

RAINLENDAR 0.22

Rainlendar is a customizable calendar that resides on your desktop and shows the days of the current month. It's possible to add events and tasks to the calendar and the appearance can be customized with different skins. Rainlendar can also show the events and tasks from Microsoft Outlook and Mozilla Sunbird. The events can be synchronized with a server, which will allow you to use it e.g. at home and at work. There are plenty of other features too. Check the rest of this document for details.

Rainlendar requires Windows 2000 or Windows XP to work correctly.

This product includes software developed by Lee Patterson (<http://ssobjects.sourceforge.net/>).

INSTALLATION

Installing for Explorer

If you are in doubt, just get the installer version of Rainlendar from the webpage (<http://www.rainlendar.net>) and run it. If you dislike installers, you can also get the zipped archive and uncompress it to some folder. Rainlendar is ready to be used after that. Note that if you want that the calendar starts with the Windows you need to keep the "Startup folder"-option checked in the installation.

Rainlendar is installed for the current user by default. If you want to install it for different users, just run the installer for each of them.

Installing for Litestep

Rainlendar works also as Litestep's plugin. To install in Litestep grab the zip archive and just copy the Rainlendar.dll and the skin, language and plugins folders to your Litestep directory (e.g. C:\Litestep\). You don't need the Rainlendar.exe if you are using Rainlendar as Litestep plugin. After copying, open your step.rc and add following line:

```
LoadModule C:\Litestep\Rainlendar.dll
```

... and recycle. If that doesn't work, check the config part of this document for additional step.rc commands that you might need. You can also put the Rainlendar in other folder if you like, just make sure that the LoadModule path points to the correct place (as well as other Rainlendar specific step.rc commands).

Uninstalling

If you installed Rainlendar with the installer you can uninstall it from the "Add or Remove Programs". Otherwise just delete all the files you uncompressed from the zip-file (make sure that Rainlendar isn't running when doing that).

Installing skins

The skins are usually distributed in zip-files that hold the skin's ini-file and graphics files. To install a new skin you need to unzip the file into the Rainlendar's Skins-folder (usually located in C:\Program Files\Rainlendar\Skins).

The skin has one or more ini-files (i.e. a file with .ini extension). The skin's ini-file must be located in a separate subfolder under the Skins-folder (e.g. C:\Program Files\Rainlendar\Skins\MyTestSkin\Skin.ini). If you put it directly into the Skins-folder or if there are more than one subfolder things won't work. After you have the skin in correct place just refresh the calendar and you should see the new skin in the skin menu. If the skin is not visible in the menu the most likely reason is that you created an extra subfolder when the zip was uncompressed. Check the folder structure again and remove the extra subfolder by moving the skin's ini and graphics files to the parent folder.

SETTINGS

The basic configuration of the calendar is done from a GUI which you open from the popup-menu. The settings are saved in a *Rainlendar.ini*-file when you press the OK-button.

General

Show event message in tooltip

If enabled a tooltip will open when you move the mouse over a day that has an event. The tooltip will display all the day's events.

Show message alarms

If enabled a message box will be opened when an event is due.

Show all today's messages at startup

If enabled a message box will be opened when Rainlendar is started. The message box will display all the today's events.

Disable keyboard shortcuts

If enabled the keyboard shortcuts are disabled. Note that this setting doesn't apply to the global hotkeys defined in the Hotkeys-tab.

Poll wallpaper changes

If Rainlendar doesn't automatically notice wallpaper changes (as it should) you can enable this feature. When enabled Rainlendar checks once per second if the name of the wallpaper has been changed and if it has, the calendar is automatically refreshed. If you're using native transparency you should keep this disabled.

Snap to screen edges

If selected the window will snap to the edges of the screen and other windows. You can deactivate the snapping by holding Shift-key down while dragging the window.

Refresh when screen resolution changes

If selected the calendar is automatically refreshed when the screen resolution is changed. Note that this may cause problems with some games and full screen applications.

Use separator in tooltips

If selected a horizontal line is drawn between the events in the tooltip.

Show tray icon

This displays the current date in your system tray. Double clicking the icon toggles the window visibility.

Hide event and todo lists when there are no items

When enabled the event list and todo list will be hidden automatically when they are empty. The list will appear again after a new event or todo item is added.

Use native Windows transparency

If selected the calendar will use the native Windows transparency for its alpha-blended window. Otherwise the alpha-blending is done manually with the desktop wallpaper. Native transparency works only with Windows 2000 and XP. You can also adjust the overall transparency value from the slider.

Enable/Disable Log

Creates (or deletes) the Rainlendar's log-file. The log is written into the same folder where Rainlendar.dll is (usually C:\Program Files\Rainlendar).

Show Log

Opens the log-file with Notepad.

Advanced

Opens the Rainlendar.ini with notepad. See the advanced section below.

Layout

Position

The OnBottom makes the window to stay behind other windows when it's activated with mouse. Normal makes the window behave like normal windows and OnTop makes the calendar to stay on top of other windows. The OnDesktop setting is similar to OnBottom except that it makes a child window of the desktop. The benefit from this is that the calendar will be visible even if Explorer's "Show Desktop" command is issued. The OnDesktop only works with Explorer shell.

Event list window

You can define here how many days the event list will show. The "Substitute today and tomorrow" means that instead of using the name of the day (e.g. Monday) in the event list "Today" and "Tomorrow" will be used.

Movable window

When selected, the calendar can be moved with the mouse. Please note that if the background has an alpha mask and the desktop is copied behind the calendar, the moving is really slow and can cause problems with some graphics cards. So, I'd suggest to use this feature only with non-alpha backgrounds or with native transparency.

Remember dialog positions

This will save the place (and size) where a dialog was closed last time and open it in the same location in the next time.

Hide on mouse over

This hides the calendar when the mouse is over the window. The calendar will reappear once the mouse is moved off the window. You can disable this feature temporarily by holding Shift-key down while moving the mouse.

Click through

This passes all the mouse events through the calendar. This means that you cannot click the calendar (or the other windows except the message box). You can disable this feature temporarily by holding Shift-key down while moving the mouse (It's not registered immediately so keep the key down for one sec before click through is disabled).

Opaque on mouse over

Changes the window to completely opaque when the mouse is moved over the calendar. The window

should have some transparency assigned with the slider in the General-tab or otherwise this feature doesn't do much.

