

# Caller's Help

Manual

Version: 3.2.0

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## Introduction

The program is used by the caller to play and control his music.

The possibilities are:

- Full keyboard and mouse controls
- Pause via remote-button on the Hilton cable (cinch connection)
- Change the serial port for the remote-button
- Start/Stop
- Break
- Loud/Quiet
- Faster/Slower
- Change in Pitch
- Input and modification of text/modules/gimmicks
- Input music as mp3 files
- Change of language

A maximum of 5 pieces of music can be saved in the demo version. There are no other restrictions.

In the licensed version, the number of pieces of music is only limited by the hard disk space.

## Installation

No installation on the PC is necessary. The program files only have to be copied into a Callershelp directory.

The program can therefore also be run from memory sticks.

Deleting the Callers-help directory is sufficient for de-installation.

## Songs/Records

### Location of the songs

The songs are stored in the subdirectory *music* to the Caller's Help directory, e. g. *../callershelp/music*

## Format of the song-files

The songs/records must be stored in *mp3* format. The quality and length are arbitrary.

## Search for Songs

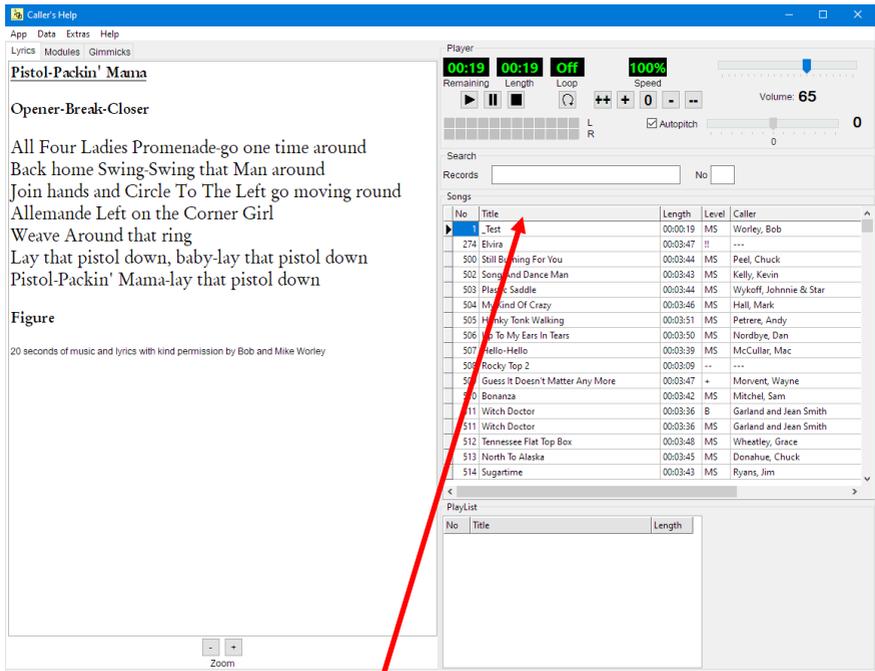
In the *Search-Record* field, the song to be searched can be entered. The No-field is for the current number of the song.



The image shows a search interface with a light gray background. At the top left, the word "Search" is written in a dark gray font. Below it, the word "Records" is written in a bold, dark gray font. To the right of "Records" is a large, empty rectangular input field. To the right of this input field is a smaller rectangular input field containing the text "No". Two red arrows originate from the text above: one points down into the large input field, and the other points down into the "No" input field.

The extension . *mp3* can be specified, but does not have to be specified.

