Hourly Chime?
Posted by Neilyum2 - 2012/05/02 13:28

Hi folks!

(Sorry if this has been asked before but I didn't find any matches to my Forum search.)

Is there any way to set up an audible repeating alert?
Do be more specific, I would like to have an Hourly Chime.

I have a certain .WAV file I would like to hear on the hour, and have it play just once.
No need for a box or window to open, just the sound being played each hour.

I'm sure there must be a way to do this, I just can't figure it out without your help!

Thanks in advance! :)

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Re:Hourly Chime?
Posted by Jorge_Luis - 2012/05/02 20:26

You can create a script and put it on the app/scripts folder (e.g. C:\Program Files\Rainlendar2\scripts on Windows).

This would be the code:

```
--
-- A callback function for the timer. This gets called every time the timer triggers.
-- Returns true so the timer will go on forever (false would stop the timer).
--
function Launch_Chime_OnTimer()
  time = os.date("%H:%M:%S")
  _, _, tHour, tMin, tSec = time:find("(%d-):(%d+):(%d+)")
  tHour = tonumber(tHour)
  tMin = tonumber(tMin)
  tSec = tonumber(tSec)
  if ((tSec == 0) and (tMin == 0)) then
    Rainlendar_PlaySound("C:\\\\chime.wav")
  end
end

Rainlendar_CreateTimer(1000, Launch_Chime_OnTimer, "")
```

Replace with the path where you have the wav file. (remove the C:\\ if you're using Linux). Save the file as chime.lua (or any name you want) and copy to the scripts folder.

The chime will sound every hour at o'clock. You can reuse this code to sound every half hour (tMin == 30) or quarter (tMin % 15 == 0).

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Re:Hourly Chime?
Posted by Neilyum2 - 2012/05/02 21:23

First of all, thank you Jorge_Luis for your quick reply! :cheer:
Second of all, I am *thrilled* that my request is even possible!

Unfortunately, I know less than nothing about scripting, so please bear with me through the following questions:

Do I / should I simply copy & paste the info from your post?
If so, where do I paste it?
If not, then could you please nudge me in the right direction?

(By the way, I'm running Windows7/64bit/16GB RAM)

I really appreciate your help!

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Re:Hourly Chime?

Posted by Jorge_Luis - 2012/05/03 11:14

Knowing that you're using W7, then extract the 2 files from the zip attached to the folder C:\Program Files\Rainlendar2\scripts.
Also you can change the wav file with the one you have (I found this one on the net).
If you have the wav file in another folder, edit the Railendar_PlaySound line in the .lua file or move it and replace the one from the zip. http://www.rainlendar.net/cms/images/fbfiles/files/chime.zip

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Re:Hourly Chime?

Posted by Neilyum2 - 2012/05/03 14:20

Hi Jorge!

I DL the zip and tried to extract both files to C:\Program Files\Rainlendar2\scripts as you instructed, but unfortunately it did not work. :(

I noticed that the Rainlendar2 folder is actually located in C:\Program Files (x86) on my Win7x64 PC. Would this explain the problem?

I also tried opening the .lua file with Notepad to read it, but it would not let me make any changes.

I feel like we're SO close!

Looking forward to your next advice! :unsure:

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Re:Hourly Chime?

Posted by Jorge_Luis - 2012/05/03 16:32

I'm not at home right now, but you can use the code from first post only replacing with your one, in this case: c:\\program files (x86)\\Rainlendar2\\scripts\\chime.wav for the chime.lua file.

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Re:Hourly Chime?

Posted by Neilyum2 - 2012/05/03 17:17

Oh, I already did that before my last reply to you!

I think the problem might be that the code still says "Program Files" not "Program Files (86)", so it's not finding the .wav?

(I tried opening the .lua file with Notepad and changing the target from "Program Files" to "Program Files (86)" but notepad would not let me keep the changes unless I renamed it to "chime.lua.txt".)

I hope I'm explaining the problem correctly!