Transparent on mouse over

Changes the window transparent when the mouse is moved over the calendar. The transparency level is set with the slider in the General-tab. Note that the window is always completely opaque when this setting is set and the mouse is not over the window.

Multiple calendars

This defines how many months are shown in the calendar at the same time. You can set the horizontal and vertical count for the months as well as the the number of previous months are displayed. The "Start from January" option shows January always as the first month. This is useful if you want to show all year at the same time on the desktop.

The layout type defines how the calendars are placed on the grid. You can for example have the calendars placed in checker style or in X-shape. Just try them out to see how they look.

Hotkeys

This page enables to add hotkeys to various actions. The hotkeys are global so it's not necessary to have Rainlendar activated when pressing the keys. It's advised not to use too simple hotkeys (like Shift + A) since that would execute the hotkey every time you write capital A letter.

Plugins

Here is a list of installed plugins. See the Plugins page in this document for more information about them. The plugins can be activated and deactivated from here. If the plugin has settings they can be edited by selecting the plugin from the list and pressing the Settings-button. The "Set as Default" button makes the plugin a default which basically means that it's editor (if it has one) will be used when creating new events.

Advanced

There are also some other settings in the Rainlendar.ini that cannot be changed from the GUI. It's possible to change them directly from the Rainlendar.ini. Do not keep the config dialog open when editing the Rainlendar.ini or the settings will be overwritten when you press the OK-button. After you have edited the settings, refresh the calendar and the new settings will be taken into use.

Here's a list of the settings in Rainlendar.ini (only the ones that cannot be changed from the GUI):

X, Y, TodoX, TodoY, EventListX, EventListY

Defines the location of the calendar, todo and event list windows.

MessageBoxX and MessageBoxY

Defines the location of the Message Box. Note that the position is not pixels like in the other windows but percent of the desktop area.

ToolTipMaxWidth

Defines the maximum width (in pixels) of the tooltip. If set to 0 there is no limit.

MessageBoxMaxWidth

Defines the maximum width (in pixels) of the message box. If set to 0 there is no limit.

StartFromMonday

If set to 1 the week will start from Monday (otherwise it's started from Sunday). This is automatically

set according to your locale when Rainlendar is started the first time.

Week1HasJanuary1st

If set to 1 the week 1 is the one that has January 1st. Otherwise its the one that has the year's first Thursday. This is automatically set according to your locale when Rainlendar is started the first time.

WeekNumberDelta

This is an offset value for the week numbers. You can adjust the week 1 with this. Also negative numbers can be used.

StartHidden

If set to 1 Rainlendar will start as hidden.

UseWindowName

If set to 1 the window will have a name "Rainlendar". Useful feature e.g. with some virtual windows managers.

EventExecute

Executes the given program or bang when the event is due and the message box is displayed. You can also use the special PLAY command to play a wav-file (E.g. PLAY c:\windows\media\chimes.wav).

SnoozeTime

If the message box is snoozed with right mouse button this value defines how long time it will be hidden. The value is in seconds.

TrayExecuteL, TrayExecuteM, TrayExecuteR, TrayExecuteDL, TrayExecuteDM, TrayExecuteDR

These define the action that is done when the tray icon is clicked with the mouse. The L, M and R mean left, middle and right mouse button and the D in front of them means double click.

DisableDoneList

If set to 1, the done list is removed from the Todo-dialog and the done items will be deleted immediately instead of sending them to the done-list.

WheelScrollMonths

Defines how many months are scrolled whit the mouse wheel. Set to 0 to disable the feature. You can also use negative values to swap the direction.

NegativeCoords

This setting makes the position to be interpret so that the negative coordinates are relative to the bottom right corner of the desktop. It's useful for example to keep the calendar there even if you change the screen resolutions. Note that if you have enabled "Movable window" the negative coordinates are converted to positive when the window is moved. If you have trouble keeping the calendar on a secondary monitor try setting this to 0.

FadeDuration

The time in ms that defines how long the fading effects take. Set to 0 to disable the fading.

GrowUpwards

Normally when new items are added the event list and todo window grow downwards. That behaviour can be changed with this setting. You can set this to 2 if you want that the todo-window grows upwards, 8 if you want that the event list grows upwards or 10 if you want both windows to grow upwards. DO NOT USE ANY OTHER VALUES!!!

ShowContextMenu

If set to 1 a context menu instead of full menu is shown when right mouse button is pressed over one of

the windows.

CalendarAction

Defines what happens when you double click the calendar:

0=Default behaviour. If an event is selected opens the context menu otherwise creates a new event.

1=Edits the first event or creates a new event.

2=Always creates a new event.

3=Deletes the selected event(s).

TodoAction

Defines what happens when you double click the todo window:

0=Default behaviour. If an todo item is selected opens the context menu otherwise opens the todo dialog. 1=Marks the todo item checked.

2=Opens the todo dialog and selects the item.

3=Opens the todo dialog.

4=Deletes the todo item.

5=Marks the todo item as done.

EventListAction

Defines what happens when you double click the event list window:

0=Default behaviour. If an event is selected opens it for editing. 1=Creates a new event.

2=Deletes the selected event.

HideFromCalendar

List of profiles that you don't want to be visible in the calendar. Separate the list with ';' -char. E.g.

HideFromCalendar=Birthday;Personal;Outlook

HideFromEventList

List of profiles that you don't want to be visible in the event list. Separate the list with ';' -char. E.g.

HideFromEventList=Birthday;Personal;Outlook

DisableKeyboardOverride

Disables the Shift-key override with click through and hide on mouse over. Be careful with this one: it's quite hard to change the settings if you cannot click the windows anymore. Especially if you have hidden the tray icon too.

ConfigEditor

Define the editor that you want to use when advanced-button is clicked in the config or skin dialog. Do not use spaces in the path or filename.

UseSkinCharSet

Set to 1 if you want to use the charset defined in the skin's fonts. Otherwise the fonts use the default charset defined in Windows locale.

WeekendDays

This defines which days are considered weekend days.

1=Sunday

2=Monday

4=Tuesday

8=Wednesday

16=Thursday

32=Friday

64=Saturday

You can add the numbers together to select several days. E.g. If you want the weekend to be defined as Friday and Saturday set it like this: WeekendDays=96

GridLeftToRight, GridTopToBottom, GridAcrossAndDown

These define which way the months flow in the different layouts when multiple calendars are displayed.

