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WinChime plays the peaceful sounds of wind chimes, using the MIDI capabilities of your sound card.

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Getting Started

When WinChime comes up for the first time, the instrument will be Tubular Bells.   Click on the "Play" button.   If you hear pleasant-sounding bell sounds, then your set-up is already compatible with WinChime.

(If, instead, you hear a clunky sound with little sustain, more like a Xylophone than Tubular Bells, then click on Options|0-Based Patches in the menu.   If this changes the sound to a more pleasing bell, then click on File|Save Default Settings.)

If this doesn't fix your sound problem, refer to <u>Troubleshooting</u>.

Assuming you have the correct Tubular Bell sounds, it's time to experiment!   Try changing the various Wind, Pitch, Volume, Instrument, and Scale controls and see what happens.

Controls

Volume
Wind
Pitch

Instrument
Scale

Play

Stop

Exit

Controls | Volume

This controls the main volume (loudness) of the notes.   Some random variation in loudness or "attack" for individual notes is implemented, to simulate a real wind chime, by varying the velocity parameter for each individual note.

If the notes are not loud enough even with the volume at maximum, look for a software utility, usually called a Mixer, that comes with your sound card, with separate controls for volume for MIDI, .WAV, etc, plus an overall volume control. Proper adjustment of the MIDI and overall volume control in this utility should solve the problem.

Controls | Wind

"Wind" defines how often notes are played, on average.

If you keep WinChime playing for a long enough time, you may get tired of the same Wind setting.   Use the Timer settings of Random Play to simulate "Gusts" of wind.

Controls | Pitch

This controls the average pitch of notes played.

For a particular instrument setting, some values of pitch sound better than others for a specific sound card.   Experiment to find the optimum settings for your preferences.

Controls | Instrument

The Instrument setting maps a particular MIDI instrument sound to the chime notes. These instrument sounds vary in quality among different sound cards, but typically Tubular Bells and Vibraphone sound best as chimes.

Instrument choices include:

- Tubular Bells
- Vibraphone
- Dulcimer
- Celesta
- Glockenspiel
- Marimba

In case you get a different instrument sound than expected,
1) experiment with the Options|0/1 Based Patches menu selections,
2) CHECK THE MIDI MAPPER!
The MIDI Mapper, located in the Control Panel, MUST be set to either Basic MIDI or Extended MIDI.   Also, click on Patches for an explanation on differences between Instrument number assignments found in different sound cards.

For more help, refer to Troubleshooting.

It is possible to use other instruments besides the selections defined by WinChime. Simply enter the MIDI number for the instrument in the edit control of the Instrument combo box.   A list of instruments and their numbers is available in your sound card manual, or by going into Midi Mapper in Window's Control Panel by selecting Patch Map and Edit.   (You may have to increment or decrement the instrument number by 1, because of differences in MIDI Patch Assignment tables.)

Controls | Scale

The Scale control selects among several subsets of tones for your wind chime.   If we allowed ALL tone pitches to be randomly played,   the resulting sound would not be musically satisfying to most listeners.   Just as in a real wind chime, the intervals between notes are carefully chosen for pleasing harmonics.

Major

The Major scale, or Ionian, is the most common in modern Western music.

Minor

The Minor scale is the Aeolian medieval mode.

Dorian

Dorian is a familiar medieval scale, with a noble feeling.

Funky

"Funky" is one of several jazz/blues scales, with the characteristic "blue" notes of sliding pitch.

Ritsu

Ritsu is a pentatonic scale of ancient Japan (pre 1500AD).

Yoo

Yoo is a a Japanese scale from the Edo period (1603-1868AD).

Controls | Play

This button begins playing notes.

 If notes do not play, check the MIDI Mapper in the Control Panel: the mapper must be set to Basic MIDI or Extended MIDI.   Also, check that the volume control is not set too low.

Controls | Stop

This control button stops all sound being produced by the application.

Sound may also be stopped with the Timer at pre-defined intervals, as controlled by the Setup Timer dialog.

Controls | Exit

Turns off all MIDI notes and exits the application.

Menu

File
Open Settings
Save Settings As
Save As Default Settings
Save Midi File As
Play Midi File
Exit

Timer
Enable Timer
Setup Timer

Options
0/1-Based Patches
Start-up

Menu | File | Open Settings

Pop up open-file dialog for settings file, with default extension .wch .   This (ASCII-readable) file contains control setting information for volume, wind, instrument sound, etc.

If the user changes settings after opening a settings file, the settings file will not be automatically updated, and the user will not be prompted to save settings on exit.

