 'Ready' button to continue.

1.7 The Startup window

The Startup Window

If the value set for the 'Timer for startup' in the
preferences
is greater
than 0 then a small startup window will appear. This indicates that remind has been installed and also shows the current hotkey.

When the startup window is active the program is doing no work, and the data file has not yet been loaded. This is to allow other programs in the WBStartup draw to load, preventing disk thrashing.

After the timer has expired then if

```

    The
        preferences
            has 'always' type set for startup
or
    The
        preferences
            has 'once' type set and the program has not been
            used today,
```

then the main window will be opened,

otherwise the startup window will disappear and the program will hide.

Note, if the hotkey is pressed during the startup timer then the main window will open immediately irrespective of the startup type.

1.8 Today messages

Today messages

If the preferences has the "Show messages for today" flag set then if this is the first time the program has been run today for each of the messages waiting for today a small window will appear displaying the message.

If there are further messages today, clicking the "Next" gadget will display the next message, until all messages have been displayed.

1.9 The Main Window

The Main window

The main window is as following.

```

|O| _____ |
| | _____ |
| | _____ |
| | Expired messages |
| | _____ |
| | _____ |
| | _____ |
| | _____ |
```


- Once - The message will after expiring move into the Previous (top list) and will stay there until it become as old as the value set in the Preference History size field, and then it is removed.
- Persistent - The message will be created at the day specified, but when that date expires it will stay in the Today list until it is 'Deleted'.
- Weekly - Once the message expires it is reissued a week later
- Monthly - Once the message expires it is reissued 1 month later
- Annually - Once the message expires it is reissued 1 year later
- Birthday - This message behaves the same as annually and in effect is exactly the same as an Annual message. Selecting Birthday enters in the Prenote box the value set in the preferences
for pre-note added days.
- Relative - This message occurs on a set DAY in the month. Selecting this type swaps the input method to the Relative selectors. See step 3 for selecting the Relative day. This day occurs monthly on the same day of the week. So if you are say paid on the 1st Tuesday of every month then this is the type of message to use.

3. For non-Relative messages select the date you wish the message to occur on.

Use the sliders to select the day/month,
or press

d - To increase day by one (note if you are on 30th June and you press 'd' you will go to 1st July etc.)

D - To decrease the day by one.

m - To increase the month by one.

M - To decrease the month by one.

Selecting the 'Today' button will reset the date to today.

Selecting one of the 'Plus' button will add a set amount to the current date, e.g. Selecting '1 Month' to 15th June will result in the 15th July being displayed at the bottom left of the window.

For Relative types of message the "Week Number" slider is used to select the week of the month the message will occur on, e.g. 1st week, 2nd week, ... Not every month has the same amount of weeks in it, so a "Last" box is added. Clicking on the last box will find the last day in every month.

The Week day slider selects the day of the week for the message to occur

on, e.g. Sunday, Monday, ...

4. All messages can have what is called a "Prenote" added to them. This is done by entering a value in the "Pre-note days" box. This value indicates how many days before the message is due another message should be issued to act as a reminder.

For example, if a message is set up as follows:

```
Text : Go on holiday
Date : 25th July 1994
Type : Once
```

Then the pre-note days box may have the value 7 entered in it, then on the 18th July 1994 a message "On 25th July: Go on holiday" will appear reminding you that the holiday is approaching and you should have obtained your passports by that time for example.

5. Each message can have with it an associated time. Click in the "Time" box will enable the hour and minute gadgets. Enter the time which the message should occur, the time is either entered in 24hour format or AM/PM format, see

Preferences
for details.

If AM/PM format is being used then the time has to be entered and the cycle gadget selected as AM or PM.

When this time is reached Remind activates a simple window displaying the time and the message.

6. A message can have associated with it a command to execute. Click on the execute command box to enable the command gadget, and enter the command you wish to execute for this message. See

Command Execution

.

7. Select either "Accept" or "Cancel" to accept or reject the message.

1.11 Command execution

Command Execution

Any message can have associated with it a command string.

This string is added to the message when you

```
create
or
amend
and message.
```

This feature can only accept simple one line commands, exactly the same as selecting "Execute Command" from the Workbench menu.

The command is executed with the following.

```
run <NIL: >NIL: <command>
```

where <command> is the command you entered.

The command is executed in one of two places.

1. If the message has a time associated with it, the command will be executed at the same time the message window appears on the screen.
2. If the message has no time associated with it, the command will be executed the first time Remind is used on the date of the message.

When a command is executed a window may or may not appear with the message depending if the "Window" flag was set next to the execute flag. This allows commands to be executed at a set time but with no interaction with Remind required.