EDITING SKINS

Most of the skinning can be done from the GUI, which is probably the easiest way to modify the skins. However, sometimes it might be useful to do the changes directly in the skin files. The skin files weren't originally meant to be edited by hand, so some of the entries might be a bit unintuitive.

The items (numbers) in an image can be placed either horizontally or vertically. The correct placement is determined from the dimensions of the image (i.e. whichever is bigger: height or width). The images must be cropped so that they don't hold any extra space and their width (or height) must be divisional with the number of items in the image. The current version of Rainlendar supports BMP, JPG and PNG files. The PNGs can include alpha mask.

The name of the skin file can be anything that ends with ".ini". The skins must be placed in a separate subfolders, which will give the name to the skin. The same folder can also contain several skin ini-files.

New in 0.21: The skin format has changed slightly. It is now possible to put the different parts to separate sections. The benefit from this is that you can define the drawing order by placing the sections before each other. The sections are drawn the order they are defined (except that background is drawn always first). Note that dynamic items (Time and Button) are always drawn on top of the static items (i.e. normal calendar graphics). The Image-sections can be drawn in any place.

The sections are: [Background], [Days], [Today], [Weekdays], [Month], [Year], [Event], [WeekNumbers], [Tooltip], [Todo], [MessageBox] and [EventList]. If you use these do not add the [Rainlendar]-section or the skin is read as old format.

Important! If you create a skin that uses the new format you should inform the users that it requires Rainlendar 0.21 or newer. The new skins behave quite badly in 0.20 and older versions.

BackgroundBitmapName

The filename of the background picture to use behind the calendar. You can also select if you want the image to be tiled or stretched if it's too small for the calendar window. It's also possible to grab the desktop behind the calendar and use it as background.

BackgroundMode

0 = Tile background to fill the whole window
1 = Transparent background
2 = Stretch background to fill the whole window
3 = Solid color background

BackgroundBevel

0 = No not draw bevel around solid color background
1 = Draw bevel around solid color background

BackgroundSolidColor

Color of the solid background defined as BGR hex-value (e.g. BackgroundSolidColor=888888)

ToolTipFont

The font to be used with the tooltips. Check below for more info about the fonts.

ToolTipFontColor

Color of the tooltip font defined as BGR hex-value (e.g. ToolTipFontColor=000000)

ToolTipBGColor

Color of the tooltip background defined as BGR hex-value (e.g. ToolTipBGColor=FFFFFF)

DaysEnable

0 = Do not show days in calendar

1 = Show days in calendar

DaysX

X-position of the days

DaysY

Y-position of the days

DaysW

Width of the days

DaysH

Height of the days

DaysAlign

0 = TopLeft

1 = TopRight

2 = TopCenter

16 = MiddleLeft

17 = MiddleRight

18 = Middle

32 = BottomLeft

33 = BottomRight

34 = BottomCenter

DaysRasterizer

FONT = Use fonts to display the days

BITMAP = Use bitmap to display the days

DaysFont

The font to be used with the days. Check below for more info about the fonts.

DaysFontColor

Color of the font defined as BGR hex-value (e.g. DaysFontColor=44AAFF)

DaysBitmapName

Filename of the days bitmap. The bitmap must contain either numbers from 0 to 9 or from 0 to 31. All the numbers must be same size.

DaysNumOfComponents

Number of components in the bitmap. If the bitmap has numbers from 0 to 9, set this to 10. For numbers from 0 to 31 use value 32. Note that with 32 numbers the 0 is never used, so it may hold anything.

DaysSeparation

The horizontal separation of the numbers (i.e. how close/far the numbers are placed from each other). This is only applied with bitmaps when the number of components is 10. The value can be negative.

DaysIgnoreToday

0 = Draw a day for today 1 = Do not draw a day for today

DaysIgnoreEvent

0 = Draw a day for event days 1 = Do not draw a day for event days

DaysWeekendBitmapName

Same as DaysBitmapName but for the weekends.

DaysWeekendFontColor

Same as DaysFontColor but for the weekends.

DaysLayout

0 = 7 x 6 grid (i.e. the normal layout)

1 = Horizontal

2 = Vertical

TodayEnable

0 = Do not show today in calendar

1 = Show today in calendar

TodayAlign

0 = TopLeft

1 = TopRight

2 = TopCenter

16 = MiddleLeft

17 = MiddleRight

18 = Middle

32 = BottomLeft

33 = BottomRight

34 = BottomCenter

TodayRasterizer

FONT = Use fonts to display the today

BITMAP = Use bitmap to display the today

TodayFont

The font to be used with the today. Check below for more info about the fonts.

TodayFontColor

Color of the font defined as BGR hex-value (e.g. TodayFontColor=44AAFF)

TodayBitmapName

Filename of the today bitmap. The bitmap must contain either numbers from 0 to 9 or from 0 to 31. It can also contain just one image.

TodayNumOfComponents

Number of components in the bitmap. If the bitmap has numbers from 0 to 9, set this to 10. For numbers from 0 to 31 use value 32. If the bitmap contains only one image use value 1.

TodaySeparation

The horizontal separation of the numbers (i.e. how close/far the numbers are placed from each other). This is only applied with bitmaps when the number of components is 10. The value can be negative.

WeekdaysEnable

0 = Do not show weekdays in calendar

1 = Show weekdays in calendar

WeekdaysAlign

0 = TopLeft
1 = TopRight
2 = TopCenter
16 = MiddleLeft
17 = MiddleRight
18 = Middle
32 = BottomLeft
33 = BottomRight
34 = BottomCenter

WeekdaysRasterizer

FONT = Use fonts to display the weekdays
BITMAP = Use bitmap to display the weekdays

WeekdaysFont

The font to be used with the today. Check below for more info about the fonts.

WeekdaysFontColor

Color of the font defined as BGR hex-value (e.g. WeekdaysFontColor=44AAFF)

WeekdayNames

Weekday strings separated with '/'-char (E.g. WeekdayNames=Sun/Mon/Tue/Wed/Thu/Fri/Sat)

WeekdaysBitmapName

Filename of the weekdays bitmap. The bitmap must contain 7 items (one for each weekday).

