

RELEASE NOTES

ClockManager

Version 1.1

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Preamble

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Processing note

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Versions

Date/Version	Editor	Changes
o8.08.08	Sebastian Lorenz	Initial version

Table of Contents

Preamble	iii
Processing note	v
Versions	v
<i>Preface</i>	<i>vii</i>
1 General	vii
2 About this Document	vii
2.1 Glossary	vii
2.2 Symbols and Conventions	vii
2.2.1 Lists	vii
2.2.2 Hints	vii
2.2.3 General Information	vii
2.2.4 Warnings	viii
2.2.5 Links	viii
2.2.6 Keyboard commands	viii
2.2.7 Console text	viii
<i>Changes since version 1.0</i>	<i>9</i>
1 Elapsed Time Clock	9
2 Clock Rearrangement	9
3 Floated Stories	9

Preface

1 General

2 About this Document

The chapters of this manual cover the following topics:

-

2.1 Glossary

Concepts used in this document:

-

2.2 Symbols and Conventions

2.2.1 Lists

1. Numbered lists are used if the order of the primary list elements is of importance.
 - a. Alphabetic lists are used if the order of the secondary list element is of importance.
- Bullet lists are used if the order of the primary list elements is not important.
 - Outlined Bullets are used if the order of the secondary list elements is not important.

2.2.2 Hints

Hints and extra information can be found in this area.

The hints in the marginal left area help you to work effectively.

2.2.3 General Information

Information like these help you not to miss important facts.

2.2.4 Warnings

WARNINGS LIKE THESE SHOULD PROTECT YOU FROM COMMON PROBLEMS AND FAILURES.

2.2.5 Links

If there is a text link, it will be represented like this:

[Target](#). This link can be clicked with the mouse while reading online (Ctrl+left mouse button).

The following special character will appear behind the link target [△](#). This character leads back to the link source. Target [△](#)

2.2.6 Keyboard commands

If key combinations are described they are connected with a + sign. **ctrl+D** means pressing the control key and the 'd' key together.

2.2.7 Console text

Sometimes it is necessary to print the output of a console command or the contents of a file in the text. The following is an example of the response of typing the command „java -version“ on the command prompt:

```
h:\>java -version
java version "1.5.0_01" Java(TM) 2 Runtime Environment, Standard
Edition (build 1.5.0_01-b08)
Java HotSpot(TM) Client VM (build 1.5.0_01-b08, mixed mode)
```

Changes since version 1.0

3 Elapsed Time Clock

The ClockClient now displays the elapsed time of the currently running story. This clock appears as the bottom clock in the ClockClient window. If a story is started the elapsed time clock counts forward starting from zero until the next story is started. The colour of the elapsed time clock is always green and does not change if the story exceeds its story time.

4 Clock Rearrangement

The clocks in the ClockClient window can now be rearranged by drag and drop. Simply right-click on a clock, hold the right mouse button pressed and move the clock up and down. If the mouse button is released the clock will be dropped at its current position. The arrangement of the clocks can be reset to default by choosing `Reset View` from the `View` menu or pressing `Control + R` on the keyboard.

5 Floated Stories

There are some circumstances when the iNEWS Showtiming clock displays inconsistent times. This can happen if Showtiming is running and:

- the currently running story is floated
- or all future stories that have a hardout time are floated.

In these cases the HardOut clock and the Over/Under clock in iNEWS may display inconsistent time information. Therefore the ClockClient will not display times in the HardOut clock and in the Over/Under clock if either the currently running story is floated or all future stories containing a hardout time are floated.