

Tuesday, February 3. 2009

Use gMail Tasks for iPhone with google apps

It's amazingly simple to use googles new Tasks for the iPhone with your google apps account.

just type

<https://mail.gmail.com/tasks/a/yourdomain/iphone>

into safari and add it to your home screen.

Posted by Stefan LH at 17:17

Friday, November 28. 2008

Why Programming Languages are like Trees.

Like trees programming languages are usually better suited for their particular environment, but if the gardener knows one tree better than the other, he might be able to keep it alive under pretty bad conditions, while he might not be able to sustain the other tree he does not know very well in it's natural habitat.

Posted by Stefan LH at 15:26

Wednesday, July 30, 2008

QuickPass iPhone

Just a little glimpse at what I am working on right now - it's a simple port of some functionality of QuickPass to the iPhone.

Posted by Stefan LH at 22:02

Thursday, July 10, 2008

AJAX (Request) timeout for mootools 1.2

Check it out:

<http://code.google.com/p/mootimeout/>

Posted by Stefan LH at 14:01

Tuesday, March 25. 2008

New version of mootools ajax timeout

UPDATED

This does not work much better then the previous version, but it triggers a "real" event...

```
/*Class: Ajax      timeout for the ajax classOptions:      timeout - timeout in milliseconds; default is none
onTimeout - timeout eventAuthor:      Stefan Lange-Hegermann*/ Ajax = Ajax.extend({options: {
  onTimeout:Class.empty      };
  request: function(){}; if
  this.options.timeout;
this.timeoutTimer=window.setTimeout(this.callTimeout.bindAsEventListener(this),
this.options.timeout);      this.addEvent('onComplete', this.removeTimer);
this.parent();      callTimeout: function(){};      this.transport.abort();
this.onFailure();      this.fireEvent('onTimeout');      removeTimer: function(){};
  window.clearTimeout(this.timeoutTimer);
```

Posted by Stefan LH at 09:32

Thursday, November 22, 2007

Arsebundle

No comment

Posted by Stefan LH at 13:10

Thursday, October 25, 2007

Make Netatalk talk to Leopard (Mac OS X 10.5)

After installing Leopard on my MacBook I realized, that I could no longer connect to my media server using AppleTalk. Having configured Netatalk quite often before I found the reason very quick. Leopard seems to require Two-Way Password encryption and won't work without it (if you know about a way to make Leopard connect, please leave it in the comments). Here's how to enable it on Debian Etch and Ubuntu servers. Unfortunately the required module to enable password encryption on Debian is not in the standard package and needs to be compiled by the user.

First we need to fetch the source for netatalk:

```
> apt-get source netatalk
```

then install all dependencies:

Debian:

```
> su
> apt-get install devscripts fakeroot libssl-dev cracklib2-dev
> apt-get build-dep netatalk
> exit
```

Ubuntu:

```
> sudo apt-get install devscripts fakeroot libssl-dev cracklib2-dev
> sudo apt-get build-dep netatalk
```

and build netatalk

```
> cd netatalk-2.0.3
> DEB_BUILD_OPTIONS=ssl debuild
```

The final step is to install our own build of netatalk

Debian:

```
> su
> dpkg -i ../netatalk*.deb
```

Ubuntu:

```
> sudo dpkg -i ../netatalk*.deb
```

The new version of netatalk is now running, but you can still not connect from your mac.

First create a .passwd file in the home directories of all users connecting with Leopard

Debian:

```
> su
```

Blog Export: BlackMac's Stuff, <http://www.blackmac.de/>

```
> echo userpassword > /home/username/.passwd  
> chown username /home/username/.passwd  
> chmod 600 /home/username/.passwd
```

Ubuntu:

```
> sudo echo userpassword > /home/username/.passwd  
> sudo chown username /home/username/.passwd  
> sudo chmod 600 /home/username/.passwd
```

Then restart netatalk

Debian:

```
> su  
> /etc/init.d/netatalk restart
```

Ubuntu:

```
> sudo /etc/init.d/netatalk restart
```

If you did not edit your `/etc/netatalk/afpd.conf` you should be up and running, by now. If you DID add a line to `afpd.conf` you need to add the following to `-uamlist`:

```
uams_dhx.so
```

Example:

```
- -transall -uamlist uams_clrtxt.so,uams_dhx.so -nosavepassword
```

That's it. You now have an appletalk server that's leopard compatible AND more secure than before!

