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## Digital Clock

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### Introduction

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The digital clock allows you to keep track of the time in multiple time zones. The clock updates itself once a minute. Clicking the left mouse button inside any of the clock windows will cause the digital clock to update itself.

17 Feb 89 11:39am (Fri)	
Washington DC:	17 Feb 89 2:39pm (Fri)
Tokyo, Japan:	18 Feb 89 5:39am (Sat)

Figure 15-1. The Digital Clock with two auxilliary regional time-zone windows showing the time in Washington and Tokyo.

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### Starting the Digital Clock

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To put a digital clock on the screen, bring up the background menu by holding down the right mouse button, position the mouse over the **Clocks** option and slide off to the right to bring up the Clocks submenu. Slide the mouse cursor over the **Digital Clock** choice and release the right mouse button.



Figure 15-2. The **Digital Clock** option from the **Clocks** submenu from the background menu.

Selecting the digital clock option will delete any existing digital clock and start a new one.

When the clock comes up, it will prompt you for an auxilliary time zone. If you click outside the "Enter Time Zone" menu, the clock will come up with just the local time zone.



Figure 15-3. The "Enter Time Zone" menu.

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## Stopping the Digital Clock

To remove the clock from your screen and kill the clock process, simply close the clock window using the clock window's right mouse-button **Close** option.

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## Changing the Digital Clock

You can specialize the digital clock to suit your needs. You modify the digital clock by holding the middle mouse button down in the clock window. Holding this mouse button down in the main clock window brings up the menu shown in Figure 15-4. Holding the middle mouse button down in one of the regional time-zone windows brings up the menu shown in Figure 15-5.



Figure 15-4. The main-window middle-button menu.



Figure 15-5. The auxilliary-window middle-button menu.

## Set Font

Brings up a series of menus which allows you to change the font in the main clock window.



Figure 15-6. The font menu.

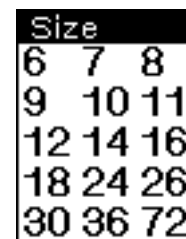


Figure 15-7. The font size menu.



Figure 15-8. The font face menu.

Select each option you want in sequence. If you want to keep any particular aspect of a font, simply click outside that particular menu. Clicking outside all the menus, leaves the font exactly the way it was to begin with.

While the system is searching for a font in the font files, it displays the message, "Fetching Font."

Not all possible combinations of every font exist. When the clock cannot find a particular font, it displays the message "Font Not Found."

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### Set Time

Brings up a menu which allows you to set the time.

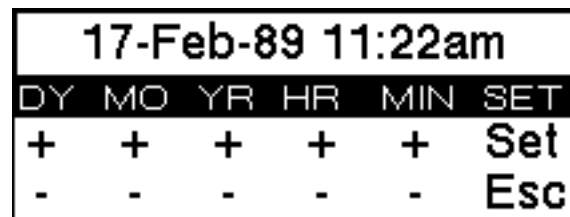


Figure 15-9. The set-time menu.

Each click on a + advances the counter for that category; each click on a - decreases the counter for that category. Selecting the **Set** option sets the time and closes the menu. Selecting **Esc** (Escape) closes the menu without setting the time.

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### Set Alarm

Brings up the set-time menu shown in Figure 15-9. The menu functions the same way it does for the **Set Time** option. After you have set the time, the clock will ask you for a message to associate with the alarm time. Type in your message followed by a carriage return.



Figure 15-10. The Digital Clock with the auxilliary window prompting for a message to associate with the alarm time.

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### Quiet Alarm/Loud Alarm

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Toggles the clock back and forth between, a loud/auditory alarm and a quiet/visual alarm.



Figure 15-11. The main window middle-button menu with the **Loud Alarm** option showing instead of the **Quiet Alarm** option.

The loud alarm causes the monitor to beep once a minute when the alarm is ringing. The quiet alarm causes the screen to flash once a minute when the alarm is ringing.

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### Delete Alarm Setting

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Turns the alarm off when it is ringing. This option, shown in Figure 15-11, only appears when the alarm is set.

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### Shape to Fit

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Resizes the window to the minimum size necessary for the font you are using.

The window should resize automatically whenever you change the font. If ever the window and font size get out of synch, you can force the window to resize itself by selecting this option.

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### 12-Hour Clock/24-Hour Clock

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Toggles the digital clock back and forth between 12- and 24-hour modes. Compare Figures 15-4 and 15-11 to see how these options appear in the menu.

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### Set Local Time Zone

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Allows you to change the time zone shown in the main digital clock window. Selecting this option brings up the "Enter Time Zone" menu, shown in Figure 15-3, from which you can choose the appropriate time zone. Clicking outside this menu leaves the time zone unchanged.