Menu | File | Save Settings As

Saves current settings (wind, volume, instrument selection, etc.) as a WinChime settings file, with default extension .wch .

To save as the default settings to be loaded at application start-up, use the next menu command: Save As Default Settings.

Menu | File | Save As Default Settings

Saves current control settings (volume, wind, instrument selection, etc) as the default settings, which will be automatically loaded upon application start-up.   Default settings are saved in a file called "WINCHIME.INI", typically found in the WINDOWS directory.

Menu | File | Save Midi File As

Using the current settings (volume, wind, instrument selection, etc.) generate a MIDI file, with default extension .MID.   This file can be played by any Windows-compatible MIDI sequencer, or by other MIDI sequencers by appropriate mapping of patches. The .MID file may also be included in games or applications you write, or embedded in many documents as a multimedia object.

As an example, the click on the following hot-spot image to listen to an embedded object which was created by WinChime:

Menu | File | Play Midi File

This command allows the user to select a MIDI file, and then plays it with Windows' built-in MIDI file sequencer.

Menu | File | Exit

Turns off all MIDI notes and exits the application.

Menu | Timer | Enable Timer

This menu item enables WinChime's built-in timer function, which is set up in the Setup Timer command.   When enabled, a check mark appears next to the Enable Timer menu selection.

WinChime's timer allows a powerful way of contolling sound output scheduling.

Menu | Timer | Setup Timer

Use WinChime's buit-in timer to add time variation and keep sounds interesting. The Timer Setup dialog provides several powerful controls that may be used separately or in combination:

- Fixed time duration.   WinChime plays for the specified number of minutes, then turns off.
- Fixed time schedule.   The start and stop time for sound output can be specified.
- Random play.   The user controls the average play time and average quiet time.   This simulates wind "gusts".

When the Setup dialog is adjusted to the desired parameters, click on the Enable Timer menu selection, if needed, to get a check mark to appear next to this menu item.

Here are how the various settings control scheduling:

FIXED PLAY LENGTH: Once play is started, by clicking on the Play button or by a timer action, sound output will stop at the specified time.   Output could start again if Random length is enabled and random sleep time is non-zero.

FIXED PLAY TIME: If a Start Time is entered, this has the effect of simulating a Play button press at the specified time.   If the Stop Time is specified, this is like pressing the Stop button at the entered time.   Times should be entered in "24 hour" time, so 1:30PM should be entered as 13:30, or alternatively, as 1330 .

RANDOM PLAY: Once play is started, by clicking on the Play button or by a Fixed Time Start timer action, sound output will continue for an average of Random Play minutes and then sleep for an average of Random Sleep minutes.   This cycle will continue until the Stop button is clicked or a Fixed Time Stop timer event.

These settings may be combined.   Suppose we want WinChime to start playing at 7AM (as a gentle alarm clock) and play for random intervals averaging one minute on and three minutes off.   Enable the Random Play and Fixed Time Play checkboxes, and enter 1 Average Play Minutes and 3 Average Sleep Minutes.   The other edit fields may be left blank.

Menu | Options | 0/1 Based Patches

For the large majority of sound cards, this option should be set to 1-Based Patches, but WinChime includes the other option just in case.   WinChime first comes up with 1-Based Patches Selected.   If Tubular Bells sounds like Tubular Bells, then you don't have to change anything.   If it sounds like a Xylophone, change to 0-Based Patches.

The Midi Mapper should be set to either Base or Extended mode for WinChime to play properly.   If no sound plays at all, or the wrong instruments are used and can not be fixed by changing from 1 to 0-Based Patches, refer to the on-line help included with the MIDI Mapper for more information.

Menu | Options | Start-up...

Play at start-up

Starts sound output as soon as the program begins.

Minimize at start-up

Makes the application into an icon when starting.

Troubleshooting

Why don't I hear anything when I click "Play"?

- Check to see that your sound card is configured properly, with all necessary drivers installed. As a quick test, click on the object below, which will play a MIDI file using Windows' built-in MIDI file sequencer.

▶

■

- Check the volume setting within Winchime, then look for a utility that comes with your sound card which controls overall sound volume and sound balance.
- Go into Windows Control Panel, and then enter Midi Mapper.   If Show Setups is selected, then you should be in Base or Extended.

Why do I hear the wrong instrument?

- Refer to the instructions above about Midi Mapper.
- Click on Patches.

Why does it sound strange at these settings?