Posted by Stefan LH in Mac OS X Tools at 10:33

Monday, September 17, 2007

Use the flower

Almost every camera sold today has a macro mode. Almost every leaked picture of tech gadgets is blurred to a point, where the subject could be anything from insect to iPhone.

When taking that kind of picture PLEASE use the macro mode of your camera. The icon to the left symbolizes that mode on almost any camera. It's meant to take pictures of nearby objects and it works... Even my cellphone has a macro mode.

PLEASE use it. It's definitely worth it!

Posted by Stefan LH at 10:46

Sunday, July 1. 2007

Nofelet is back!

I have just resurrected my german phone numer backward search widget Nofelet. It now works with the new das-oertliche website and has a "show map" button.

Get it here!

Posted by Stefan LH in Widgets at 23:19

Tuesday, June 12. 2007

iPhone & Google Gears -> A perfect match!

Yesterday Apple announced, that (contary to what Steve Jobs SAID) the iPhone will not support 3rd party applications. If you want to write anything for the iPhone, you will have to use HTML and JavaScript.

I have been a web developer for the last eight years and I do not consider this bad news, because I believe today almost anything can be done with JS&HTML. The only one thing missing from most browsers is persistent offline storage. Cookies can and will be deleted by the user at any time and offline-storage is not available when your iPhone can't get a connection to your carrier.

This is where Google Gears comes in. A Safari version is already available for the latest builds and porting it to the iPhone will (probably) not be that complicated. You get access to a full SQLite database from JavaScript and it can even store elements like images, HTML and .js files.

Porting Goolge Gears to the iPhone will make your AJAX applications REAL iPhone apps. Let's hobe Apple and Google consider this option. I am sure they already discussed that and "no SDK needed" would still be true in a way.

Posted by Stefan LH at 12:35

Blog Export: BlackMac's Stuff, <http://www.blackmac.de/>

Wednesday, May 23, 2007

Private blog

I now have a private blog in german! Check it out!

Posted by Stefan LH at 11:40

Saturday, May 12. 2007

Still active

I just wanted to let you know that I am still actively developing manThor, but I have a lot of work that needs to be done for my Job. I'm sorry, if it takes some time until manThor is out. I might be releasing a small sideproject soon though.

Posted by Stefan LH at 16:21

Thursday, May 3. 2007

Testing eBay To Go

Posted by Stefan LH at 16:18

Saturday, April 7, 2007

Another da... we... month another screenshot

Just a new screenshot.

Posted by Stefan LH at 23:34

Wednesday, March 28, 2007

manThor Progress & a little freeware tool called QuickPass

manThor is pretty far along already. I am thinking about a VERY cool feature right now, but I will probably implement that for version 1.1 or something. 1.0 will be out soon. I am sure.

Right now I can offer you QuickPass, a little password generation tool for the menu-bar, which I made primarily for myself, but then decided to polish it and release it as freeware. You can download it from SourceBricks. Have fun!

Posted by Stefan LH at 19:42

Thursday, March 15. 2007

manThor 2 has a website

manThor 2 now has a website including a very cool screencast showing a lot of features. Check out <http://www.sourcebricks.com/>

Posted by Stefan LH in manThor at 10:48

Thursday, March 8, 2007

manThor 2 Development status.

manThor 2 development is coming along nicely (although I still have no Joost invite). I hope to release a private beta next week.

