theTime 2.5
Read me first if you want to use this stuff, ok?

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Welcome

Please read this document; it contains important information about this product. Really. For easiest reading, enlarge this window by clicking the Maximize button, or print this document for future reference.

Introduction

theTime is a graphical, customizable, and pretty darn interesting replacement for the standard clock program that is supplied in the Windows 3.x. operating system. Some of you (and you know who you are) might be interested to know that theTime is written entirely in Microsoft's Visual Basic and the source code is supplied. You also may want to get your sweaty hands on a registered copy of Pizazz.vbx so you can get a build an executable without any registration reminders. See Technote.wri for more info.

System Requirement Notes

Requires Windows 3.1 or later and a 386SX or greater CPU.   theTime uses custom controls that require both Windows 3.1 and a 386SX or better CPU. It's also recommended that the system display be capable of providing 256 colors or more if background bitmaps are used. Of course what you really want is a multimedia pentium system - but don't we all.

Installation

Installing theTime is so easy we didn't even bother writing an install program! In fact we almost didn't write this section. Assuming you have copied theTime from some network or online service and unzipped it already, then copy all vbx files (*.VBX) into your windows system directory (usually \WINDOWS\SYSTEM). You need to have a copy of VBRUN300.DLL in your windows system directory as well. If you don't have that already then get with it! You can find it on Compuserve - search for "vbrun300". Keep everything else in the same directory.

Configuring and using theTime

theTime has an options menu that is added to the system menu box. You can also access this menu by clicking the right mouse key anywhere on the face of theTime's window. From this menu you can choose a variety of options that can change the appearance of theTime. These options are explained in detail below in case you can't figure it out on your own.

- **Keep On Top.**   theTime stays on top of all other windows. Duh.

- **Title Bar.**   theTime has a normal title bar and is resizable. If there is no title bar theTime can still be moved by clicking the left mouse button anywhere on the window and dragging it. The title bar option can also be toggled by double clicking the left mouse button. Just like the standard windows clock program works.

- **Stuck.**   theTime can not be activated or moved by clicking and dragging with the left

mouse button when there is no title bar. In other words, it's **stuck!** This is usefull for making theTime appear to be **stuck** to the desktop, especially when the **transparent** option is set. Got it?

- **Background.** This brings up the background options for theTime.

  - **Solid Background.** The background is filled with a solid color which can be selected from the **Background Color** dialog box. Of course if you wanted a **solid background** you might as well be using the old clock program, right?

  - **Load Bitmap.** This brings up the Load Bitmap dialog box. You can load any windows compatible bitmap file (.bmp, .rle, .ico, .wmf) that has up to 256 colors and it will be displayed in theTime's background. If theTime's window is larger then the bitmap, the bitmap will be automatically tiled. You can change theTime's bevels and borders various properties (see **Bevel Options** below) to get some nice effects. You can also load a bitmap by selecting it from the file manager and dragging it onto the face of theTime. Otherwise known as the **drag 'n drop** boogie.

  - **Transparent.** This prevents the background of theTime from painting. In other words, it looks **transparent** as if it's part of your desktop, especially if the inner and outer bevels are set to none. Use the **Stuck** option keep theTime stuck in the background (it can't become the active app or be moved). Use funky 3D fonts for that wild and crazy desktop look.

  - **Background Color.** This brings up the color selection dialog box to set the panel's background color. Did I go too fast?

- **Font and Time Format.** Pops up the **Font and Time Format** options menu.

  - **Font .** Brings up a dialog box used to select theTime's font type, size, color, and special characteristics. When theTime is resized the font is resized proportionally, but the font size can be changed to whatever you like through this option. For instance, you can choose a really huge font size that causes ugly text wrapping if you like that for some reason. After you change the font type you may want to manually change the size to get the right look. Choose whatever font color makes you happy. Make it underlined. Whatever.

  - **Font 3D Options.** Displays the Font 3D Options menu, which has the following choices: **None**, **Block Left**, **Block Right**, **Drop Left, Drop Right** which modify the 3D appearance of the font used to display the time. Use your imagination please.

  - **Font 3D Size.** Pops up the Font 3D Size Options menu, from which you may choose: **Increase, Decrease, Increase More, Decrease More** which increases or decreases the size of the 3D font shadow by one or two pixels. Be creative.

  - **Military Time.** Displays the time in miltary format. Dig?

  - **Full Day.** Shows the full day (Sunday, Monday, ...) name. In case you can't remember.

  - **Full Month.** Displays the full name of the month. Otherwise use a three letter abbreviation. This has no effect when the M/D/Y date format is in use since that uses a number to represent the month anyway.

  - **Full Year.** Use four numbers to show the year. You'll find this very handy after 1999.

- **One Line.**   Both Date and Time are displayed on the same line. Otherwise they are on seperate lines. You still with me?

- **Date Format.**   Pops up the **Date Format** options menu, which has the following options: **No Date -** do not show any date, **M/D/Y** - show date like 1/17/94, **D-M-Y** - display date in 17-Jan-94 format, **M D, Y** - date is displayed in Jan 17, 94 format. Look, just play around with it and you'll figure it out in no time.

- **Bevel Options.**   This brings up a dialog box used to set the various bevel and border options. There can both an outer and inner bevel as well as outer and inner borders. Each bevel can be raised, inset, or none and the bevel width can be set between 0 and 30 pixels. The borders can be a solid color, filled with the color or bitmap from the background, or none. The border size can also be set between 0 and 30 pixels. If you don't know what a pixel you're SOL. Just kidding, actually it's the smallest dot your display can show.   Select the appropriate tab to modify a bevel or border's settings. The width of a bevel or border can be changed by directly entering a number from the keyboard or by clicking the left and right arrows immediately to the right of the number. The bevels can have any combination of black shadows or white highlights and the borders may be any solid color. Bitmaps are displayed within any bevels and borders unless a border is set to filled, in which case the bitmap fills the border as well. I suggest you do whatever you want with these options - for some pictures it's nice to have a frame, and textures have an interesting effect when filled in the border, and the transparent effect is better without any panels. But it's the nineties baby so anything goes.

- **About.**   Brings up the **About** theTime window which shows all kind of really important information about program, who wrote it, and how to send them lots of money. Just kidding, theTime is free! But if you still want to send a cash tip (US dollars please!) we promise to spend it responsibly. Really.

- **Exit.**   Exits theTime and saves it's configuration. If the shift key is held down then theTime saves it's configuration but does not exit (Note - the Program Manager does this also but it's not documented. Some people charge big bucks for hot tips like this. Aren't you lucky).

Using the keyboard to move theTime

You can also use the keyboard to move theTime. Click on theTime so it has the input focus. The right arrow moves it 10 pixels to the right and shift-right moves it to the right edge of the screen. Similar operations apply for the other direction keys. Why you would want to do this I don't know.

Wait... theres more!

theTime saves all it's settings and last screen position when it exits (or if the shift key is held down and exit is selected - see **Exit** command above) so it can start up exactly the way it was last configured.   If you start more then one instance of theTime only the original instance will save its settings. The other instances will have the same settings except for the screen position. Put theTime into the windows startup group to automatically start it up when windows starts.   What else do you need to know?

I hope you enjoy theTime! Write any questions or comments on dollar bills and send to:

Ben Jones
 Visual Bits
 P.O. Box 243

Watertown, MA 02272

CIS: 70402, 3651
INTERNET: 70402.3651@compuserve.com