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SendMessage ``UNLOCKGUI``
SendMessage ``UNLOCKDISPLAY``
SendMessage ``WINDOWDOCUMENTACTIVATE``
SendMessage ``UPDATEDISPLAY``
SendMessage ``POSITIONSOF``
EndScript
EndObject
TextButton ``Play``
Definition
Origin 536,48
Font ``topaz``,8;FontName,PointSize
PrintStyle SHADOW,2,3;Style,Pen1,Pen2
TextColors 1,0,NORMAL;PenA,PenB,DrawMode
Text `` Play ``
Border BEVEL,2,1;BorderStyle,MainPen,ExtraPen
Highlight COMPLEMENT
ButtonFlags NONE
EndScript
OnRelease
Nop;Activate the song window and play song
SendMessage ``WINDOWDOCUMENTACTIVATE``
SendMessage ``PLAY``
EndScript
EndObject
TextButton ``Stop``
Definition
Origin 536,72
Font ``topaz``,8;FontName,PointSize
PrintStyle SHADOW,2,3;Style,Pen1,Pen2
TextColors 1,0,NORMAL;PenA,PenB,DrawMode
Text `` Stop ``
Border BEVEL,2,1;BorderStyle,MainPen,ExtraPen
Highlight COMPLEMENT
ButtonFlags NONE
EndScript
OnRelease
Nop;Stop playing the song
SendMessage ``SIOP``
EndScript
EndObject
ImageButton ``BeatsLeft``
Definition
Origin 110,60
Image ``RCF:CanDo2.51/Brushes/Left.br``
Highlight COMPLEMENT
ButtonFlags NONE
EndScript
OnClick
Nop;Change beats while pressing button
Nop;Do not allow value below 1
Loop
Let Beats=Max(Beats-1,1)

```

```

Do ``ShowTime``
Delay 0,0,10
Until ObjectState(``BeatsLeft``)=OFF
EndScript
EndObject
ImageButton ``BeatsRight``
Definition
Origin 132,60
Image ``RCF:CanDo2.51/Brushes/Right.br``
Highlight COMPLEMENT
ButtonFlags NONE
EndScript
OnClick
Nop;Change beats while pressing button
Nop;Do not allow value above 16
Loop
Let Beats=Min(Beats+1,16)
Do ``ShowTime``
Delay 0,0,10
Until ObjectState(``BeatsRight``)=OFF
EndScript
EndObject
ImageButton ``NoteBeatLeft``
Definition
Origin 110,72
Image ``RCF:CanDo2.51/Brushes/Left.br``
Highlight COMPLEMENT
ButtonFlags NONE
EndScript
OnClick
Nop;Change beats while pressing button
Nop;Do not allow value below 1
Loop
Let NoteBeat=Max(NoteBeat/2,1)
Do ``ShowTime``
Delay 0,0,10
Until ObjectState(``NoteBeatLeft``)=OFF
EndScript
EndObject
ImageButton ``NoteBeatRight``
Definition
Origin 132,72
Image ``RCF:CanDo2.51/Brushes/Right.br``
Highlight COMPLEMENT
ButtonFlags NONE
EndScript
OnClick
Nop;Change beats while pressing button
Nop;Do not allow value above 64
Loop
Let NoteBeat=Min(NoteBeat*2,64)
Do ``ShowTime``
Delay 0,0,10
Until ObjectState(``NoteBeatRight``)=OFF
EndScript
EndObject
*End of Card ``DMCard``
*****

*****
*Global routine ``ShowKey``
Nop;Set font and style
SetPrintFont ``topaz``,8
SetPrintStyle PLAIN,2,3
SetPen 1,0
SetDrawMode JAM2
Nop;Erase current key in rollo button
PrintText `` `` ,83,28
Nop;Print the newkey based on current index
PrintText KeyText [KeyTextIndex],83,28
*End of routine ``ShowKey``
*****

*****
*Global routine ``ShowTime``
Nop;Show the music staff brush
ShowBrush ``ClippedBrush``,79,61
Nop;Set font and style
SetPrintFont ``topaz``,9
SetPrintStyle BOLDOUTLINE,2,3
SetPen 1,0
SetDrawMode JAM1
Nop;Print the top and bottom number of time signature
Nop;Note the different position if number is two digits
PrintText Beats,83-4*(Beats>=10),62
PrintText NoteBeat,83-4*(NoteBeat>=10),72
*End of routine ``ShowTime``
*****

```

-AC-

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