Posted by Stefan LH in manThor at 11:29

Tuesday, February 27. 2007

X-Lite calls from Address Book updated

I have updated my Address Book Plugin for dialing in X-Lite and I've also added a version for the Intel Mac Beta of X-Lite (eyeBeam)

Posted by Stefan LH at 16:09

Tuesday, February 20. 2007

manThor 2 - Support development with a Joost invite

I am looking for a Joost invite. To support manThor 2 Development send me one... manThor 2 will be out soon - stay tuned!

Posted by Stefan LH in manThor at 11:52

Wednesday, January 17, 2007

Mootools AJAX timeout

UPDATED

Who needs descriptions? This adds a timeout option to the mootools Ajax class...

```
Ajax = Ajax.extend({
  request: function(){
    if (this.options.timeout) {
      this.timeoutTimer=window.setTimeout(this.callTimeout.bindAsEventListener(this), this.options.timeout);
      this.addEvent('onComplete', this.removeTimer);
    }
    this.parent();
  },

  callTimeout: function () {
    this.transport.abort();
    this.onFailure();
    if (this.options.onTimeout) {
      this.options.onTimeout();
    }
  },

  removeTimer: function() {
    window.clearTimeout(this.timeoutTimer);
  }
});
```

You can call it like this:

```
var myAjax = new Ajax('lengthy.php', {method: 'get', update: $('content'), timeout: 2000, onTimeout: function()
{alert('timeout')}}).request();
```

Posted by Stefan LH at 14:30

Friday, January 12. 2007

iNotsmartphone or why I don't like the iPhone

Wow...

That was my first reaction when Apple released the iPhone on Tuesday. What a beautiful phone, what a beautiful interface.

Sooo cool technically... wait...

The interface is cool, but not very convenient - at least for a phone. The tactile feedback of REAL keys is unbeatable wherever I can not focus on the phone completely. So the interface is great in the office, but not in my car, when sending SMS messages in a bar, when waiting for the bus. I can live with that because of the additional features of a smartphone. But is the iPhone a smartphone? I say no. It does not have a single important feature (yet) my beloved K800i does not have - it even lacks in some very important areas. The worst of which is It does NOT support 3rd party software WTF? That's such a huge blow that I'm totally puzzled by it. My K800 supports Java games and Applications and it does it well. I can play Backgammon on the train, lookup bus schedules or even edit small spreadsheets with that small NON SMARTPHONE.

The K800 can play MP3s (it even has a nice iPod like interface for that), show pictures (even on a TV - over bluetooth), has a 3 Megapixels camera with auto focus and a real flash. It can read RSS feeds and has a very nice built-in browser plus Opera Micro.

The K800 does PUSH-Email and it's a lot of fun to use.

Except for the better camera on the K800 and the (assumed) better browser on the iPhone it's a tie in these areas.

The iPhone has voice mail caller ID, some useless sensors and the nicer interface. That's where it wins. (I get like one message on my voicemail a week and get an SMS which tells me who left the message)

The K800 supports themes, has a built-in IM client (plus a lot of J2ME IM clients). I can write my own software for it with a free Dev-Kit, It can remote-control my mac without additional software, it has a built-in radio and a memory-stick slot. It wins in these areas.

The price is the worst thing about the iPhone.

How can a phone with a limited feature-set cost \$499 (that's the small 4GB version) with a two years contract?

My K800 was â,- 39 (~\$ 50) also with a two years contract (today it's free) - it's not sim-locked and works with every GSM provider in the world. NICE.

That's it. You can start flaming me now.

Posted by Stefan LH at 14:08

Thursday, November 30, 2006

keywatcher.js - Version 0.2

My Key watcher extension for Mootools is now in version 0.2. It's much better then the older version and lives inside it's own class. I have built a demo page with more information and a download. Check it out!

Posted by Stefan LH at 09:59

Monday, November 27. 2006

Clientside Mootools extensions

Aaron from the clientside blog posted some cool extensions for Mootools. Check them out.

In related news I can assure you, that I will support modifier keys in the next version of my keywatcher.js script which will be out soon.