This part of Remind was suggested to me (thanks Peter), but if anyone is not happy in the method used for executing the command or when the command is executed, please

```
e-mail  
and tell me your solution.
```

1.12 Delete a message

Delete

Any message can be selected by simply clicking on the message. If you wish to delete the message simply click on 'Delete' or type 'd' or select 'Delete' from the menu. The message is then deleted.

1.13 Amend a message

Amend

Any message can be selected by simply clicking on the message. If you wish to amend the message simple click on 'Amend' or type 'm' or select "Amend" from the menu. A message can also be amended by double clicking on the actual message.

The amend window will appear which has the same functionality as the Add window. Edit the message and date etc. and accept the message to replace it. Clicking

```
'Cancel'  
or 'Close window' will ignore all your changes and close  
the Amend window.
```

In previous versions of Remind once a message of type "Persistant" has been dealt with the user would either delete it, or amend its type to be Once. This was a bit inconvenient as you lose the record of the message or amending has to occur.

Now the persistant message can be changed by holding down shift and double clicking on the message. This moves the message to the "previous" window and it will act as a once type message.

1.14 Setting the preferences

Preferences

The preferences give you more control on how the program behaves.

Clicking on the 'Prefs' gadget will open the preference window.

Freeze remind until clock set:

As described

earlier
, when Remind starts if the

'Freeze remind until clock set' flag is set (i.e. a tick is present in the little box) then when remind starts up it will waiting until you tell it to continue. This allows you to set the system clock before the program initialises.

Show messages for today:

As described

earlier
, when Remind starts if this flag is set and there are

any messages for today then a small window will appear at startup displaying the message.

24hour clock:

The type of clock format for the program can be selected to be either 24 hour format, (00:00 -> 23:59) or AM/PM format (12:00AM -> 11:59PM). If this flag has a tick in it then all clocks act on a 24hour basis.

Changing this flag will not alter currently displayed time formats on the screen, however any further time functions will adopt the new format and next time the program is run all time formats will change.

Within period (days):

The amount of days which are displayed separately in the Third list window is determined by the value set in the Within Period field.

For example if today is 7th June and the within period is set to 7 then the third list contains all messages for the,

8th, 9th, 10th, 11th, 12th, 13th and 14th of June.

Length of history (days):

This field determines how long expired messages are kept in the Previous list.

Timer for startup (secs):

This sets the amount of seconds the Startup window is displayed at the beginning. Setting this value to 0 turns off the startup window.

Pre-note added (days):

This sets how many days before a 'Birthday' type message the Pre-note is set to. See the Add section for more detail.

On startup:

The behaviour of the main window can be determined by selecting one of the three:

Always,
Never,
Once.

Always - indicates that after the Startup window has closed the main window will be opened.

Never - indicates that the main window will never be opened and so the only method for opening it would be via the hotkey

Once - The first time the program is used each day will result in the window being opened.

Initial Window:

The position of the Startup / Waiting window can be set using the 'Initial Window' button. This opens up a small window which can be dragged to the required opening position. Click on the close gadget to select the position.

Data file name:

The path and name of the data file can be set here. So if you are unhappy that the program writes to your s: directory you could change it to something more to your liking!

Remind window size:

Please note, when the preferences are saved the current position and size of the main window is saved with them.

Once the preferences have been set click on Save to write and use them, or click on Cancel (or close the window) to ignore anything you have done.

1.15 Does anyone read the window title?

Quit

This button completely shuts Remind down, removing it from memory.

If the database has changed then you will be asked if you wish to save the changes.

NOTE: Each new day the program is used has to be stored, so when the program is used for the first time on one day and you select quit then you will be ask to save the database so the program will know that it has been used today, even if you didn't change anything.

1.16 Im bored of writing these

Finished / Hide

This saves the database to disk and closes down the window. The program remains in memory and can be activated by pressing the Hotkey. The current hotkey can be read by selecting 'About' from the Menu.

1.17 Ive got a new job

TOOLTYPES

Remind currently only knows of 2 tooltypes.

HOTKEY - Defining the hotkey to use

e.g. HOTKEY=shift f8

CX_PRIORITY - The priority level in the commodities

NOTE: The DONOTWAIT tooltype has to be included so Workbench will not wait

for a return when remind is run from WBStartup draw.

- If anyone could tell me how to remove this then it would be appreciated.

1.18 Anyone know any good jokes. Email them to me.

Known bugs :)

PLEASE NOTE.

When reporting bugs to me (please do) a little information makes my life easier. Things like..

- > When I enter a note of type "blurr" and then click accept and then quit
- > and when the requester appears I select "save" my computer blows up.

Indicating a step by step approach to how the bug occurs.