MonthEnable

0 = Do not show month in calendar
1 = Show month in calendar

MonthX

X-position of the month

MonthY

Y-position of the month

MonthAlign

0 = TopLeft
1 = TopRight
2 = TopCenter
16 = MiddleLeft
17 = MiddleRight
18 = Middle
32 = BottomLeft
33 = BottomRight
34 = BottomCenter

MonthRasterizer

FONT = Use fonts to display the months
BITMAP = Use bitmap to display the months

MonthFont

The font to be used with the month. Check below for more info about the fonts.

MonthFontColor

Color of the font defined as BGR hex-value (e.g. WeekdaysFontColor=44AAFF)

MonthBitmapName

Filename of the months bitmap. The bitmap must contain 12 items (one for each month).

MonthNames

Names of the months separated with '/'-char (E.g MonthNames=January / February / March / April / May / June / July / August / September / October / November / December)

YearEnable

0 = Do not show year in calendar 1 = Show year in calendar

YearX

X-position of the year

YearY

Y-position of the year

YearAlign

0 = TopLeft

1 = TopRight

2 = TopCenter

16 = MiddleLeft

17 = MiddleRight

18 = Middle

32 = BottomLeft

33 = BottomRight

34 = BottomCenter

YearRasterizer

FONT = Use fonts to display the years

BITMAP = Use bitmap to display the years

YearFont

The font to be used with the year. Check below for more info about the fonts.

YearFontColor

Color of the font defined as BGR hex-value (e.g. WeekdaysFontColor=44AAFF)

YearBitmapName

Filename of the year bitmap. The bitmap must contain numbers from 0 to 9.

DaysSeparation

The horizontal separation of the numbers (i.e. how close/far the numbers are placed from each other).

The value can be negative.

EventEnable

0 = Do not show events in calendar

1 = Show events in calendar

EventAlign

0 = TopLeft

1 = TopRight

2 = TopCenter

16 = MiddleLeft

17 = MiddleRight
18 = Middle
32 = BottomLeft
33 = BottomRight
34 = BottomCenter

EventRasterizer

FONT = Use fonts to display the events
BITMAP = Use bitmap to display the events

EventFont

The font to be used with the events. Check below for more info about the fonts.

EventFontColor

Color of the font defined as BGR hex-value (e.g. WeekdaysFontColor=44AAFF)

EventBitmapName

Filename of the events bitmap. The bitmap must contain either numbers from 0 to 9 or from 0 to 31. It can also contain just one image.

EventNumOfComponents

Number of components in the bitmap. If the bitmap has numbers from 0 to 9, set this to 10. For numbers from 0 to 31 use value 32. If the bitmap contains only one image use value 1.

EventSeparation

The horizontal separation of the numbers (i.e. how close/far the numbers are placed from each other). This is only applied with bitmaps when the number of components is 10. The value can be negative.

EventInCalendar

0 = Do not show event texts inside the calendar
1 = Show event texts inside the calendar

EventFont2

The font to be used with the events texts that are dran on the calendar. Check below for more info about the fonts.

EventFontColor2

Color of the font defined as BGR hex-value (e.g. WeekdaysFontColor=44AAFF)

EventIconEnable

If set to 0 the icons are not shown.

WeekNumbersEnable

0 = Do not show week numbers in calendar
1 = Show week numbers in calendar

WeekNumbersAlign

0 = TopLeft
1 = TopRight
2 = TopCenter
16 = MiddleLeft
17 = MiddleRight
18 = Middle
32 = BottomLeft
33 = BottomRight
34 = BottomCenter

WeekNumbersRasterizer

FONT = Use fonts to display the week numbers

BITMAP = Use bitmap to display the week numbers

WeekNumbersFont

The font to be used with the week numbers. Check below for more info about the fonts.

WeekNumbersFontColor

Color of the font defined as BGR hex-value (e.g. WeekdaysFontColor=44AAFF)

WeekNumbersBitmapName

Filename of the week numbers bitmap. The bitmap must contain either numbers from 0 to 9 or from 0 to 53. It can also contain just one image.

WeekNumbersNumOfComponents

Number of components in the bitmap. If the bitmap has numbers from 0 to 9, set this to 10. For numbers from 0 to 53 use value 54.

WeekNumbersSeparation

The horizontal separation of the numbers (i.e. how close/far the numbers are placed from each other). This is only applied with bitmaps when the number of components is 10. The value can be negative.

TodoW

The width of the todo window.

TodoFont

The font to be used with the todo items. Check below for more info about the fonts.

TodoFontColor

Color of the font defined as BGR hex-value (e.g. TodoFontColor=44AAFF)

TodoBitmapName

Name of the todo window's background image.

TodoBitmapMargins

Margins for the bitmap scaling. The margins are four comma separated values that define the non-scaled part of the images borders. e.g. TodoBitmapMargins=10,10,0,0 would leave 10 pixels from the left and top borders as is and scale the rest.

TodoTextMargins

Margins for the text. The margins are four comma separated values that define the borders for the text (i.e. text is not drawn on the border area).

TodoSeparation

The vertical separation of the todo items (i.e. how close/far the texts are placed from each other).

TodoItemBitmapName

Name of the image for the todo items.

TodoItemAlign

0 = TopLeft

1 = TopRight

2 = TopCenter

16 = MiddleLeft

17 = MiddleRight

18 = Middle

32 = BottomLeft
33 = BottomRight
34 = BottomCenter

TodoItemOffset

Offset to the todo item. This is two comma separated values (e.g. TodoItemOffset=10,-10)

MessageBoxBitmapName

Name of the messagebox background image.

MessageBoxFont

The font to be used with the messagebox texts. Check below for more info about the fonts.

MessageBoxFontColor

Color of the font defined as BGR hex-value (e.g. TodoFontColor=44AAFF)

MessageBoxBitmapMargins

Margins for the bitmap scaling. The margins are four comma separated values that define the non-scaled part of the images borders. e.g. MessageBoxBitmapMargins=10,10,0,0 would leave 10 pixels from the left and top borders as is and scale the rest.

MessageBoxTextMargins

Margins for the text. The margins are four comma separated values that define the borders for the text (i.e. text is not drawn on the border area).

MessageBoxTextMaxWidth

Maximum width in pixels that the message box can scale. The text is wrapped if longer than that.

MessageBoxSeparation

The horizontal separation of the event texts (i.e. how close/far the texts are placed from each other).

EventListW

The width of the event list window.

EventListFont

The font to be used with the event list items. Check below for more info about the fonts.

EventListFontColor

Color of the font defined as BGR hex-value (e.g. EventListFontColor=44AAFF)

EventListBitmapName

Name of the EventList window's background image.