For many sound cards, some MIDI instruments only sound "good" within a particular range of pitches.   For example, Tubular Bells may sound fine one octave below middle-C or above, but may be an unusable growl at lower pitches.

WinChime sounds different on my friend's computer.

Different   sound cards may sound vastly different with the same MIDI settings.   Even with the same sound card, some manufacturers make available updated drivers which may change the quality of MIDI sounds.

WinChime used to work, but no longer displays.

WinChime uses a file called BWCC.DLL, which may also be used by other programs on your computer.   If you installed a program which placed an out-of-date version on your disk, this can cause problems.   Check your disk for out-of-date versions of BWCC.DLL by entering the DOS command
      c:\dir/s bwcc.dll
assuming c: is your hard drive.

Advanced Topics

Shortcuts and Expert User Info...

To toggle between Play and Stop, use the right mouse button.   This is especially handy when the application is minimized: just right click on the icon.

WinChime can accept a settings filename as a command-line argument.   This is useful to start up WinChime from some other program like a Windows-batch utility or time-scheduler.   If this filename argument is present, WinChime starts playing immediately after initialization.   The command invocation looks like:

      <path>\winchime   <path>\filename.wch

It's possible to use ANY Midi   instrument with WinChime, not just the instruments provided in the Instrument listbox.   Simply click on the Instrument edit control and enter an integer between 0 and 127, corresponding to the MIDI instrument number.   A table of instrument numbers is available in the Midi Mapper patch map controls. Alternatively, just experiment with different numbers!

Sources for "real" wind chimes...

Woodstock Chimes are offered by several mail order companies.   These folks make several quality designs.

One mail order company which carries Woodstock Chimes is ANYONE CAN WHISTLE, PO Box 4407, Kingston, NY   12401.   Their telephone number is 1-800-435-8863 [Information is current as of 1995.]   Along with wind chimes, ACW sells all manner of fascinating sound-making devices.

Sagebrush Systems has no connection with either of these companies.   We simply like their products, and are happy to recommend them to you.

Pointers to similar/related programs...

The following programs may be found on CICA and wherever fine Windows shareware/freeware is distributed.   Each takes a different approach to stochastic or algorithmic music.   (Release numbers may change;   information current as of this writing.)

- alcomp11.zip   Aleatoric Composer Music System for Windows
- chimes.zip   Constrained random notes through MIDI (freeware, source)
- impvz120.zip   Improvise 1.20, algorithmic real-time MIDI composition

More information about wind chimes...

To learn more about the physics of wind chimes, refer to: "Wind Chime Physics", Forinash, Richie, and Jones, American Journal of Physics, 1990, v58, n1, January, p82(2).

For more information about the physics and design of bells, check out:
"The Physics of Musical Instruments", Fletcher and Rossing, Springer-Verlag, chapter 21,
"Bells".

Registration and Support

You are permitted to use the unregistered shareware version of WinChime for 30 days. If you wish to use this product beyond the 30 day trial period, you must register. <u>License agreement</u>.

Purchasing the registered version of WinChime gives these benefits:

- Registration is the right thing to do.   Registering allows us to continue upgrades to the program and introduce new products.
- The latest and greatest version of this program.
- Free updates for all 1.x releases of this program. (Modest shipping charge.)
- Free update to Windows95 (96?) version, when available.
- Free mail support, and free e-mail support at sells@sagebrush.com .
- E-mail upgrade announcements and new product announcements.

 We offer these ways to register:

- Send a check or money order by mail.   We really appreciate when our customers use this order method, as it keeps our overhead costs low so we can continue to offer quality products at a low price.   <u>Print registration form</u>.
- You can order with MasterCard, Visa, American Express, or Discover from PsL, Public (software) Library, by calling 800-2424-PsL or 713-524-6394 or by FAX to 713-524-6398 or by CIS Email to 71355,470.   You can also mail credit card orders to PsL at P.O Box 35705, Houston, TX 77235-5705.   THESE NUMBERS ARE FOR ORDERS ONLY!!!!   Any questions about the status of shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, etc.,   must be directed to Sagebrush Systems, P.O Box 3094, Corrales, NM 87048, sells@sagebrush.com .   To insure that you get the latest version, PsL will notify us the day of your order and we will ship the product directly to you.   The price using this method of ordering is $15.00 plus $5.50 shipping and handling, or $6.50 shipping outside the U.S.   Refer to item number #11885.

More Neat Stuff

If you like this program (or even if you don't), be sure to check out these other software titles from Sagebrush Systems!