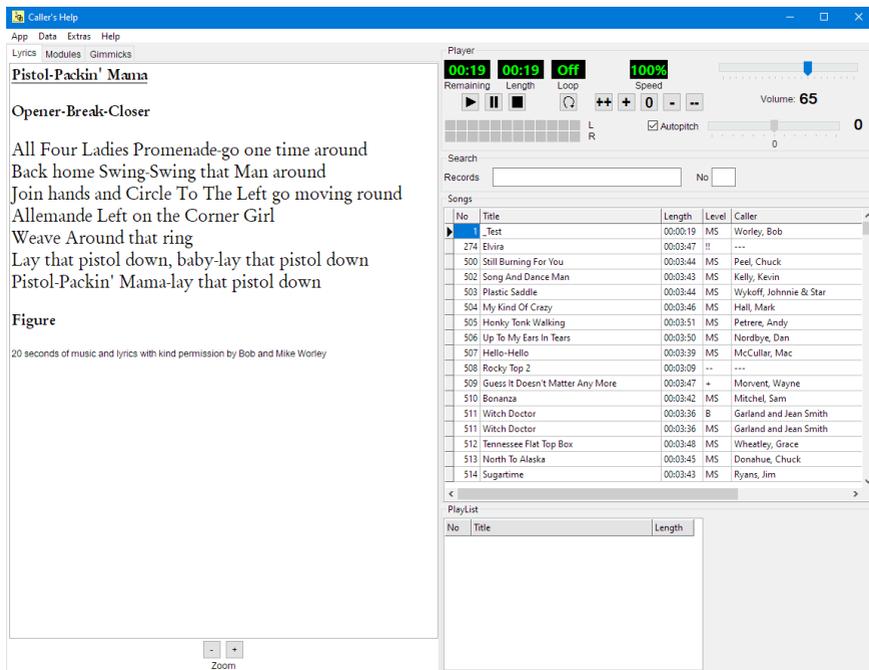
Any song can be searched and selected by scrolling in the table. The corresponding lyric is always displayed on the left



By clicking on the title bar in the corresponding field, the sorting can be adjusted. The chosen song will be preserved. The following sorting are available:

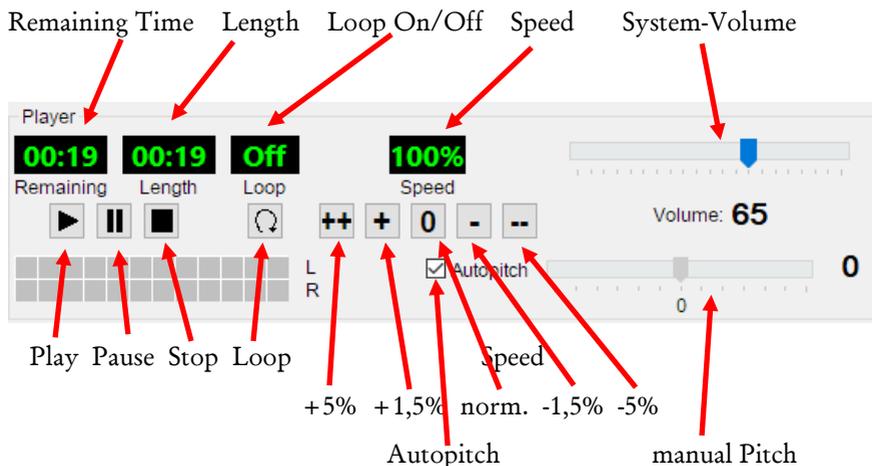
- No
- Title
- Level
- Artist
- Length

# Playing a song



The player can be controlled with the mouse or the keyboard (see attachment).

If a song is selected in the table, just press the *Play* button to start playing.



*Pause* is starting and stopping stopping the song. The *space* key on the keyboard can also be used for this purpose.

*Loop* starts the song endlessly again from the beginning until *Loop* is switched off again.

The remaining time display is out of order in this case. The *speed* buttons increase or decrease the speed of the song directly. The time display is therefore inaccurate!