Posted by Stefan LH at 23:21

Monday, October 30. 2006

Smallest AJAX Library now even smaller

The smallest AJAX Library ever just got smaller : 789bytes.

```
microAjax( url, callback[, postbody]);
```

[Download here](#)

Posted by Stefan LH in JavaScript at 14:53

Thursday, August 24. 2006

Dial from Address Book with X-Lite SIP Client

I created an installer for my old SIP Dialer.

Download here: [DialSIP.zip](#)

Posted by Stefan LH in Mac OS X Tools at 12:37

Monday, August 14. 2006

Recording sound with QuickTime?

This is getting boring. I am investigating Sound recording in QuickTime since yesterday and it sucks. I usually like developing in c, but the QuickTime api is a dangerous beast for beginners. Not that it's not logical or something, but it's amazingly hard to find a starting point to get at least "Some" result. All I want to do is record a QuickTime Track and add that to a Movie. Sounds easy, ist hard. There is some sample code from Apple which usually does a lot of nested sound and video stuff or has amazingly huge structs.

How about:

```
mySoundTrack=[QTSoundTrack soundTrackWithSomeInItData:dada];  
[mySoundTrack record];  
...  
[mySoundTrack stop];
```

Most of the time I would not need anything else...
Thanks for listening :p

Posted by Stefan LH at 14:43

Tuesday, August 8. 2006

Testing screencasts: Make a tar.gz file

Screencast on how to make a tar.gz (or tgz file)

This is primarily an experiment, take a look!

Posted by Stefan LH at 13:23

Thursday, August 3. 2006

Serendipity Zoomr Plugin

The Box to the right: "New Photos" uses my brand new Zoomr plugin. It's my first public plugin and I am not sure if it's done 100% right. Check it out and use the comments to tell me what you think and where you are using it.

[EDIT]

Updated to version 0.2

[EDIT]

The plugin is now included in the "Unified Sidebar Image Display" plugin

`serendipitypluginzoomr.tar.gz`

Posted by Stefan LH at 16:12

Friday, July 28. 2006

Convert source to syntax-highlighted HTML in TextMate

Here is a TextMate Command to convert JavaScript Source to syntax highlighted HTML. It does work with every language supported by enscript. Just change -Ejavascript to -Eyourlanguage. Below is the source as well as an example. (I used the php extensions for enscript)

I have a list of all supported languages in the long version of this article!

Download SyntaxHilight.tmCom

```
#!/usr/bin/env php
```

Posted by Stefan LH at 15:33

Thursday, July 27, 2006

Smallest JavaScript AJAX library ever!

I have built the smallest, easiest and fastest JavaScript AJAX library ever. Inspired by moo.ajax, but without the need for prototype or any other external library - the file has 779 bytes without the comments, but with all formatting in place and some pretty long function and variable names. As presented here it only returns the responseText, but you could easily change that to the full XMLHttpRequest object.

Here is how it works:

```
create a callback function
call microAjax: microAjax("url", callbackfunction)
That's it, your callback function will be called with the response text as parameter
```

[edited]

I have added a new function - you can now add a post Body as last parameter, but it's optional!

Download microAjax.js

Easy? No?

```
// microAjax by Stefan Lange-Hegermann
// this code is in the public domain
// you can do with it whatever you want!

function microAjax(url, callbackFunction)
{
  this.bindFunction = function (caller, object) {
    return function() {
      return caller.apply(object, new Array(object));
    }
  }

  this.stateChange = function (object) {
    if (this.request.readyState==4) {
      this.callbackFunction(this.request.responseText);
    }
  }

  this.getRequest = function() {
    if (window.ActiveXObject)
      return new ActiveXObject('Microsoft.XMLHTTP');
    else if (window.XMLHttpRequest)
      return new XMLHttpRequest();
    else
      return false;
  }

  if (arguments[2])
    this.postBody = arguments[2];
  else
    this.postBody="";

  this.callbackFunction=callbackFunction;
```

```
this.url=url;
this.request = this.getRequest();

if(this.request) {
  this.request.onreadystatechange = this.bindFunction(this.stateChange, this);

  if (this.postBody!="") {
    this.request.open("POST", url, true);
    this.request.setRequestHeader('Content-type', 'application/x-www-form-urlencoded');
    this.request.setRequestHeader('Connection', 'close');
  } else {
    this.request.open("GET", url, true);
  }

  this.request.send(this.postBody);
}
}
```