EventListBitmapMargins

Margins for the bitmap scaling. The margins are four comma separated values that define the non-scaled part of the images borders. e.g. EventListBitmapMargins=10,10,0,0 would leave 10 pixels from the left and top borders as is and scale the rest.

EventListTextMargins

Margins for the text. The margins are four comma separated values that define the borders for the text (i.e. text is not drawn on the border area).

EventListSeparation

The vertical separation of the EventList items (i.e. how close/far the texts are placed from each other).

EventListHeaderItemBitmapName

Name of the image for the EventList items.

EventListHeaderItemAlign

0 = TopLeft
1 = TopRight
2 = TopCenter
16 = MiddleLeft
17 = MiddleRight
18 = Middle
32 = BottomLeft
33 = BottomRight
34 = BottomCenter

EventListHeaderItemOffset

Offset to the EventList item. This is two comma separated values (e.g. EventListItemOffset=10,-10)

EventListHeaderFont

The font to be used with the event list headers. Check below for more info about the fonts.

EventListHeaderFontColor

Color of the font defined as BGR hex-value (e.g. EventListFontColor=44AAFF)

EventListHeaderSeparation

The vertical separation between the header and the items (i.e. how close/far the texts are placed from each other).

EventListHeaderFormat

The header format. Check [here](#) for the format codes. There are also a special code that can be used in the header: %D displays the number of days the events are from today.

EventListItemMargin

The horizontal margin for the event list items.

EventListItemIconEnable

If set to 1 the event icon is also shown in the event list.

EventListDaySeparation

Defines the space between the days in the event list.

Buttons

It's also possible to add buttons to the skins. This can be only done in the skin's ini-file as there is no GUI for the buttons. To add a button you need to create a new section called [ButtonN] where the N is a number (it can be any number as long as no other button is using it). The buttons can have these values:

Window

Defines the window where the button is placed. 0 = Calendar, 1 = Todo, 2 = MessageBox, 3 = EventList.

X

X-coordinate of the button. You can also give negative values in which case the button location is calculated from the right edge of the skin.

Y

Y-coordinate of the button.

BitmapName

The button image. The image must have 3 frames (normal, pushed and hover).

Command

The command that is executed when the button is pressed. It can be a normal application or a bang.

Enable

Set to 0, to disable the item.

Repeat

0=The item is drawn only once.

1=The item is draw on all calendars.

2=The item is drawn only on the current month.

3=The item is drawn only on the viewed month.

IncludeSize

If this is set to 1, the item is included in the calendar size calculation.

```
[Button1]
Window=0
X=5
Y=5
BitmapName=button-left.png
Command=!RainlendarShowPrev
```

Time items

Time items show the current date or time in the calendar. It's also possible to show the time in the tooltip. They can be used to e.g. show a clock or current day. Note that the window is updated only once per minute so you cannot use seconds in the clock (or you can but it's rather pointless). To add a time item you need to create a new section called [TimeN] where the N is a number (it can be any number as long as no other time item is using it). The time items can have these values:

Window

Defines the window where the button is placed. 0 = Calendar, 1 = Todo, 2 = MessageBox, 3 = EventList, 5 = Tooltip.

X

X-coordinate of the button. You can also give negative values in which case the button location is calculated from the right edge of the skin.

Y

Y-coordinate of the button.

Rasterizer

FONT = Use fonts to display the items

BITMAP = Use bitmap to display the items

BitmapName

The bitmap must have numbers from 0 to 9.

Align

0 = TopLeft

1 = TopRight

2 = TopCenter

16 = MiddleLeft

17 = MiddleRight

18 = Middle
32 = BottomLeft
33 = BottomRight
34 = BottomCenter

NumOfComponents

This defines how many components (or frames) the bitmap has. **Separation**
The horizontal separation of the numbers (i.e. how close/far the numbers are placed from each other). This is only applied with bitmaps when the number of components is 10. The value can be negative.

Digits

Number of digits used in the values. This applies only to bitmaps.

Font

The font to be used with the time items. Check below for more info about the fonts.

FontColor

Color of the font defined as BGR hex-value (e.g. FontColor=44AAFF)

Format

The time/date format. Check [here](#) for the format codes.

Enable

Set to 0, to disable the item.

Repeat

0=The item is drawn only once.
1=The item is draw on all calendars.
2=The item is drawn only on the current month.
3=The item is drawn only on the viewed month.

IncludeSize

If this is set to 1, the item is included in the calendar size calculation.

Location

This defines time zone. It must be defined exactly like the time zones are listed in the Windows Date and Time Properties. See below for example.

```
[Time1]  
Window=0  
X=-50  
Y=10  
Rasterizer=FONT  
Font=-17/0/0/0/700/0/0/0/0/3/2/1/34/Arial  
FontColor=FFFFFF  
Format=%d  
Location=(GMT-09:00) Alaska
```

Images

The images are similar as buttons and time items except that they do not do anything. An image is just drawn in the window. To add an image you need to create a new section called [ImageN] where the N is a number (it can be any number as long as no other image is using it). The images can have these values:

Window

Defines the window where the button is placed. 0 = Calendar, 1 = Todo, 2 = MessageBox, 3 =

EventList.

X

X-coordinate of the image. You can also give negative values in which case the button location is calculated from the right edge of the skin.

Y

Y-coordinate of the image.

BitmapName

The name of the image.

Enable

Set to 0, to disable the item.

Repeat

0=The item is drawn only once.

1=The item is draw on all calendars.

2=The item is drawn only on the current month.

3=The item is drawn only on the viewed month.

IncludeSize

If this is set to 1, the item is included in the calendar size calculation.

```
[ Image1 ]  
Window=0  
X=0  
Y=0  
BitmapName=shine.png
```

Fonts

The fonts are defined with 13 values and the name of the font all separated with '/'-char. The most important values are the first one which defines the height of the font and the last, which is the typeface name of the font. The height of the font is defined in logical size and not in the point size.

E.g. -17/0/0/0/700/0/0/0/0/3/2/1/34/Arial

The different values are in order:

- height of font
- average character width
- angle of escapement
- base-line orientation angle
- font weight
- italic attribute option
- underline attribute option
- strikethrough attribute option
- character set identifier (this is always DEFAULT_CHARSET unless UseSkinCharSet is set to 1)
- output precision
- clipping precision
- output quality
- pitch and family
- typeface name

Check [CreateFont\(\)](#) in Win32 API documentation for more info.

