

# Chime 4.0

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

The included 'Chime Bell' sound is the GrandFather Clock Chime Sound digitized by David Rakowski. Look for a companion download of Chime Sounds especially selected for use with Chime.

## CHANGES FROM VERSION 4.0 TO 4.0.1--

1. Improved compatibility with the Mac II FX.
2. Improved memory management. Chime 4.0 set aside a default amount of memory for Chime sounds. If an extremely large Chime sound was installed or the system heap was constrained due to the memory requirements of other INITs, then a Chime sound could fail to install.

Chime 4.0.1 uses a two-reboot process to allocate the exact amount of memory needed for Chime sounds. This permits the use of extremely large sound files without handicapping system performance as well as enabling small sound files to use a smaller amount of memory than the default. Read the [Installation](#) section for more information.

## QUICK UPGRADE INSTRUCTIONS --

From Version 3.x to 4.0.x:

1. Copy the new Chime into your System Folder, replacing any older version of Chime. For System 7.0, copy the new Chime into the Control Panels folder.
2. Create a new folder named **Chime Sounds** in the System Folder and move your Chime sounds into the new folder.
3. If you presently use **Chime 60** or **Chime All**, rename them to **Hour Chime** and **Quarter Chime** respectively.
4. Reboot your Macintosh and select Chime from the Control Panel.

## WHAT'S NEW --

1. A new Chime Bell option - **Ship's Bells** - mark time by ringing at half hour intervals in the traditional manner of a Nautical Chime.
2. If you are using System 6.0.7 or 7.0 and own a Macintosh equipped with the Apple Sound Chip, you will be able to select two new options: simultaneous Chime sounds during other sounds, and disabling the System beep during a Chime sound.
3. The size of sound files used with Chime is now limited only by the total amount of available memory.
4. Greatly improved compatability with game software, System 7.0, A/UX and application changes in Finder and Multifinder.

## INSTALLATION --

Chime can play any sound file that contains a 'snd' 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. Sometimes these sounds are called 'beeps' because they are also used as System Beep sounds.

Rename each sound 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 'Toll The Hour' is selected from the Control Panel, the Chime Bell will play at the hour as many times as the number of the hour. If 'Ship's Bells' is selected, the Chime Bell will play Nautical Chimes at the hour and half-hour point. If another sound is installed 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 the file named **Chime** into your System Folder. For System 7.0, drag Chime into the Control Panels 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. After rebooting once, you can quickly complete the installation of Chime by rebooting a second time. 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 see a **Reboot To Complete Installation** message in the Chime control panel, you will know that Chime has only been rebooted once since Chime was first installed or the Chime sounds in the Chime Sounds folder have been changed. The message is just a reminder to reboot your Macintosh a second time so Chime can adjust the amount of memory it uses for 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.

(Note: It is possible that one or more of your Chime sounds will not be checked when you see the 'Reboot To Complete Installation' message. This simply means that not enough memory was available during the first reboot to load the sounds. Chime needs to reboot again to acquire the exact amount of memory your Chime sounds will need. The 'Total Memory' figure, however, is always correct since Chime totals up the sizes for all Chime sounds before attempting to install them.)

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 **Ship's 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 this option is checked, the Chime startup icon will be displayed when your Macintosh starts up.

### Disable Chimes During Other Sounds:

If you are using System 6.0.7 or newer and your Macintosh is equipped with the Apple Sound Chip (all except Plus, SE, Classic, LC), then you will be able to use this option. 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 cautious about deselecting this option. Some programs that make sounds don't use the new Macintosh Sound Manager and do not fully support simultaneous 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 is equipped with 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 enhancement 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.

## POSSIBLE PROBLEMS --

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

If you wish to test Chime 4.0.1 by resetting the clock to just a few seconds before the quarter hour, note that Chime 4.0.1 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 file, 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.

A special thanks goes 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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## Legal Mumbo Jumbo:

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an end-user, be sure that this 'Read Me' file accompanies any transfer. Although every effort has been made to insure that this software is free of defects, the author will not accept responsibility for any loss of data or other damage.

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SHAREWARE --

Chime 4.0.1 is a shareware product. If you enjoy using Chime 4.0.1, then you should pay the nominal shareware fee of \$10. However, if you are a teacher or a student, then Chime 4.0.1 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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