# Controls

266379_PixelRule.tiff ¬

TaskArrowSm.tiff ¬ There are several buttons on the ªBeat Counterº window.    284212_TaskArrowSm.tiff ¬ Each button controls the measurement of beats and measures per minute.

487451_PixelRule.tiff ¬

623261_CheckMark.tiff ¬   Counter;¬The ªcounterº is the colored square in the upper left corner of the ªBeat Counterº window.   It is green (white) while counting is in progress and red (dark gray) while counting is paused or stopped.

748732_CheckMark.tiff ¬   Click in the counter to count out beats or activate it.

869282_CheckMark.tiff ¬   If the counter is activated, you can use the keyboard to count out the beats, too, using the keys given with

the various controls.

976171_PixelRule.tiff ¬

133880_CheckMark.tiff ¬   Clear;¬The ªclearº button (ªrº key, for
  ªresetº) clears the count and elapsed time, preparing the ªBeat
  Counterº to take another measurement.   This will stop any timing
  currently in progress.

258611_CheckMark.tiff ¬   Start;¬The ªstartº button (ªsº key, for
  ªstart/stopº) begins the timing.

380593_CheckMark.tiff ¬   Tap;¬The ªtapº button (space bar) adds
  one beat to the current count.   If the space bar is used and
  timing hasn't been started, it will start the timing.

502911_CheckMark.tiff ¬   Stop;¬The ªstopº button (ªsº key, for
  ªstart/stopº) pauses the timing and counts as one beat.   You can
  resume timing with the ªstartº button.

340877_PixelRule.tiff ¬

313473_CheckMark.tiff ¬  BPM;¬The ªBeats Per Measureº field allows you to change the number of beats per measure used to calculate the number of measures per minute.

1PixelRule.tiff ¬

**See also**

;Introduction.rtfd;;¬ Introduction
;Display.rtfd;;¬  Display