Profiles

With profiles you can customize individual events. When you create an event there is a combo box which can be used to select the profile for the event. The combo box lists the profiles that are defined in the current skin's ini-file, but you can also give a custom profile name. If a certain profile is not defined in a skin a default settings are used instead.

The profiles are defined in the skin file by making a new section. The name of the section must start with the word "Profile" (without the quotes). After that you can put pretty much anything to make the section unique (i.e. there cannot be two sections that have same name (i.e. the string between []-chars, not the "Name=" string).

The profile section must have a key called Name, which will give the identity to the profile. The name is the one that is displayed in the Edit Event dialog.

Other keys that can be in the profile section are:

- ToolTipFontColor
- EventBitmapName
- EventFontColor
- EventFontColor2
- EventIconName
- EventIconAlign
- EventDrawAlways
- EventListFontColor
- Priority
- RecurringPostfixString

The values for the keys are exactly the same as defined above. The profile settings override the default skin settings, so for example if the default ToolTipFontColor value is black and you create a profile that defines it white, all events that use that profile will draw the tooltip texts white. Note that it is not necessary to give all the keys always; you can define just the ones that are necessary (default values are used for the missing keys).

The EventIconName, EventIconAlign and EventDrawAlways can only be used with the profiles. The event icon is a small image that is displayed on top of the event with the given profile. The align uses the same alignment system as other aligns (check e.g. DaysAlign for the codes). If the EventDrawAlways is set to 1 it means that the event is drawn always on the calendar.

The priority defines what is drawn on the calendar when there are several event on the same day. The repeating events also have predefined priorities so that less frequently happening events have higher priority. Like this:

```
Daily Priority      = 10
Weekly Priority    = 20
Monthly Priority   = 30
Yearly Priority    = 40
Single Priority    = 50
```

The profile's priority value is added to this to determine the actual priority for the event. If you don't want that the recurrence pattern affects the priorities of the events you can define them so that they are >50 apart from each other. E.g. 100, 200, 300, etc.

The RecurringPostfixString will append the given text to the end of the events that use the profile. Note that the text will be added only to recurring events.

Currently it is not possible to create/edit the profiles from the GUI. You need to create by hand with a

text editor.

E.g.

```
[Profile 1]
Name=Sunday
ToolTipFontColor=00DDFF
EventFontColor=DD8888
```

```
[Profile 2]
Name=Important
ToolTipFontColor=FFFFFF
EventFontColor=FFFFFF
EventFontColor2=FFFFFF
EventIconName=Icons/Lightning.png
EventIconAlign=18
```

BANGS

The Rainlendar can be controlled also with Litestep !Bang-commands. You can also give the !bangs as command line arguments for Rainlendar.exe (note that this does not work if Rainlendar is OnDesktop). The bangs can also be used in other places (e.g. buttons) to control the calendar.

!RainlendarShow [Activate]

Displays all Rainlendar windows. If the parameter is given the calendar window is activated and put on top of the other windows (this doesn't work if OnBottom window position is selected).

!RainlendarHide

Hides all Rainlendar windows.

!RainlendarToggle [Visible]

Toggles all Rainlendar windows. If visible-argument is given only the visible windows are toggled.

!RainlendarConfig

Opens the config-dialog.

!RainlendarEditSkin

Opens the edit skin -dialog.

!RainlendarRefresh

Refreshes Rainlendar.

!RainlendarQuit

Quits Rainlendar.

!RainlendarShowNext [Count]

Shows the next month. The Count defines how many months are skipped.

!RainlendarShowPrev [Count]

Shows the previous month. The Count defines how many months are skipped.

!RainlendarShowMonth [Month] [Year]

Shows the given month. If Year is not given the current year is used. If the month is also omitted then the current month is shown.

!RainlendarShowCurrent

Shows the current month (i.e. the one that has today's date).

!RainlendarLsBoxHook

The !bang to put Rainlendar in a lsBox.

!RainlendarMove [X] [Y] [Window]

Moves the calendar window to a new position. The Window argument defines the window to be moved. 0=Calendar, 1=Todo, 2=MessageBox, 3=EventList

!RainlendarZPos [ZPOS]

Changes the Z-position of the window. Values for ZPOS are: 0 = OnBottom, 1 = Normal, 2 = OnTop, 3 = OnDesktop.

!RainlendarEditTodo

Opens the Todo dialog where you can add/modify the todo items.

!RainlendarShowTodo

Shows the todo window.

!RainlendarHideTodo

Hides the todo window.

!RainlendarToggleTodo

Toggles the todo window.

!RainlendarShowEventList

Shows the EventList window.

!RainlendarHideEventList

Hides the EventList window.

!RainlendarToggleEventList

Toggles the EventList window.

!RainlendarShowCalendar

Shows the Calendar window.

!RainlendarHideCalendar

Hides the Calendar window.

!RainlendarToggleCalendar

Toggles the Calendar window.

!RainlendarAddEvent [Day] [Month] [Year]

Opens the new event dialog for the given date.

!RainlendarShowItem [Section]

Shows the given item. The argument is the name of the item's section in the skin's ini-file.

!RainlendarHideItem [Section]

Hides the given item. The argument is the name of the item's section in the skin's ini-file.

!RainlendarToggleItem [Section]

Toggles the given item. The argument is the name of the item's section in the skin's ini-file.

!RainlendarRedraw

Redraws the window. You need to use this if you hide/show items.

!RainlendarChangeSkin [Skin\IniFile]

Changes the skin. The argument is the name of the skin and name of the ini-file separated with '\'-char.
E.g. !RainlendarChangeSkin Shadow3.1\English.ini

!RainlendarShowTodaysEvent

Opens the message box with all today's events (i.e. the same Rainlendar opens when it is started).

!Execute

It's possible to combine multiple bangs together with the !Execute bang. The bangs are separated with []. E.g. !Execute [!RainlendarToggleCalendar][!RainlendarToggleTodo]

PLUGINS

IniFormatPlugin

This plugin uses Rainlendar's custom ini-format for the events. The plugin can read and write events. You can have multiple event and todo files. The plus-button adds a new file and the cross removes the selected file. Note that the items will be saved to all of them unless you set them Read-Only (can be set from the star-button). Read Only events cannot be modified and they are not sent to other plugins (including the ServerPlugin, so they are not distributed).