Also information (especially if it is a display problem) such as

Screen mode: e.g. PAL/NTSC ? Hi-res laced, Low-res, Super hi-res ?
Screen size: Default width/height or e.g, width=1500 ?
Default font: topaz 9, Gothic 54, etc?
Default screen font:

Help me to help you.

Currently no bugs reported for this version... :-P

1.19 Things to do

Things to do

- Add locale support. When I get the 3.0 include files.
 - Make the size of each of the 4 main listviews user definable.
 - Being able to append notes to notes. So extra information can be added to the note. This involves some form of simple editor to be written and I don't feel up to that at the moment.
 - Allow own screen to be used.
 - Open main window X times ??
 - User define font.
 - Weekly(monthly) review
-

- Copy gadget
- Prefs, Save always on exit
- Highlight key presses on buttons
I don't know how to do this with Gadtools, if anyone could tell me...

1.20 Thanks people

Acknowledgements

Thanks to Jan van den Baard for creating GadtoolsBox,
and thanks to Jane for initially prompting me into writing this,
and thanks to Ellis for beating me at GF2 so many times.

1.21 Bug fixes and enhancements

History

```
$HIS
; Version 1.0 - 28th May 1994
;   Initial prototype. Badly coded and eventually discarded
;
; Version 1.1 - 10th June 1994
;   Redesign project.
;   Split main window into separate windows
;
; Version 1.11- 27th June 1994
;   - The year number gadget in "Add New Note" always returned 0, I assumed
;     the Code field of the message from Gadtools returned the value of the
;     number gadget, I was wrong, so was my program. (opps, never tested
;     that one)
;   - Added the Amend function.
;   - Added confirm quit from Double run of Commodity
;
; Version 1.2 - 5th July 1994
;   - Prenotes can now be added to all types of notes.
;   - Amend function was re-written making it now code efficient and
;     also can be activated by double clicking on a note
;   - Prenotes are now "attached" to the parent note, so when the parent
;     note is amended/deleted so are the prenotes.
;   - New note type "Relative" added. (See documents)
;   - Some memory was not being returned to the system for some "Previous"
;     notes. Now fixed.
;   - A previous note is now not created when a prenote expires.
;   - A space was added in the prenote between the date and the note text!
;   - A lot of code was re-written to be more efficient and cleaner! If you
;     could see the source code it is now much clearer, (less headaches for
;     me)
;   - Changing the period for the Within list made all deleted messages
;     reappear. Now fixed.
;   - The Freeze window until ready part never worked. Strange, it used to.
```

```
; - Any of the prefs options could be set to a negative number. This used
; to cause a lot of problems. Now fixed.
; - If the prefs filename was set to blank then the prefs would be loaded
; incorrectly the next time, and the data file would go walk about.
;
; Version 1.3 - 15th July 1994
; - Added font adaptability.
; - Included a size gadget. (Not as simple as it seems!)
; - The window size is now saved with a preference save.
; - Added a time feature. Each message can now be time stamped.
; - Messages for today can be displayed individually on startup.
;
; Version 1.31 - 20th July 1994
; - Changing the type of the note in Create/Amend used to erase Prenote
; value currently stored. Now it doesn't.
; - The Create/Amend window has been rearranged.
; - Added the execute command option for a message.
;
; Version 1.32 - 26th July 1994
; - Using NTSC Hi-res laced screens with certain system fonts gave
; some trouble and Remind couldn't create the gadgets in the window.
; This has now been fixed.
; - In some resolutions the Create note screen had some gadgets touching.
; These have been slightly moved.
; - The time format can be selected as 24hour or am/pm
; - The messages are now ordered in time of day as well as date.
; - Linked with utility.library for slightly smaller and faster code
; - External commands now executed with dos.library/Execute() for better
; compatability.
;
; Version 1.4 - 15th August 1994
; - The minimum size of the window has been reduced. So now the
; main window can become smaller.
; - Yet more problems with Resize and Fonts solved.
; - Midnight was being shown as 12:00PM!
; - Todays date and time have been added to the main window.
; - Added date and time to todays messages.
; - Added option to ignore all messages for today on startup.
; - Midnight support has now been added. If Remind is running and
; midnight occurs the display is changed and the current database
; is saved indicating use of Remind for the next day. The
; implementation is a bit rough and improvement suggestions would
; be appreciated.
; - The timer routines have been rewritten, the old versions have caused
; crashing on my system.
; - The slider values for the day/month sliders in Add/Amend note now
; have the slider values displayed for easy reference.
; - Persistant notes can now be "Finished" by shift+double click on the
;
; Version 1.41 - 19th September 1994
; - The relative week number couldn't be amended.
; Now fixed.
; - Messages with commands can now disable the window
; which opens with the message.
; - Save always on exit option added to preferences.
;
```