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Re:Hourly Chime?

Posted by Jorge_Luis - 2012/05/03 21:47

I change the code to update the folder path.
But if you can't edit the code then I suppose that you can't delete the file...? If this is true then try first to close Rainlendar2. Or verify the UAC (user account control) which maybe is blocking the access to the file.
http://www.rainlendar.net/cms/images/fbfiles/files/chime.lua

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Re:Hourly Chime?
Posted by Neilyum2 - 2012/05/04 09:53

Good morning!

I substituted your revised script (thank you!) but unfortunately it didn't make any difference. Still no hourly chime.

I'm really baffled now, and I hope you (or another reader) still have some tricks up your sleeve!

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Re:Hourly Chime? ***UPDATE!***
Posted by Neilyum2 - 2012/05/04 13:08

:woohoo: SUCCESS!! :woohoo:

Due to something totally unrelated, I rebooted my PC this morning. When 12 noon rolled around I heard my first hourly chime! Yayyy!

It worked, it worked! :laugh:

Jorge, I can't thank you enough! I guess your script needed a kick in the reboot to get started and you were right on the money. Thanks again, you made me one happy guy! :laugh: :woohoo:

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Re:Hourly Chime? ***UPDATE!***
Posted by Jorge_Luis - 2012/05/04 14:55

Good to hear that!
Did you heard it more than once?

Maybe I forget to mention to refresh or restart Rainlendar to make the app read again the file. Rebooting is more or less the same.

(I hope you change that mechanical gong I send to you as the chime :P)

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Re:Hourly Chime?
Posted by Neilyum2 - 2012/05/04 15:29

Hi Jorge!

Maybe I started to celebrate a little too soon...

The chime only sounded once so far at 12 Noon.
Am I doing something wrong, or is there something we can tweak in your script?

Thanks for continuing to help me!

ps...Oh yes, I changed the chime wav to my favorite.
I'll try attaching it in case you might want to use it too! http://www.rainlendar.net/cms/images/fbfiles/files/chime-

19b87160235348332398dece0add576c.zip

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Re:Hourly Chime? *FINAL (?)*
Posted by Jorge_Luis - 2012/05/05 22:24

I think I found the problem.
I forgot (again) one important line of code in the timer...
Now with this updated file I'm 99% sure (and 1% not sure) that it will work more than once.

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Re:Hourly Chime? *FINAL (?)*
Posted by Jorge_Luis - 2012/05/05 22:27

Oops! Here's the file. http://www.rainlendar.net/cms/images/fbfiles/files/chime-35d99791c489c0d689b0f0de060bf940.zip

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Re:Hourly Chime? *FINAL (?)*
Posted by Neilyum2 - 2012/05/06 15:35

Hi Jorge!

I am so sorry to report that it's *still* not working! :(

I know how hard you've been trying to get this up & running for me, I really hope you don't give up now!

(I closed and reopened Rainlendar2, and even rebooted a 2nd time, but no chimes at all.)

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Re:Hourly Chime? *FINAL (?)*
Posted by Jorge_Luis - 2012/05/06 16:36

Well, this is my last effort. I mixed all into a skin. B)
Install it as any skin and in the "settings..." select the path to the file (called "Chime sound" in the window's variables).

If still now doesn't work... the I give up! :dry: :dry: :dry:

http://www.rainlendar.net/cms/images/fbfiles/files/Chime_Skin.zip

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Re:Hourly Chime? *FINAL (?)*
Posted by Neilyum2 - 2012/05/06 22:45

Hi Jorge!

I'm sorry, but I have NO idea how to use your latest creation!
I feel really bad because you've spent so much time & effort trying to help me.

Hopefully someone else reading this thread can instruct me further.

Thank you again for all your help!!

(ps...I'm using the Shadow4 skin if that helps.)