Posted by Stefan LH in JavaScript at 23:19

Tuesday, July 18. 2006

Using Zoomr

After some problems with getting Version 2.0 running today Zoomr (yes, that's three "o"s). I will migrate my photos from Flickr to Zoomr, because they are giving away free Pro-Accounts for Bloggers. I will post a Zoomr Review here ASAP.

Posted by Stefan LH at 09:33

Thursday, July 13. 2006

Redesign in Progress

I am currently designing my own Serendipity Template (Theme) for blog.blackmac.de (you are currently seeing version 0.1). There are still some Bugs, but I think it looks pretty cool and you can even collapse the sidebar widgets! I have not forgotten about StarTrucker and the other project, but the weather is very good here in germany right now and I watched almost every match of the football (soccer) worldcup. I assume my work on StarTrucker will continue after the summer.

Posted by Stefan LH at 10:48

Thursday, May 11. 2006

How do Wii play tomorrow

I am totally amazed by the nintendo Wii. This ist definitely the next console I will be buying. No reason for me as the occasional player to get a 360 or PS3. Check out the videos at IGN and you will know what I mean.

Posted by Stefan LH at 10:17

Thursday, May 4, 2006

GP2X in the hospital

I had to send my GP2X back to ED. It will get a new stick cap and a general refreshment. I really can't wait to get it back!

Posted by Stefan LH at 21:07

Saturday, April 29. 2006

Getting GP2X-Networking to run with Mac OS X

You need another gether driver. Fetch it here : [gether.o](#)
replace your existing gether.o (firmware 2.0) with the following command in stern (the new gether.o needs to be in the root of your sd-card):

```
cp /mnt/sd/g_ether.o /lib/modules/2.4.25/kernel/drivers/usb/gadget/g_ether.o
```

That should do the trick. After connecting the GP2X and starting networking through the menu you will see that the Mac OS X Network-preferences already detected the new device. You just configure it and you are ready to go.
This is based on a post by [woogal](#)

Posted by Stefan LH in GP2X Tools at 23:38

Thursday, April 20. 2006

The new StarTrucker feature: Lua Robots

Here's a screenshot of the new supercool feature in action - Lua Robots. Each level-folder now has a file called robots.lua, which describes the behaviour of moved objects in the level. It is far from finished yet, but already looking very cool - Lua is a very easy to learn though powerfull language which should enable almost everyone to write their own robots in no time.

Posted by Stefan LH in GP2X Games at 23:01

Things to come!

The StarTrucker release has been postponed, because I am working on a very cool feature, that I really want to include before version 1.0 is released:

```
function initBot()
print ("I am da Bot!");
return "sprite1.png", "sprite2.png";
end
```

Posted by Stefan LH in GP2X Games at 09:31

Tuesday, April 18. 2006

Gamecube and Dreamcast developement...

During the few Hours I was not visiting my Family or eating the last three days I investigated a little about developing for GameCube and Dreamcast, as I would love to port StarTrucker (and my new Ultra-Secret Game-Project) to those platforms. SDL is not available for the GameCube right now (at least not without linux), but I have a working toolchain and already compiled a "Hello World!". The Gamecube-Port is dead though, due to the lack of an SDL port. Dreamcast seems to be a lot more promising, if only I could get a toolchain working on my Mac. All Information on the Web seems to be outdated and incomplete. If anyone could get me started, please...

Posted by Stefan LH at 13:14

Saturday, April 15. 2006

StarTrucker on Windows

As soon as I have all bugs ironed out and added all the features I want I will release a new GP2X version along with a Mac, a Linux PPC, a Linux x86 and a Windows version.

