

Operating Instructions  
Wind Chime Designer V 2.0  
© 1997, 2006, 2020 Greg Phillips  
Approved by Greg Phillips

by: Lee Hite  
Say It With Chimes

[An Engineering Approach to Wind Chime Design and Build](#)

### Introduction:

This program is freeware and was written by Greg Phillips in 1997 with updates authored in 2006 and 2020. In the “Help” section of the program there are numerous instructions and helpful hints. If you wish to contact Greg, visit his web site [www.gdp-research.com.au](http://www.gdp-research.com.au).

I offer this document as additional assistance in your quest to build a successful chime set.

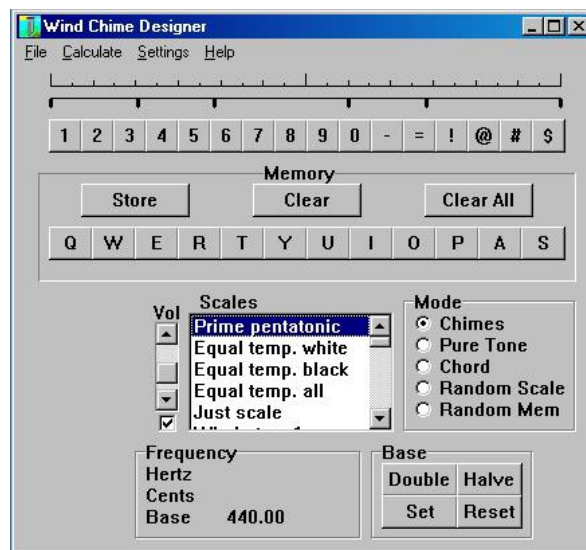
### Installation:

Download the Zip file Chime32.zip from Greg’s website [here](#).

Unzip and place both files (CHIME32A.EXE and TUNING.DAT) in a folder of your choice. There is no installation routine. The program runs directly by clicking on CHIME32A.EXE.

### Features of the program:

- Emulate chimes for a note range between A2 (110 Hz) thru B8 (7,902 Hz) in many different scales, 82 in all and more than adequate for chimes.
- Stores a personalized note selection and plays that note selection in a random manner. The program will store your selections until you either clear it or end the session. It will not store note selections from session to session.
- A ratio calculator called “Estimating Tube Lengths” allows you to use the length measurement for a chime tube of known frequency (known note) and determine the lengths for the remaining chimes in the set.
- The program can produce accurate frequencies (Pure tones).
- Various tuning scales are included , 82 in all.
- Convert cents to ratios, 1200 cents = 2/1 ratio.
- Convert ratios to cents , 2/1 = 1200.00 cents.
- Various other Metric to English conversions.
- Small size and fast loading.
- Addition information is inside the program.



from [www.leehite.org/Chimes.htm](http://www.leehite.org/Chimes.htm) Lee Hite at [leland.hite @ gmail.com](mailto:leland.hite@gmail.com)

## Program Operation

Notes are played along the top row of the keyboard.

Keys 1234567890-= play the first 12 notes from the current scale.

The <shift> can be pressed to extend an additional 12 notes! @ # \$%^&\*()\_+.

**Step 1** Begin by selecting the keyboard scale of interest. (Equal Temp. all) will activate all the keys.

**Step 2** Select the octave you want. Adjust the base note up or down by selecting **Double** or **Halve**. The program begins in the C4 octave with A=440 Hz. Remember to turn up the speaker volume control.

**Step 3** Play the note of interest

**Step 4** Press Store, if you want to store a series of notes for playback.

**Step 5** Select a letter on the second row of keys (Q, W, E, etc.) for storage. Repeat **3, 4,**

**& 5** to select additional notes. A red dot will be placed over the note of choice and a black mark over the storage letter.

**Step 6** Make sure the "Chimes" Mode has been selected.

Listen to your selections by pressing the appropriate key on the second row of keys, Q, W, E, R, etc. or mouse click your selection.

Once you have selected and stored your notes of choice, you can play them in a random fashion by selecting the **Random Mem** button shown to the right.

Adjust the speed (**Rate**) at which the chimes play.