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### Add New Regional Time Zone

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Allows you to add an additional regional time zone to the digital clock display. Selecting this option opens a new auxiliary window on the bottom of the clock and then pops up the "Enter Time Zone"

menu, shown in Figure 15-3, for you to select a time zone for the auxilliary window.

### Delete This Window

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Deletes the auxilliary window the mouse cursor was in when you pressed the middle mouse button to bring up the auxilliary-window menu.



Figure 15-12. The auxilliary-window menu.

### Set Font for Aux Clocks

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Changes the font for all the auxilliary clocks indepent of the main clock. Selecting the option brings up the series of menus shown in Figures 15-6, 15-7, and 15-8. Clicking outside of any menu leaves that aspect of the font the way it was originally.

### Set Aux Clock Font In Just This Window

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Changes the font for the auxilliary window the mouse cursor was in when you pressed the middle mouse button to bring up the auxilliary-window menu. Selecting the option brings up the series of menus shown in Figures 15-6, 15-7, and 15-8. Clicking outside of any menu leaves that aspect of the font the way it was originally.



Figure 15-13. The submenu for setting the font in just one auxilliary window.

### Set Time-Zone Heading

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Prompts you for a new heading for the auxilliary window you were in when you pressed the middle mouse button to bring up the auxilliary-window menu. Type in the name followed by a carriage return.

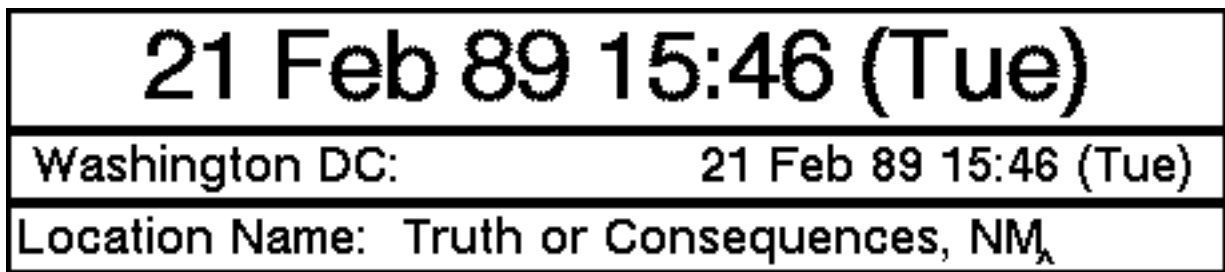


Figure 15-14. An auxilliary window prompting for a new heading.

Occasionally, the window isn't wide enough to display the whole name. In this case choose the option **Shape to Fit** from the main window middle-button menu.

### Set Regional Time Zone

Brings up the "Enter Time Zone" menu shown in Figure 15-3, which allows you to change the time zone region. **Set Regional Time Zone** does not allow other than hour increments.

## Analog Clock

### Introduction

The **Analog Clock** suboption off the **Clock** option on the background menu sets up an analog clock on your screen. The clock is updated once a minute.



Figure 15-15 The analog clock.

### Starting the Analog Clock

To put an analog clock on the screen, bring up the background menu by holding down the right mouse button, position the mouse over the **Clocks** option and slide off to the right to bring up the Clock submenu. Slide the mouse cursor over the **Analog Clock** choice and release the right mouse button.



Figure 15-16. The Analog Clock option from the Clock submenu from the background menu.

The first time you bring the analog clock up in a sysout, it will prompt you to sweep out a window. Once you have done this this clock will always appear in its last size. If you want to resize the analog clock, choose the **Shape** option from the right button window menu, and sweep out the new shape for the clock.

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## Stopping the Analog Clock

To remove the clock from your screen and kill the clock process, simply close the clock window using the clock window's right mouse-button **Close** option.

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## Changing the Analog Clock

Holding the middle mouse button down inside the analog clock pops up the following menu.

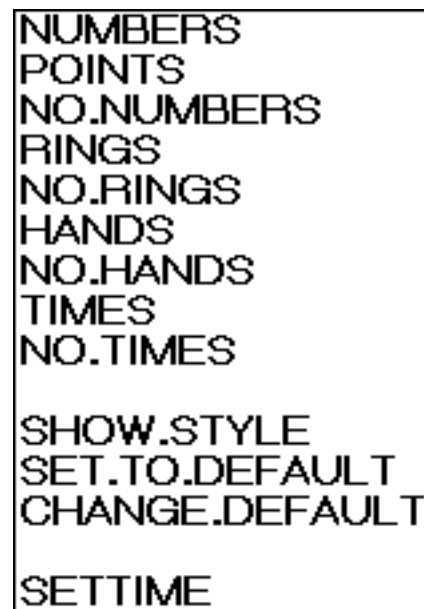


Figure 15-17. The analog clock menu.