MouSing for Windows 3.1 and Windows95

Create eerie sounds by moving your mouse.   This program is similar to a musical instrument called a Theremin, which responds to the musician's hand movements in the air near the instrument, but instead of detecting hand movements, we use a mouse. Movement in one   direction changes pitch, and in another direction volume
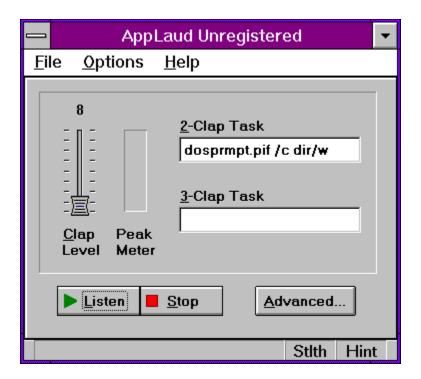

.Available on the Internet at ftp.winsite.com   /pub/pc/win3/sounds as mousng10.zip (where '10' is a version number that is subject to change) for Windows 3.1, and /pub/pc/win95/sounds/mousng20.zip for Win95.   (Version numbers less than 2.0 are Windows 3.1; higher versions are Win95.)

AppLaud for Windows

Impress your friends!   Turn your sophisticated multimedia computer into one of those gadgets-that-turn-things-on-and-off-by-clapping-your-hands.   Applaud runs in the background, monitoring your sound card microphone input and detecting the noise signature of clapping.   Different programs can be launched for two-clap and three-clap signals.   A special "stealth mode" is implemented for the Sound Blaster 16 and some compatible sound cards, to allow simultaneous listening and sound output.   Sound card with Autmatic Gain Control (AGC) microphone input strongly recommended.

Available on the Internet at ftp.winsite.com   /pub/pc/win3/sounds as applau10.zip
(where '10' is a version number that is subject to change).

More great programs appearing soon!
We are currently developing more shareware and commercial-ware software applications
for Windows 3.1 and Windows 95.   For you Internet surfers, a WEB page is available at
        http://www.sagebrush.com/~sells/
or you can email
        sells@sagebrush.com
to request for more details.   Or better yet, register this software and get our latest
product catalog and request to be on our e-mail or mail list for new announcements!

What Is Shareware?

Shareware distribution gives users a chance to try software before buying it.   If you try a Shareware program and continue using it, you are expected to register.   Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period.   With registration, you get anything from the simple right to continue using the software to an updated program with printed material.

Copyright laws apply to both Shareware and commercial retail software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality.   (In both cases, there are good programs and bad ones!)   The main difference is in the method of distribution.   The author specifically grants the right to copy and distribute the software, either to all and sundry or to a specific group.   For example, some authors require written permission before a commercial disk vendor may copy their Shareware.

Shareware is a distribution method, not a type of software.   You should find software that suits your needs and pocketbook, whether it's commercial or Shareware.   The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also.   Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

About WinChime...

This menu command pops open a dialog with general information about the WinChime application.

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License Agreement

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WinChime is distributed as Shareware.   It is not free, public domain, or freeware.   You may use WinChime for a trial period of thirty days.   To use WinChime beyond this trial period, you must register and pay the applicable registration fee.

Menu | Patches | 0/1 Based Patches

WinChime v1.x Registration form

Mail to:

        Sagebrush Systems
        P.O. Box 3094
        Corrales, NM   87048

Name

Address

City,	State	ZIP	Country

Phone Number   Internet Address

Where did you obtain your copy of this program?   (Please be specific, so we can insure all our distribution sources have the latest version.   If you found this program by our Web page, how did you find our Web page?)

_____   Yes, please notify me of major new releases.   (Check if applicable.)

Check media type:
      ____ 3.5" double density floppy
      ____5 1/4" double-sided double density floppy
      ____e-mail uuencoded file (You must have uudecode, pkunzip.)

Mark payment type:
      ____ Check (drawn on a U.S. bank in U.S. funds)
      ____ American Express money order in U.S. funds
      ____ International Postal Money Order in U.S. currency

(available at post offices world-wide)

_____   x $15.00 $_____

NM residents add $.92 gross receipts tax $_____

Outside N. America please add $2.00 shipping $_____

TOTAL $_____

On the back of this form, please feel free to write down any comments, suggestions for improvements, bug reports, kudos, and questions.

Thank you for your order!!!!!!!!!!

Using Help

This is a pointer to the standard Using Help directions for Windows Help.

Getting Started

<Getting Started>

License agreement

<License>

Print registration form

<Registration form>

Setup Timer

<Setup Timer>

Troubleshooting

<Troubleshooting>