Chime 4.0

REQUIREMENTS --

Chime requires System 6.0.4 or higher and a Macintosh Plus or higher. Certain features are only available with System 6.0.7 or higher. Chime also requires at least one user-supplied sound file.

UPGRADE INSTRUCTIONS --

To upgrade from an earlier version, first delete the old Chime control panel (and the Before Chime extension, if present) and then drag the new Chime and Chime Extension to your System Folder icon. For System 7, let the Finder copy each file into its appropriate folder. Reboot to complete the upgrade.

INSTALLATION --

Select some favorite sound files that you would like to use with Chime (you need to install at least one sound). Create a new folder inside the System Folder and name it **Chime Sounds**. Make copies of the sound files you've selected and drag the copies into your new Chime Sounds folder. Then rename each file to one of the following names:

Name:	Effect:
Quarter Chime	For a sound that plays at every 1/4 hour 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.

Next drag **Chime** and **Chime Extension** to your System Folder icon. For System 7, let the Finder install each file into its appropriate folder. Next, restart your Macintosh and open the Chime control panel -- you will see a checkmark next to each successfully installed Chime sound. You can change Chime sounds at anytime by renaming them or replacing them with others and then restarting your Mac.

Chime does not include any sounds of its own - you must supply them. You can make your own sounds if your Mac is equipped with a microphone, or you can

download sounds from online services such as American Online, GEnie, CompuServe, Applelink or eWorld. Use the keyword 'Chime' to find Chime sounds. Chime will extract and play a sound from any file that contains a 'snd' resource.

THE CHIME CONTROL PANEL --

"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** (sometimes called nautical chimes) or neither.

"Total Memory Used For Chime Storage:"

This figure represents the total amount of memory used for storing Chime Sounds. If you have limited memory, 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 memory.

"Show Icon At Startup"

If you select this option, the Chime startup icon will be displayed on the bottom edge of the screen during startup.

"Disable Chimes During Other Sounds" and "Disable Beeps During Chimes"

These options are available only if you are using System 6.0.7 or newer, your Macintosh is equipped with the Apple Sound Chip or AV sound hardware, and you're not using the A/UX operating system.

"Disable Chimes During Other Sounds" - Toggling this option will determine if Chime will check for an open sound channel before starting to play a sound. Normal practice is for programs to allocate a sound channel before playing a sound and then to erase the channel after the sound has finished. However, not all programs follow this practice - After Dark® is a good example of a program that opens a sound channel and leaves it open even when it is not playing sounds. Normally, though, an open sound channel means a sound is playing and by checking for open channels Chime can effectively silence itself when requested to.

"Disable Beeps During Chimes" - If selected, system beeps will not start to play while Chime is playing a sound. If deselected, system beeps can start while Chime is playing a sound.

CHANGES FROM VERSION 4.0.5 TO 4.0.6 --

Chime was upgraded to recognize the sound hardware of the Power Macintosh, and the Ships Bells option was modified so that the bells always play in pairs.

POSSIBLE PROBLEMS --

To avoid problems, do not compress Chime sounds with a compression utility and do not rename Chime or the Chime Sounds folder.

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

If you wish to test Chime by resetting the clock to just a few seconds before the quarter hour, note that Chime 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 sounds if an application is switched, launched, or quit. 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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Contact the author via E-Mail at the following addresses:

America Online: Wingsmith
Internet: wingsmth@netcom.com