

PealltPro

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REVISION HISTORY

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Contents

1	PealltPro	1
1.1	main	1
1.2	Registration	1
1.3	Installation	2
1.4	Introduction	2
1.5	Instructions	2
1.6	QuickStart	6
1.7	PentriSoft	6
1.8	Other Programs	7
1.9	Credits...	7

Chapter 1

PealltPro

1.1 main

Peallt! Professional V1.40
(c)1995,1996 PentriSoftware Solutions

Contents...

Registration
: Obtaining the Full Version

Installation
: Getting Started

Introduction
: About Peallt!Pro

Instructions
: How to Use this Program

PentriSoft
: About The Programmers' User Group

Other Programs
: You Might Want to Look at These...

Credits
: Who's responsible for this program?

Note that you can flick between Workbench and Peallt!Pro by pressing the Left Amiga and 'A' keys.

1.2 Registration

This is a cut-down LITE version of the full PealIt!Pro. Note that, therefore, some features described in this document are not available in this version.

The full version is available by sending a cheque (made payable to Mark Harman) for a measly seven pounds to this address

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The disabled features, which are available in the full version, are:

- You can load any place notation library, not just the one provided.
- 80 place notations are provided, rather than just 20.
- You can use between 3 and 12 bells, not just 5.
- You can call plain, bob and single lead heads, either in real time, or set a predefined sequence.
- You can change the bell sample.
- You can save the library, and also use the load/save menu options.
- You can change the pitch, volume, and introduce 'random variation timing'.
- You can change the start line, and the number of lines to be played.

Come on, seven pounds is nothing for the work that's been put into this... If I receive enough registrations, I'll do a version two, honest...

1.3 Installation

PealIt!Pro will either run directly from floppy, or from hard disk. To install to hard disk, simply drag the PealIt!Pro drawer over to your drive. It should work fine.

1.4 Introduction

PealIt!Pro is intended as an aid to bellringers, rather than a program which will teach you how to ring, though anyone learning will find this program useful.

Its main purpose is to convert place notations into ringable method lists (ie, from 5.1.5.etc to 12345,21435,etc).

The program has many more features, however. You can playback methods, specifying a range of preferences such as the bell sample, pitch and speed. You can call plain, bob or single lead heads (either in real time or set a predefined sequence), and also choose to 'play' a bell yourself. There's even a Name That Method! Quiz to test your skill at recognising place notations!

1.5 Instructions

QuickStart

is recommended for beginners, but the main instructions are given here.

The main screen is divided into several different areas. In the top left hand window, the current library of place notations is displayed, which may be scrolled using the slider. Below that are ten buttons, and twelve in the middle of the screen, which will all be explained below. The five requesters in the bottom left hand corner are where you enter in the details for a place notation. Each requester stores a different piece of information, as follows:

- 1 - Place notation (enter as normal; '5.1.5.1etc')
- 2 - Plain lead head
- 3 - Bob lead head
- 4 - Single lead head
- 5 - The name of the method

Entering a value is done simply by clicking on the relevant box. When you have done that, click on 'ADD', above. The place notation will appear above. If you click on 'DISPLAY', the name will appear instead. Note that when entering place notations, if you enter an 'x', it must be preceded and followed by dots. For example, instead of '12x34x12x34', you would enter '12.x.34.x.12.x.34'. For ten or more bells, use 'O', 'E' and 'T' as usual. Other options are as follows... 'NEW' deletes the entire library, after confirmation. 'DELETE' deletes (suprisingly) the place notation that is currently highlighted with the white bar. If you wish to alter a place notation, select it in the library window, so it is highlighted, then select 'EDIT'. Afterwards, select 'REPLACE' instead of 'ADD', to delete the original values. To insert a notation between two other notations, select the second notation of the two, and then select 'ADD'. To convert a place notation into a method, select it from the library window, and then select 'USE'. The method will appear in the right hand 'method' window. You can use the scroll bar to view all of the method. How to play methods will be explained later. 'LOAD' and 'SAVE' will present you with a standard 'AMOSPro' file selector; make sure you keep BACK UPS! A full explanation of how to use this file requester is given in the main instructions. Note that in the PealItPro drawer of the program disk is a file named 'Notations.5Bell'; this is a library of 5 bell place notations. There are also menu options available. To access these, hold down the right mouse button. Move the mouse to the top of the screen, so that the menu item you want is highlighted. Now let go of the mouse button. These options will be explained later. Now, I shall explain the set of buttons in the centre on the screen. 'ABOUT' gives a brief bit about the program. 'QUIZ' is the 'Name That Method' Game, and will be explained later. 'PLAIN', 'BOB' and 'SINGLE', together with 'BELL' are used when playing bells, and will be explained later 'SAMPLES' allows you to change the sample being used to play the bells. Now you can listen to BOB DOUBLES on a saxophone... Using this is simple. Clicking on it brings you an AMOSPro file requester. Simply select the file you want. Please note that you may have to click on the 'Get Dir' button, if some of the files are not listed. In the PealItPro directory of this disk, there are two samples: 'BellSound', the default; and 'ChordSound', for something slightly different... 'PALETTE' brings up a palette editor, should you not be happy with my choice of colours. The standard approach of selecting a colour, then moving the red,