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Re:Hourly Chime
Posted by Jorge_Luis - 2012/05/07 10:39

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* Double click on the .r2skin file (if you have the association with Rainlendar2)
* or using command line "C:\program files (x86)\Rainlendar2\Rainlendar2 -i chime.r2skin"
* or copying the chime.r2skin file to the user folder "C:\Users\\.rainlendar2\skins" and then right click on any Rainlendar's window and select "Refresh".

With any of this options, do:
- Right click on any Rainlendar's window
- Select "Options"
- Then "Skins" to the left
- Click on "Advanced >>>"
- In the left panel (available skins), click on the plus sign of the Chime
- Click in the "Chime" subitem and then click on the black arrow pointing to the right
- Now click on the "Chime - Chime" item in the right panel and click "Settings..."
- In the upper panel, go down to "window's variables"
- Click on the white space of "Chime sound", and then on the "..." button. Select your chime file.
- Then click OK, and OK again.

Your Chime then (supposely) will be installed.

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Re:Hourly Chime
Posted by Neilyum2 - 2012/05/07 17:27

I am baffled, disappointed, bewildered, and a few other choice words...
You have tried SO hard to make this work for me and it STILL doesn't!

I have followed your excellent detailed instructions to the letter, and there seems to be no reason why it wouldn't work, so I'm stumped at this point!

Another thing that puzzles me: When following your instructions and I click the Chime subitem and then the black arrow pointing to the right, the chime gets listed under "Windows" in the Active Skins box, not under "Alarm". Could this be the problem?

Sorry, I know you want this to work just as much as I do!

==========

Re:Hourly Chime
Posted by Jorge_Luis - 2012/05/07 18:11

Although it isn't visible is a window, so it's ok to get listed in "Windows" and not in "Alarm".
Sorry, I have no more tricks in my hat. This should have been work.

==========

Re:Hourly Chime
Posted by Neilyum2 - 2012/05/07 18:14

Ahh, OK.
I'm stumped as well.

Oh well, you gave it your best shot (several shots!) and I'll always be grateful!

Thanks again!!

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Re:Hourly Chime
Posted by Rainy - 2012/05/08 11:00

The skin seems to be working fine so one possibility why you cannot get it to work is that if you have installed any 3rd party codec packs to your computer they can break the wav file playback in Rainlendar. There is a workaround for the issue in the beta version or alternately you can try to use some other audio format than .wav (try using e.g. some mp3 file).

==========

Re:Hourly Chime
Posted by Neilyum2 - 2012/05/08 11:08

Good morning!

Thanks for the continuing advice, and VERY glad to hear that it's working for you!
That HAS to mean there's a playback problem on my end somewhere as you suggested.

I will try an MP3 file instead of a WAV to see if that makes a difference, ASAP!

(In case it matters, I've been using "Winamp" to play all my WAVs and MP3s for years. I've never had any trouble until this Hourly Chime adventure!)

==========

Re:Hourly Chime
Posted by Neilyum2 - 2012/05/09 10:56

Hi Rainy!

I didn't realize that was you in the last reply, thanks for trying to help!
(Could you please give Jorge a raise? He's really tried hard to help me!)

Unfortunately, I still can't play the hourly chime.
I've tried several different WAVs and also MP3s as you suggested.
I also changed from Winamp to Windows Media Player and that didn't help either.

I noticed that you mentioned a beta version with a "workaround" for this issue, but I feel like I'm way over my head. What would I have to do in order to try it?

(Would I lose all my events and stuff or would I install the new over the old or...?)

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Re:Hourly Chime
Posted by Jorge_Luis - 2012/05/09 11:45

Thanks for the comment, but I'm only just a guy "playing" with the excelent work of Rainy.
He's the genious... I'm only a smart guy... :laugh:

To test the beta:
- Download here you version:
http://www.rainlendar.net/cms/index.php?option=com_kunena&Itemid=42&func=view&catid=7&id=17083#17083
- Close Rainlendar2 (with the tray icon or with task manager...)
- To make a long test (this is because rebooting, closing session, etc.) rename the folder c:\program files (x86)\rainlendar2 to any other name (e.g. rainlendar2_stable)

- Create a new (empty) folder with the name rainlendar2 (this is to keep the old version as a backup)
- Decompress the downloaded file in the folder rainlendar2
- Run the rainlendar2.exe file in the folder rainlendar2

This will run the beta version anytime. If you want to go back to the stable version, close rainlendar2, remove the rainlendar2 folder and rename rainlendar2_stable to rainlendar2. Then run again.