There are four independent properties which the user may control: the hands of the clock, time digits printed where the hands end, rings on the clock face, and 12 numbers around the outside of the clock face.



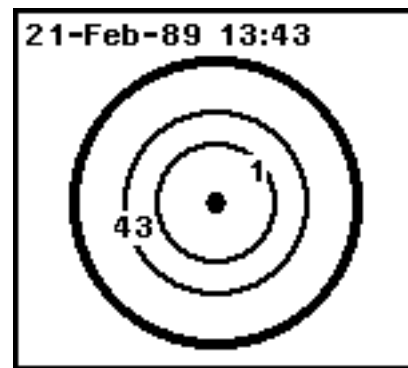


Figure 15-18. An analog clock with no points or numbers, rings, no hands, and times.

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**NUMBERS**

Removes points and adds numbers to the clock face.

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**POINTS**

Removes numbers and adds points to the clock face.

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**NO.NUMBERS**

Removes both numbers and points from the clock face.

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**RINGS**

Adds rings to the clock face.

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**NO.RINGS**

Removes rings from the clock face.

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**HANDS**

Adds hands to the clock face.

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**NO.HANDS**

Removes hands from the clock face.

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**TIMES**

Adds time digits to the clock face.

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**NO.TIMES**

Removes time digits from the clock face.

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**SHOW.STYLE**

Prints the current style to the system prompt window.

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**SET.TO.DEFAULT**

Resets the clock face to the default settings.

## CHANGE.DEFAULT

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Sets the default to the current style.

## SETTIME

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Forces the clock to go to the machine to ask it the time.

## Known Problems

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The clock will occasionally not respond to style changes. To force it to change, close the clock window and restart the clock from the background menu.

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## Directory Connector

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The directory connector allows you to keep track of your currently connected directory and allows you to change the directory. It updates itself about once every ten seconds.



**Dir:** {DSK}/usr/users/kmount/nc/nf/

Figure 15-19. The directory connector window.

## Starting the Directory Connector

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To put a directory connector on the screen, bring up the background menu by holding down the right mouse button, position the mouse over the **Directory Connector** option and release the right mouse button.

## Stopping the Directory Connector

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To remove the directory connector from your screen and kill its process, simply close the directory connector window using the window's right mouse-button **Close** option.

## Changing the Directory Connector Fonts

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To change the directory connector font, bring up the background menu by holding down the right mouse button, position the mouse over the **Directory Connector** option, slide off the menu to the right, position the mouse over the **Change Font** option, and release the right mouse button.



**Directory Connector** » **Change Font**

Figure 15-20. The **Directory Connector** option on the background menu showing the **Change Font** submenu option.

When you select the Change Font option you will be presented with a series of two menus asking you for a font and a size.



Figure 15-21. The font menu.

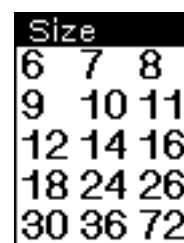


Figure 15-22. The font size menu.

While the directory connector is looking for a font, it prints the message "Fetching Font..." to the system prompt window.

Not all possible combinations of fonts are possible. If a font is not found the directory connector prints the message "Font Not Found." in the system prompt window.

## Using the Directory Connector

The directory connector can be used in two ways.

### Left Mouse Button

Clicking the left mouse button in the directory connector window causes the window to update itself.

You can shift-select the connected directory name out of the directory connector window with the left mouse button. You do this by pointing to the position in the window where you want the name of the directory to appear and clicking the left mouse button to position the caret cursor there, a FileBrowser prompt window for instance. Next you hold a SHIFT key down and click the left mouse button in the directory connector window. The name of the directory will appear where you positioned the caret cursor.

**Middle Mouse Button**

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Clicking the middle mouse button in the directory connector window brings up a menu of directories to connect to.



Figure 15-23. The "New Directory?" menu.

If the directory you want to connect to is on this list, click the left mouse button on it to connect to it.

If you change your mind and want to abort the operation, click outside the "New Directory?" menu.

If the directory you want to connect to is not on this list, click the left mouse button on \* \* Connect to Other Directory \* \* and type the directory name into the prompt window which will appear.

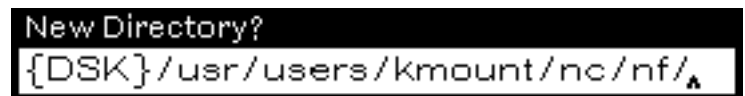


Figure 15-24. The "New Directory?" prompt window.

The prompt window will come up with your currently connected directory. The moment you start typing the system will erase the window and show what you are typing.

If you want to modify the name of your currently connected directory, backspace over as much of the name as you need to and type the name of the new subdirectory. Be sure to end it with a slash.

If you type in an invalid directory name, directory connector will beep and print the message "Not a valid directory name." to the system prompt window.

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