green and blue sliders to change the colour is used. Alternatively, you can click on 'COL', and choose a new colour from the menu. Select 'OKAY' to confirm any changes, or 'CANC' to return to the previous settings. 'DEFINE' is where you can choose a pre-defined list of plain, bob or single lead heads, rather than calling them yourself. It will be explained more fully later 'SETUP' allows you to change various things. This includes the number of bells. Remember that if you change this, the current place notation library will not be useable. You should therefore NEW or SAVE it first of all, and then change the number of bells. If you are loading in a library with, for example, six bells, you do not need to change the number of bells yourself; it is done automatically. You should NOT create a place notation library which contains notations for different numbers of bells. The other options from SETUP will be explained later. 'START' will also be explained later. 'PLAY' opens up a window to the bottom of the screen. This is the heart of the program! To return to exit the play back screen, click on PLAY again. This window is where you play back the method displayed in the right hand window. If one is not there, you must convert a place notation as explained above. To begin playing the method, click on the '>' button in the window. Click again here to stop it. See the animated bells swing in time! If you just let it play, the method will be played just as shown in the method window, that is, using only plain lead heads; no bobs or singles. The current line being play is shown in the top left hand corner of the window. Also, in the top right hand window, the line being played is highlighted. While the playback window is open, you may still access several of the buttons from the main screen. These are PLAIN, BOB, SINGLE, BELL, DEFINE, SETUP, and START. So, you want to play back the method with a few bobs and singles? All you have to do is click on the relevant button while the method is playing. The next choice of plain/bob/single lead head is displayed in the playback window. The default choice is a plain lead head. Suppose you want to predefine a sequence of plain/bob/single lead heads, rather than calling them during playback? Simply click on 'DEFINE'. In the requester box that appears, you must type in the sequence, using 'p' (or 'P') for plain, 'b' for bob, and 's' for single. So if you wanted a plain, bob, single, then 3 plains, you would enter 'pbsppp'. You must also activate this feature by clicking on 'N' so it changes to 'Y'. Click on it again to deactivate the feature. While it is activated, you cannot call plains/bob/singles yourself. I said that the line being played is highlighted in the top right hand window, but this window shows the playback with plain lead heads only. Therefore, if you call bobs or singles, the actual playback will differ to what is displayed in this window. Also, if the predefined plain/bob/singles is activated, no line will be highlighted in this window. You can also choose to play a bell yourself. Click on SETUP, and you will see an option named 'Your Bell', if this is set to '0' (default), the computer plays all the bells. You can, however, enter the number of the bell that you want to play yourself; click on 'OKAY' to confirm your choice. Now, the computer will miss out that bell; you can play it by clicking on the BELL button during playback. There are other options available from SETUP; they are all concerned with timings. The times are measured in 50ths of a second. 'Delay' sets the amount of time between when each bell plays. 'End of Line Delay' is similar, but sets the delay to be used at the end of each line; it will usually be given a slightly greater value than 'Delay'. 'Random Variation' is a special feature. When the computer plays back the method, it does so in perfect time. But in real life, this is very difficult, and there will always

be different delays between each bell. This option allows you to make the playback more lifelike. When given a value greater than '0', the delay between each bell played is modified. If, for example, a value of '15' is used, the delay will be modified by a maximum of 15 50ths of a second. 'Volume Curve' becomes active when given a value other than 0. It makes the volume greater as the bell pitch increases. The greater the value (up to 63), the greater the variation. If you click on '\\' so it becomes '/', then the lower pitched bells are louder. I shall now explain the options from START. Usually, the method will be played back, with the first and last lines repeated. If there are 5 bells, therefore, the first line will be played twice. Then, it will play down to line 41, repeating that line. It will then stop. But when you have bob and single lead heads, the method with 5 bells will not be 41 lines long. By changing the option '# of Lines', you can get round this problem. Entering a value of '0' makes it play continually, until you click the > button again. The 'Start Line' option sets which sequence of bells is to be taken as the first line. So for 5 bells, it would normally be '123456', but you could have, for example '213546' instead. Values such as '216345' or even '233155' are obviously wrong, but you might like to try them anyway!

