

# Chime 4.0

If you are new to Chime, skip ahead to the 'Installation' section...

## REQUIREMENTS --

Chime requires System 6.0.4 or higher and a Macintosh Plus or higher. Highly recommended: System 6.0.8 or, if you've got the memory, System 7.

## CHANGES FROM VERSION 4.0.3 TO 4.0.4 --

Fixed a bug that caused Macs not equipped with the Apple Sound Chip to play a Chime sound only once or not at all.

## QUICK UPGRADE INSTRUCTIONS --

Drag Chime and Before Chime into your System Folder, replacing any older version of Chime. For System 7, copy Chime into the Control Panels folder and Before Chime into the Extensions folder, or drag both to the System Folder icon and let System 7 install each file into the appropriate folder. Reboot your Macintosh to complete the upgrade.

## INSTALLATION --

Chime will extract and play a sound from any file that contains a 'snd' resource. This file can be a sound resource file or any file that contains a sound resource. If you do not have the necessary hardware to make your own sounds, there are many, many sounds available for downloading from services such as American Online, GENie, and CompuServe as well as commercially available disks that contain sound libraries.

Rename each file you've selected to one of the following names:

**Quarter Chime** --> For a sound that plays at every interval.

**Chime 15/30/45** --> For a sound at 15, 30, and 45 minutes past the hour.

**Hour Chime** --> For an hourly Chime sound.

**Chime 15** --> For a sound at fifteen minutes past the hour.

**Chime 30** --> For a half-hourly Chime sound.

**Chime 45** --> For a sound at forty-five minutes past the hour.

**Chime Bell** --> For a sound that plays repeatedly to mark the time. If you select Toll The Hour from the Control Panel, the Chime Bell will play at the hour as many times as the number of the hour. If you

select Ships Bells, the Chime Bell will play traditional Nautical Chimes at the hour and half-hour point. If you install another sound at the hour or half hour point (named Hour Chime, Chime 30, etc.), note that the Chime Bell will always play after any other installed Chime sound.

For an especially pleasant Chime Bell effect, use a Big Ben sound for the Hour Chime and select Toll The Hour from the Control Panel.

Of course you do not need to install a Chime sound for every possible quarter of the hour: you can use just one sound for the hour if you like; or one for the hour and another for the half-hour, or perhaps just a Chime Bell -- whatever your preference might be.

To install Chime, drag **Chime** and **Before Chime** into your System Folder. For System 7, drag Chime into the Control Panels folder and Before Chime into the Extensions folder, or drag both files to the System Folder icon and let System 7 install each file into the appropriate folder. Then create a new folder inside your System Folder and name it **Chime Sounds**. Drag your newly named Chime sounds into the Chime Sounds folder.

Reboot your Macintosh. Then open the Chime control panel you will see a check mark next to every successfully installed Chime sound.

You can change Chime sounds at anytime by replacing the sounds located in your Chime Sounds folder with others. Simply reboot your Macintosh to install the new sounds.

If you have limited memory, the **Total Memory Used For Chime Storage** figure in the Control Panel will be of interest to you. You might want to try smaller sounds to bring the total down to a more manageable level. Also, remember that a **Quarter Chime** or **Chime 15/30/45** sound will play at multiple intervals, saving room in memory for other applications.

THE CHIME CDEV --

After installation and rebooting, select the Chime icon in the Control Panel to bring up the Chime Control Panel interface. Any changes you make to the Control Panel settings are effective immediately -- there is no need to reboot.

#### Chime Bell Options:

If you included a Chime Bell sound in the Chime sounds folder, you will be able to select between **Toll The Hour** (ringing as many times as the number of the hour) or **Ships Bells** (otherwise called nautical chimes). You can select one option or the other or neither.

Note that changing the Chime Bell selection will not turn off the bell tolling in mid-toll; it only affects the next tolling interval. To turn off the tolling in mid-toll, select the main Chime 'Off' button in the upper right hand corner.

#### Total Memory Used For Chime Storage:

This figure represents the total amount of memory used for storing Chime Sounds.

#### Show Icon At Startup:

If you select this option, the Chime startup icon will be displayed when your Macintosh starts up.

#### Disable Chimes During Other Sounds:

This option is available if you are using System 6.0.7 or newer and your Macintosh is equipped with the Apple Sound Chip. If selected, Chime will not start a Chime sound if some other Macintosh program is playing a sound. If deselected, Chime will be able to play Chime sounds simultaneously with other sounds. Be very cautious about deselecting this option. Some programs that make sounds do not use the new Macintosh Sound Manager and do not fully support concurrent sound. A/UX users will not be able to select this option.

#### Disable Beeps During Chimes:

If you are using System 6.0.7 or newer and your Macintosh has the Apple Sound Chip, then you will be able to select whether or not System Beeps will be able to play during Chime sounds. Note that this option will have no effect on system beep utilities such as Speed Beep. A/UX users will not be able to select this option.

#### MORE ABOUT CHIME SOUNDS --

Any kind of sound that you enjoy makes an ideal Chime sound. ResEdit is a useful tool for extracting sound files from some applications. With the MacRecorder and SoundEdit software from Farallon you can record your own Chime sounds, edit them and apply various special effects, and then save them as 'snd' resources.

Look for a companion download of Chime Sounds especially selected for use with Chime.

#### POSSIBLE PROBLEMS --

To avoid problems, do not compress your Chime sounds with a compression utility and do not rename Chime or Before Chime.

Some versions of HyperCard do not allow sounds other than those intended for use with HyperCard.

If you wish to test Chime 4.0.4 by resetting the clock to just a few seconds before the quarter hour, note that Chime 4.0.4 remembers the last time it played and will not repeat for the same time setting. Be sure to set the clock to a different time for each test.

If you have a problem installing a particular sound, use ResEdit to determine if the file contains a 'snd'

resource. The file may have other resources listed besides the 'snd' resource, but the 'snd' resource is the essential one.

It is normal for Chime to stop playing a sound if an application is switched, launched, or quit from while the sound is playing. This is a compatibility feature.

THANKS --

I would like to thank Paul Mercer for the ShowInit code and Robert L. Mathews, Jim Reekes and Mike Scanlin for valuable information that made Chime possible.

Special thanks go out to those people who have written about problems with earlier versions of Chime. Without your feedback, it would have been impossible to make improvements to the program.

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SHAREWARE --

Chime 4.0.4 is a shareware product. If you enjoy using Chime 4.0.4, then you should pay the shareware fee of \$10. However, if you are a teacher or a student, then Chime 4.0.4 is free.

Let me thank you in advance for your participation.

Shareware fees, comments, suggestions or questions, should be sent to:

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