Outlook Plugin

This plugin can read appointments and tasks from Outlook. The read items are considered as read-only so they cannot be modified. The plugin is meant to be used only in Win2k or WinXP (the timezone conversion does not work in Win9x).

Note that the exception dates are not supported. So if you have a repeating event and you have deleted/modified one of the events in Outlook Rainlendar will show the original event still.

Outlook Profile

If you have an Outlook profile write it here. If not, leave this empty.

Use Outlook labels as event profiles

If enabled the labels in Outlook appointments are used as Rainlendar's event profiles. Otherwise the profiles are called "Outlook".

Keep MAPI-connection alive

If enabled the MAPI connection is not closed after the appointments have been read from Outlook. I suggest to keep this enabled otherwise since MAPI leaks memory.

Don't show message body

If enabled only the subject-field is shown,

Don't show completed tasks

If enabled the completed tasks do not appear in the todo-list.

Imported message stores

This lists all the message stores that are supported by Rainlendar. You can select which ones are read from Outlook.

ServerPlugin

This plugin synchronizes the events with a different clients. You need to be running the RainlendarServer (see the ReadMe.txt in the server package for more info). If the plugin is made as a default it updates the event from the server before it is edited, so there might be a small delay before the Edit Event-dialog is opened. The events are requested from the server when Rainlendar is started or when it is refreshed.

User ID

The User ID is the identification for your events. The server will use the ID to store and retrieve the events. So, you can use the same server to store different events from clients by giving different IDs. Please note that there is no security checks or authentication of any kind, so basically anyone who can access to the server from network can read and modify your events. If you are running Linux version of the server, the ID is case sensitive.

Address

This is the address of the the computer that runs the RainlendarServer. You can use the IP number or the network name if the machine has one. Note that there is no public server that you can connect to (as far as I know), so you need to run the RainlendarServer on your own computer or on a one that you have access to.

Port

The is the port that the Rainlendar tries to connect to. You can use any port you wish, just make sure that it's the same what RainlendarServer is listening.

Poll events from the server

If enabled the plugin checks for new events from the server after the specified time period.

iCalendar Plugin

This plugin can read/write events and tasks from .ics files. This plugin can be used for example to show Sunbird's events in Rainlendar. The plugin is meant to be used only in Win2k or WinXP.

Refresh when file changes

If enabled the plugin monitors the files and reloads them when they change.

Ignore completed tasks

If enabled the completed tasks are not shown in the todo-list.

Few Notes:

- It's a bad idea to use the same .ics-file in different applications (unless you load it as read-only). You are asking for problems if you for example edit the Sunbird's file with Rainlendar while both applications are running.
- If the UID (i.e. identification string) is not in correct format the event/todo-item is always imported as read-only.
- Deleting an event removes it completely from the .ics-file. This can cause problems with RainlendarServer.
- The iCalendar does not have a done-list so tasks that are moved to there are not saved to the ics-file.

- Exception dates are not supported!

Mozilla Sunbird integration HOWTO:

- Go to Plugins tab in Rainlendar's Config.
- Enable the iCalendar Plugin and click the Settings button
- Press the '+'-button in the dialog to open the open file dialog.
- Locate the Sunbird's ics-file in one of the subfolders starting from C:\Documents and Settings\YourName\Application Data\Mozilla. The actual location depends on your installation. The file is called CalendarDataFile0.ics (or something similar that ends with .ics). Note that the "Application Data" is a hidden folder so you need to have the hidden files shown from the folder settings.
- Select the added file from the list and click the star-button to change the type from "Read/Write" to "Read Only".
- If there are several .ics-files repeat the procedure for each of them (or those that you want to show in Rainlendar).

STEP.RC

These are Litestep specific settings that are placed in the step.rc file. Remember to put the paths inside quotes if you have spaces in them!

RainlendarPath

This defines the path to the Rainlendar.ini file, which contains the general settings.

RainlendarSkinsPath

This defines the folder where the skin subfolders are. If this is not defined the Skins-folder under RainlendarPath is used instead.

RainlendarLanguagesPath

This defines the folder where the language files are. If this is not defined a Language-folder under the RainlendarPath is used instead.

RainlendarPluginsPath

This defines the folder where the plugins are. If this is not defined a Plugins-folder under the RainlendarPath is used instead.

RainlendarCurrentSkin

The name of current skin. This can be used to force the use of some skin. This overrides the settings in Rainlendar.ini. You must also define RainlendarCurrentSkinIni.

RainlendarCurrentSkinIni

The name of current skin ini-file.

CONTACT

The latest version will be found from <http://www.rainlendar.net>. You can also find new languages and skins from there. You may also send comments and bug-reports to the [author](#). But before you do, check the Rainlendar's section in the [Forum](#). It might already contain answers to your questions.

Please put the name of the product (i.e. Rainlendar) in the subject-field of the mail. It may be useful if you write the version of the product also. If you are reporting a bug, please try to be as exact as possible when describing the symptoms. Also write down the details of your system (like OS version, Litestep build, and so on).

LICENSE

GNU GENERAL PUBLIC LICENSE
Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

□

GNU GENERAL PUBLIC LICENSE
TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

□

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the

entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

- a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

□

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and

of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

HISTORY

25 OCT 2005 (Version 0.22 β)

- Fixed timestamp issue with iCalendar events.
- "All day event" wasn't sent to the server. Fixed.
- The buttons in the event list are updated better now.
- Event texts drawn into the calendar stay inside the day rectangle.
- Different layouts can be used when multiple calendars are shown.
- GridLeftToRight, GridTopToBottom, GridAcrossAndDown can be used to define how the months flow on the layouts.
- New options for the skins: EventIconEnable, EventListItemMargin, EventListItemIconEnable
- The separation between the days in the event list can be set with EventListDaySeparation.
- Event list headers can use %D to display the number of days remaining to today.
- %YN and %OT can be used to in event subject and message to display the number of years between now and start date of the event
- New bang: !RainlendarShowTodaysEvent
- The list windows can be hidden when there are no items with SmartToDoList and SmartEventList.
- Birthday and Anniversary profiles use yearly recurrence by default.
- Outlook message stores are identified by their ID instead of the name.
- Snapping works also in the middle of the work area.
- It's possible to use relative paths in the ini-format and ical plugins (the path must be added manually into the ini-file).
- Images and buttons can be drawn on each calendar when multiple calendars are displayed.
- RecurringPostfixString can be used in the profiles to add strings to the recurring events.
- Time items can show world clock. Use Location in the items to define the place.
- The time item can be shown in a balloontip/tooltip. The balloontip can be opened from the tray icon if there are no !bangs assigned to it.