'Name That Method' Quiz!:

You may have been wondering what 'QUIZ' does. This can only be selected from the playback window, but it does not matter which method is selected. Clicking on this button takes you to the amazing 'Name That Method' Quiz! You MUST have loaded a place notation library with at least 5 notations; many more are really needed. You will be presented with a window, displaying 5 place notations and their names, selected at random from the library. Clicking on 'EXIT' at any time will end the game. When you are ready, click on 'PLAY' (in the QUIZ window; NOT the '>' button!). One of these 5 methods will be selected and played. By listening and watching the playback, you must decide which one it is. When you have decided, click on the one you think it is. If you are right, you get anything up to 10 points; this number drops depending on how long you took! If you are wrong, you lose 5 points. Alternatively, you may click on 'PASS'. You will not lose, nor gain any points in this case. The game automatically ends after 10 turns, including passes. Afterwards, you score will be displayed, along with an imaginary prize! A comment also appears in the ratings. So, you think it's too easy, or hard? There are many ways to change the difficulty! Firstly, there are three difficulty levels; you can change it by clicking on the Level 'cycle' gadget in the Quiz window. Level 1 is the default. Level 2 means you are not showed which line is being played. On Level 3, the animated bells do not swing, so you must play by ear alone! Another way is to change the speed of playback from the SETUP menu, as explained above. Also, it would be harder with more bells.

Menu Options:

To access these, hold down the right mouse button, and move the mouse to the title bar at the top of the screen, over one of the menu options. Move the mouse so the option you want is highlighted, then let go of the right mouse button. The first two menu headings are Input and Output. Load Notation (as Ascii) will load in a single place notation from a text file. The first two lines store the name. Next comes the place notation itself, followed by plain/bob/single lead heads. For example: An example place notation 5.1.5.1.3.1.5.3.1 plh 123

blh 145 The Output menu saves information as Ascii text files. You can then view them, or print them out. Save Library saves the entire place notation library. Save Method saves the method that is currently being displayed in the right hand window. There are two options from the 'Other' menu. Search will move the left hand window to the notation name that you enter into the requester which appears. The search begins from the current library position.

Using the File Requester:

This is the standard AMOSPro file requester. Files are listed in the main window. Clicking on items selects files, and opens drawers. To open a file, double click on it, or select it and click on 'Ok'. To exit, click on 'Cancel'. To get a list of disks and devices, click the right mouse button, or select 'Devices'. Sometimes, if you put a new disk in for example, it will not be registered. In this case, simply click on 'Get Dir'.

1.6 QuickStart

Click on the 'LOAD' button on the left hand control panel. A file requester will appear. On the program disk, in the PealItPro drawer, there is a file called 'Notations.5Bell'. Double click on this to load it. This file contains almost 90 5 bell place notations, and they will appear in the top left hand window. Now, click on 'DISPLAY', and they will be listed by name, rather than by place notation. To scroll through the list, click and drag the scroll bar to the right. You can select a notation by clicking on it; it will be highlighted with a white bar. To convert the notation to a method, click on 'USE', and it will be displayed in the right hand window. Now select 'PLAY' from the right hand control panel to open up the playback window. Next, click on the '>' play button from this window, and listen! To stop the playing, click on '>' again. To exit the playback window, click on 'PLAY' again.

Now select one of the place notations from the top left hand window, but instead of clicking on 'USE', select 'EDIT'. The details of the notation will be displayed, according to the format described in the main instructions.

1.7 PentriSoft

PentriSoft is an association of shareware/freeware/etc programmers ↔

We cover all languages, and welcome all levels of experience.
Membership is totally free.

PentriSoft is fairly new, but we hope to provide programmers with contacts, tips and help from other members, beta-testing services and maybe distribution. If you're interested, then write to me (Mark) at this

address

,

enclosing a stamped addressed envelope.

1.8 Other Programs

Here some of my other programs. They all cost two pounds each. If you want them, send the money to me (Mark) at this address, making cheques payable to Mark Harman.

Protector V1.4 - This is a file encryption program which will encode and decode any type of file, of any size, securing them from prying eyes. It will also 'hide' files within other, larger files, so others won't even suspect a file is encrypted. Also includes batch encryption and an ARexx port.

Lottery Numbers V1.2 - This differs from other such programs in that it doesn't 'attempt' to predict the numbers on previous draws, but instead calculates those numbers which are least likely to be chosen by other people, therefore increasing your share of the money if you get four or more numbers. Includes a file of about the first year's draws.

Critical Path V1.03 - This program performs critical path analysis, should you need it. Allows you to build up a network, and it will calculate the critical path, and the earliest, latest and float times for each task.

1.9 Credits...

This program was written using AMOSPro, and some of the interfaces make use of the Dialog Procedures.

Mark Harman	- Amiga Programming, Design Amiga beta testing
Stephen Chambers	- Idea, Design, Method libraries Amiga beta tesing
Ben Dudman	- Samples
Steph Gray	- Mac Programming, Design Mac beta testing
Rob Forster	- Method libraries, Beta testing and other such matters

also Matt Evans - Interface for PC Method libraries

The copyright of this program is shared equally between Mark, Stephen, Steph and Rob.

If you want to get in contact with me (Mark) for anything to do with bugs, ideas for improvements, etc, (and also for registration, programs or PentriSoft membership) then here is my address:

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But I am NOT a bellringer! Any queries regarding bellringing should be sent to:

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Hastings	OR	Hastings
East Sussex	\--/	East Sussex
TN34 2TB		TN34 2QT