Qtr hr chime?
Posted by d4l3d - 2009/01/27 17:30

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I've made myself a simple digital clock and was wondering if there's a way to get it to chime on the quarter hour with wavs I provide?

I imagine there is but I really have no idea how to interpret the manual (no programming experience).

TIA

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Re:Qtr hr chime?
Posted by Rainy - 2009/01/28 10:52

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There is no function to play a sound but I can add it to the Lua API.

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Re:Qtr hr chime?
Posted by d4l3d - 2009/01/28 15:25

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Thank you. That would be great. So, I'm not quite the idiot I thought I was.

I've replaced a dual (local/UTC) desktop clock with Rainmeter which is better in every way except for the sound thing. Simple sound capabilities might be a nice addition across the board for all kinds of notices.

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Re:Qtr hr chime?
Posted by Rainy - 2009/02/01 09:17

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Forget about my previous answer. I didn't notice that this was for Rainmeter. Anyway, you should be able to do this with Rainmeter already. You can use the CALC measure to calculate the quarter times and then use the IfEqualValue and IfEqualAction to play the sound with the PLAY command.

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Re:Qtr hr chime?
Posted by d4l3d - 2009/02/01 15:56

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Thank you.
I will try to understand this on my own but, I was wondering is there anyone who can show me a skin where the CALC function is used or type up a quick example? I've never programmed and am learning Rainmeter piecemeal by grabbing and adapting code from other skins.

I think I'm too visual a person to completely "get" this. Not as adaptable to linear thinking as I would like to be. Frustrating fault for an otherwise smart guy.

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