128bps -> +1,5% -> 130bps

130 bps -> +1,5% -> 132bps

128bps -> + 5% -> 134bps

128bps -> -1,5% -> 126bps

126bps -> -1,5% -> 124bps

128bps -> +5% -> 134bps

128bps -> - 5% -> 122bps

Autopitch activates the pitch at which the song was recorded. If Autopitch is not checked, the pitch can be changed within limits.

# Playlist

It is possible to create a playlist from the list of songs.

To do this, a song must be marked(!). By pressing the right mouse button, this song is added to the playlist.

This is possible with any number of songs.

The screenshot shows a music application interface. At the top, there is a search bar and a 'Records' section with a search input field and the text 'No'. Below this is a 'Songs' section containing a table with columns: No, Title, Length, Level, and Caller. The table lists 18 songs, with the song 'Brandon' (No. 903) highlighted in blue. Below the 'Songs' section is a 'PlayList' section, which contains a smaller table with columns: No, Title, and Length. This table lists three songs: 'Reach Out And Touch A Hand' (No. 521), 'Brandy' (No. 519, highlighted in blue), and 'I've Got A Funny Feeling' (No. 526). To the right of the 'PlayList' table are several control buttons: a play button, a pause button, a stop button, an up arrow button, a down arrow button, a 'Delete Row' button, and a 'Delete Playlist' button.

No	Title	Length	Level	Caller
791	Bei Mir Bist Du Schoen (MS)	00:03:47	MS	Kellog, Michael
791	Bei Mir Bist Du Schoen (PLUS)	00:03:47	+	Kellog, Michael
636	Bet Your Heart On Me	00:03:43	MS	Bacon, Kevin
608	Big Mamou	00:03:35	MS	Harai, Koji
759	Bimbo	00:03:01	B	Keys, Herb
775	Blowing In The Wind	00:03:47	MS	Routh, Jerry
686	Blue Highway	00:03:57	MS	Baldwin, Wayne/Jones, Jon
697	Blueberry Hill	00:03:55	MS	Sikorsky, Mike
510	Bonanza	00:03:42	MS	Mitchel, Sam
931	Boogie Beat-Hoedown	00:03:46	--	Pattern
673	Boogie Woogie Bugle Boy Of Company B	00:03:46	MS	Wilcox, Bob
▶ 903	Brandon	00:03:47	--	Pattern
519	Brandy	00:03:45	MS	Wise, Bronc
762	Bye, Bye, Love	00:03:52	MS	Jestin, Jerry
945	Cajun Dew-Hoedown	00:04:07	--	Pattern
782	Calcutta	00:03:49	MS	Ekblad, Leif
806	Calendar Girl	00:03:52	+	Rowe, Craig

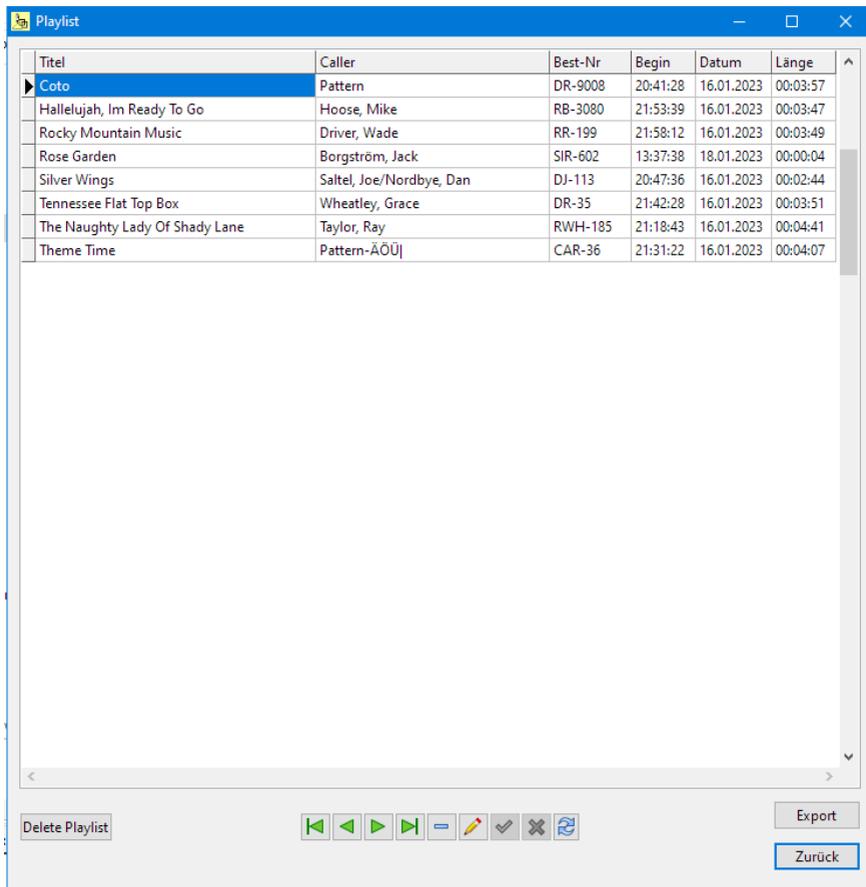
No	Title	Length
521	Reach Out And Touch A Hand	00:03:46
519	Brandy	00:03:45
526	I've Got A Funny Feeling	00:03:52

