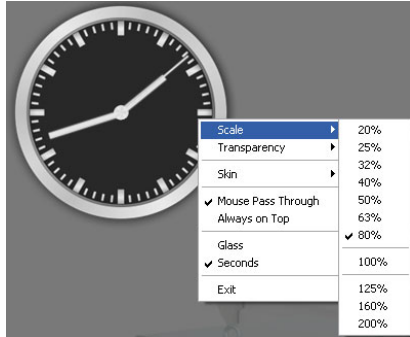# Die Uhr

Introduction

Die Uhr is a free source public domain skinnable analog clock for Windows XP by Kay Bruns.
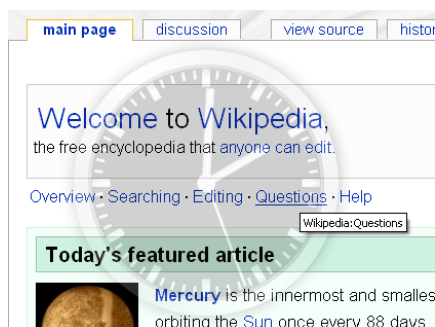

You are free to use it and it's source code without restrictions.

Die Uhr uses GDI+ to display composed bitmaps in a Windows XP layered window.
All Hands are updated every 0.5° (720 times per minute/hour). That makes them move smoothly.

You can select some options to hide the glass or second hand to lower CPU load.
Transparency and Size or Die Uhr are also adjustable.

You can set Die Uhr to be on top of other Windows and to pass mouse messages through to lower windows.
This gives you the opportunity to have Die Uhr transparent on Top of all while working with the programs below.

Menu items

Scale	This adjusts the
Transparency	20%: almost transparent, 100%: opaque
Skin	Select a skin for Die Uhr from the "Skins" folder
Mouse Pass Through	With Mouse Pass Through enabled all mouse clicks and moves go to the window beneath Die Uhr. So you can have Die Uhr on top of other programs while working with them.
	NOTE: To do something with Die Uhr while in "Mouse Pass Through" mode you need to use the ALT+TAB Keyboard commands to select Die Uhr. Die Uhr then temporary disables "Mouse Pass Through" mode until you set the focus to another program.
Always on Top	Puts Die Uhr on top of other windows.
Glass	Toggles the visibility of "attach.png"
Seconds	Toggles second hand display
Exit	Quits Die Uhr

Skins

All skin files must be in a separate folder in subdirectory "skins" in the directory of DieUhr.exe.

E.g. "C:\Program Files\Die Uhr\Skins\Wonderful Skin" if DieUhr.exe is in "C:\Program Files\Die Uhr".

Die Uhr uses four PNG Bitmaps with Alpha Channel to display the clock transparently on the desktop.
Those Bitmaps are named the same way as "Alwact Clock" skin files.

- Main.png   Clock background image
- Hour.png   Hour Hand bitmap
- Min.png   Minute Hand bitmap
- Sec.png   Second Hand bitmap
- Attach.png   Glass bitmap

The size of the clock is based on main.png.

All hand bitmaps must point to three o'clock.
The rotation point for the hand bitmaps is horizontally at 1/3 from the left and vertically in the center:

The glass bitmap is centered and clipped to main.png.