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Re:Hourly Chime

Posted by Neilyum2 - 2012/05/09 13:29

Hi Jorge! :)

Thanks for sticking in there with me!

I followed your instructions and am now running the new beta version.
I also assumed that I needed to copy your lua script as well, so we'll see what happens at the top of the next hour.

:unsure: (Hopeful)

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Re:Hourly Chime ***SUCCESS!***

Posted by Neilyum2 - 2012/05/09 17:12

:woohoo: Yayyy, IT WORKED, IT WORKED! :woohoo:

I don't know *what* you guys did (I have read the changes.txt) but it's way over my head. All I know is that you fixed my problem, and I now have my Hourly Chimes, yayy! I even let a few hours go by before posting, and it continues to work every time!

I realize that I've repeated myself several times in this thread, but I *really* do appreciate all your hard work and perseverance to make this happen!

:woohoo: Thanks a million, and I hope others reading will find this a useful addition to their own personal Rainlendars! :woohoo:

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Re:Hourly Chime ***SUCCESS!***

Posted by Jorge_Luis - 2012/05/09 19:20

Neilyum2 wrote:
:woohoo: Yayyy, IT WORKED, IT WORKED! :woohoo:

I don't know *what* you guys did (I have read the changes.txt) but it's way over my head. All I know is that you fixed my problem, and I now have my Hourly Chimes, yayy! I even let a few hours go by before posting, and it continues to work every time!

I realize that I've repeated myself several times in this thread, but I *really* do appreciate all your hard work and perseverance to make this happen!

:woohoo: Thanks a million, and I hope others reading will find this a useful addition to their own personal Rainlendars! :woohoo:

clap! clap! clap! ;) ;)

I'm happy that it finally works...
Here you have a "new" version (more or less the same) with an added option to make not only hourly chimes but at least 1 minute chime also. (by default it uses 60 minutes). So now you can add (as said in the previous post with the black

arrow) as many chimes as you want e.g.: one for every o'clock (60) and one for every quarter (15 = 0,15,30,45).
(Now I see that using this configuration, both will sound at the same o'clock time... but you get the idea).
Using this "window" skin you don't need anymore the lua file in c:\program files (x86)\rainlendar2\scripts\chime.lua. In fact, this file in inside the skin (although you can't see it).

http://www.rainlendar.net/cms/images/fbfiles/files/Chime.zip

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Re:Hourly Chime ***SUCCESS!***

Posted by Neilyum2 - 2012/05/09 22:40

Hi Jorge!

Adding quarterly chimes is something I used to have with another program, but that was years ago in Windows 3.1!
Great to know that it's possible once again. (Is that the "Chime.zip" attachment below?)

As far as your lua file goes, I had copied it into the new beta that is now running flawlessly.
Should I remove it, since it seems redundant? (Or should I just leave well enough alone?!)

==========

Re:Hourly Chime ***SUCCESS!***

Posted by Jorge_Luis - 2012/05/10 15:20

Yes and no. Replace the chime.r2skin from the old post with this new one inside the zip. You need to add the window 2 times and change the options.
If you only want the hourly chime, you can delete the chime.r2skin and left the lua file.
If you want both chimes, or more than one, you can delete the lua file and left the chime.r2skin (inside the last zip)

==========

Re:Hourly Chime ***SUCCESS!***

Posted by Neilyum2 - 2012/05/10 17:07

OK, I'm going to ponder this for a while. Right now everything is working exactly the way I'd hoped, so I'm a little reluctant to make any more changes.

As always, thanks again for all the help!! :cheer:

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