Posted by Stefan LH in GP2X Games at 20:08

Thursday, March 30, 2006

Get OpenVPN running on IPCop

Finally I found an easy tutorial on how to setup OpenVPN on IPCop - Hooray, now I can work on Sundays and at night... maybe not so great???

Check it out!

Posted by Stefan LH at 21:17

Wednesday, March 22, 2006

Full client-side hyphenation

There's already a library, that does client-side JavaScript hyphenation - pretty neat!

Check it Out!

Posted by Stefan LH at 18:43

REAL hyphenation with JavaScript and PHP using XMLHttpRequest.

You HAVE to look at this, I really think it's kind of cool!

REAL hyphenation with JavaScript and PHP using XMLHttpRequest.

Posted by Stefan LH at 16:39

Tuesday, March 21. 2006

GP2X SmallBasic Text-Editor

I just accidentally stubled over this thread, where Jan-bc announces his very own SmallBasic-based Text-Editor for the GP2X. You can download it here.

Posted by Stefan LH at 13:39

Dial with X-Lite from Apple Adress Book

Did you ever want to dial a number from Address Book using X-Lite through your SIP-Provider?
There is an Installer now!

Posted by Stefan LH in AppleScript at 11:39

Wednesday, February 22. 2006

Screenshots released

Competition is tough

Posted by Stefan LH at 12:49

Monday, February 20. 2006

Finished

My Coding competition entry has just been submitted. Hoorraaaaayyy! I'm going to bed now!

Posted by Stefan LH at 23:37

USB-Networking

This is really interesting. Developing for the GP2X becomes a lot easier now - connecting to the GP2X over SSH or Telnet and then transferring files to it through scp or samba... Nice. Actually having no easy way of running software without copying it to the GP2X held me from using minilib. I will probably switch to it soon. Not for my CC Project though, which is almost done and ready for a little polish.

Posted by Stefan LH in General at 15:35

Friday, February 17. 2006

It takes longer than I expected

Yesterday I invested some time in cleaning up the code and then went to bed playing Shining Force on DrMDX. I am really lazy right now, which is a little bit of a problem considering the contest deadline on monday. My game will be ready though, just a little rough around the edges.

Posted by Stefan LH in GP2X Games at 17:25

Wednesday, February 15, 2006

Close to Beta

I am now close to releasing the first Beta of my Coding Competition Entry to a very exclusive group of testers. Hopefully it will be finished when the Coding Competition ends. If I'm early I will even introduce a VERY special feature, which has never been implemented in ANY GP2X Game.

I might still accept beta-tester applications. I only need to know three things: 1. Your email address. 2. Your ten favorite C64 Games. 3. Number of GP2Xs you ownwrite to [gp2x \[at\] blackmac.de](mailto:gp2x@blackmac.de)

Posted by Stefan LH in GP2X Games at 15:45

Monday, February 13. 2006

GP2X Coding Copetition

My Coding Copetition entry is shaping up nicely! Watch this space for more!

Posted by Stefan LH in GP2X Games at 14:11

gngео dumpgfx for Mac OS X

I have built a little dumpgfx droplet for Mac OS X. Download [here](#)!

I made a minor change in the main.c file, to be able to store the romrc file anywhere. line 11-15: `if(argc!=3) { printf("Usage: dumpgfx roms.zip /path/to/romrc\n"); return 1; } if (drloaddriver(argv[2]))` {I also changed compile.sh to `read:#!/bin/shgcc *.c -DWORDS_BIGENDIAN -o dumpgfx -lz`

Posted by Stefan LH in Mac OS X Tools at 13:38

Friday, February 10. 2006

ThreeTs

It is still available here

Posted by Stefan LH in GP2X Games at 13:45

Wednesday, November 16. 2005

Nofelet

Nofelet verwendet die Datenbank von das-oertliche.de um zu unbekanntem Telefonnummern den ein-ge-tra-gen-en Anschlussinhaber zu ermitteln.

More

Posted by Stefan LH in Widgets at 21:04