- Changed the way WeekNumberDelta is implemented. There numbering should be continuous now.

22 JUL 2005 (Version 0.21.2 β)

- All day events that lasted forever were not shown correctly in the all events dialog. Fixed
- !RainlendarEditSkin didn't work. Fixed
- The iCal-plugin hung if it tried to monitor a non-existing file. Fixed
- Fixed a crash bug when events that were deleted were read from several sources.
- Selecting events for editing from the context menu didn't work correctly. Fixed.
- The "Until" in recurring events didn't work correctly. Fixed.
- The window shouldn't popup on top anymore on midnight.
- Alt-F4 is disabled if "Disable keyboard shortcuts" is checked. It also shouldn't react to unintended key presses so easily anymore.
- iCal-plugin can read vCalendar files too.
- Events can be imported just by dropping the file over any of the windows.
- iCal-events are not imported as read-only anymore if the GUID cannot be decoded.
- The iCal-plugin can now read also read-only files.
- Fixed double clicking with vertical day layout.
- Exporting iCal events over an existing file doesn't merge them anymore.
- Double clicks on the event list window will always open the edit event dialog.
- The ServerPlugin crashed if the message was too long. Fixed.
- Fixed some endian problems with the server.
- A "\n" in the message is not converted to newline anymore.
- Todo-list positions are stored also to the ics-files.
- The alarm time is taken from the Outlook appointment.
- Added NumOfComponents to the time item.
- The parameter for !RainlendarShowNext and !RainlendarShowPrev didn't work. Fixed.

25 MAR 2005 (Version 0.21.1 β)

- Fixed event sorting again. Hopefully it now works correctly.
- iCalendar plugin wrote also done todo-items to the ics-file. Fixed.
- ToolTip used always the default font. Fixed.
- Imported iCal events were sometimes a day too long. Fixed.
- GrowUpwards didn't work correctly with the event list. Fixed.
- Changed the file system monitoring in iCalPlugin. It now compares the filesize.
- Fixed a memory leak in iCalPlugin.
- "Refresh when screen resolution changes" works again.
- Fixed time parsing routine.
- "Mark all checked as done" doesn't affect read-only items anymore.
- If the ServerPlugin was active modified events were not send to the server. Fixed.
- Reversed the strings in month's and year's align combo box.
- Fixed a crash bug in iCalendar and Server plugins.
- Weekends can be defined with WeekendDays.

1 MAR 2005 (Version 0.21 β)

- Added support for iCalendar files.
- Fixed a bug when importing old Rainlendar events that had time in the message left the time and removed the rest of the text even though it should have done exactly the opposite :-)
- The plugin doesn't have to be active to be able to export events.
- Fixed a crash bug when todo-files were removed from the IniFormatPlugin's list.
- OutlookPlugin is not directly dependent from mapi32.dll anymore. This should get rid of those missing ordinal errors.
- Fixed a problem where the end time was shown as one minute less than what it really was.
- Added automatic polling to the ServerPlugin.

- Recurrency -> Recurrence
- All events list doesn't lose the selection when event is edited.
- Monthly recurrence displayed sometimes 'fifth' instead of 'last' like it should have been. Fixed.
- Seventh day of the month was displayed to belong to the second week in the monthly recurrence. Fixed.
- Rainlendar now checks if it's already running before it starts. Use -m argument to disable the check.
- Deleting items from the Done-list didn't work very well. Fixed.
- The events in the message box are now sorted.
- The "due in ..." text is not shown for the all day events and negative numbers are not shown for past events.
- Editing todo-items when ServerPlugin was set as default crashed Rainlendar. Fixed.
- Added fading effect. Use FadeDuration=0 to disable it.
- Added "Opaque on mouse over" and "Transparent on mouse over" features.
- Disabled possibility to open several instances of the dialogs.
- Todo and events list can be made to grow upwards with GrowUpwards.
- The hidden windows do not pop up anymore when "Hide on mouse over" is selected.
- Sorting algorithm of the events now uses only the time and not the date.
- It's possible to select which message stores are imported from Outlook.
- Removed negative coords option from the config dialog (no point keeping it there).
- Transparency settings won't apply to the message box; it is always opaque.
- Stretched background is not included in the calendar size.
- Fixed a crash bug with recurring events.
- Changed the skin-format slightly (the old files still work too). It is now possible to define the drawing order.
- Small adjustments to the OnDesktop-setting (the calendar shouldn't disappear so easily anymore).
- The duration field is editable. Use m for minutes, h for hours and d for days. E.g. 90m for 90 minutes.
- Added bangs: !RainlendarShowItem, !RainlendarHideItem, !RainlendarToggleItem, !RainlendarRedraw and !RainlendarChangeSkin.
- Edit event dialog remembers the previously used profile again.
- Added "Delete item" to the Todo-window's context menu.
- !RainlendarQuit works in buttons.
- The edit box for event message now wraps words instead of extends to the right.
- Added ShowContextMenu option can be used to show only the context menu when right mouse button is pressed.
- Added CalendarAction, TodoAction and EventListAction that can be used to define what happens when the window is double clicked.
- Locked windows hide/show together.
- It's possible to define the position of the message box with MessageBoxX and MessageBoxY.
- The calendar quits from to Alt-F4.
- Optimized text rendering. This should speed up refresh with multiple calendars.
- EventListHeaderSeparation is included in header alignment rect. This might break some skins :(
- Added HideFromCalendar and HideFromEventList which can be used to hide events with certain profile.
- Multiday events show also the start and end date.
- It's possible to define the color of the event with EventListFontColor in the profile section.
- All day events can be longer than one day (there is no GUI to create multiday events though).
- Keyboard override for click through and mouse hide can be disabled with DisableKeyboardOverride.
- The profile priority is applied to the always drawn profiles too.
- Added "visible"-argument to the !RainlendarToggle, which toggles only the visible windows.
- "!RainlendarShow activate" only shows the calendar window.
- The config editor can be changed with ConfigEditor (do not use any spaces in the path!)
- Fonts use the default charset instead of the one defined in the skin. This can be overridden with UseSkinCharSet.