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Controls

266379_PixelRule.tiff ↗

TaskArrowSm.tiff ↗ There are several buttons on the ^aBeat Counter^o window. 284212_TaskArrowSm.tiff ↗ Each button controls the measurement of beats and measures per minute.

487451_PixelRule.tiff ↗

623261_CheckMark.tiff ↗ Counter; ↗ The ^acounter^o is the colored square in the upper left corner of the ^aBeat Counter^o 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 ^aclear button (^ar key, for ^areset) clears the count and elapsed time, preparing the ^aBeat Counter to take another measurement. This will stop any timing currently in progress.

258611_CheckMark.tiff ↵ Start;¬The ^astart button (^as key, for ^astart/stop) begins the timing.

380593_CheckMark.tiff ↵ Tap;¬The ^atap 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 ^astop button (^as key, for ^astart/stop) pauses the timing and counts as one beat. You can resume timing with the ^astart button.

340877_PixelRule.tiff ↵

313473_CheckMark.tiff ↗ BPM;↗The ^aBeats Per Measure^o 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.rtf;↗ Introduction

;Display.rtf;↗ Display