Songs can then be moved or deleted in the playlist.

Pressing Play starts the marked song in the playlist. All of the player's controls can then be used.

In addition, all songs that are started are saved in an exportable playlist. The purpose is the possibility of simply creating a playlist of the respective event.

This can be found under *Extras -> Playlist*.

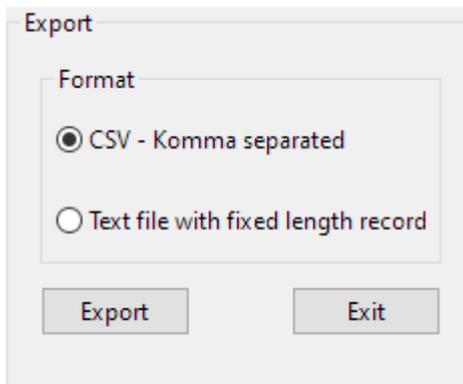


By clicking on a column heading, the table is sorted accordingly.  
This playlist can be edited, i.e. individual entries can be deleted or changed.

*Delete Playlist* deletes the ENTIRE playlist!

*Export* allows exporting in different formats.

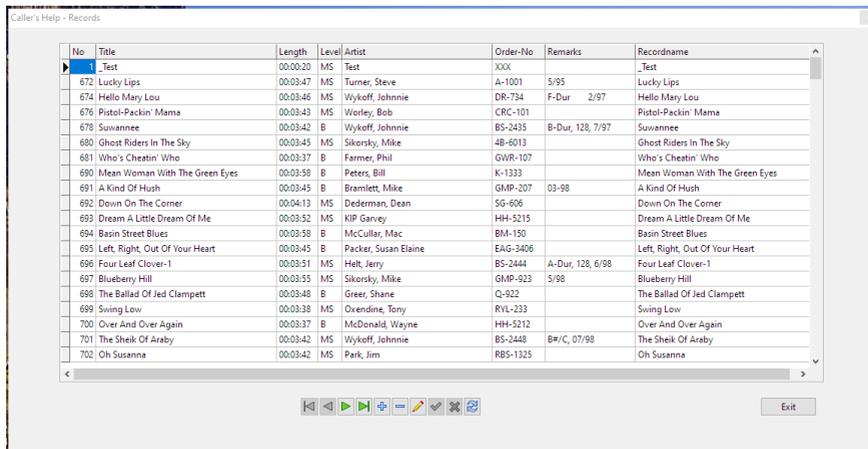
The export takes place with the respective sorting.



The exported playlist is in the \Callershelf directory under the name Palylist.csv or Playlist.txt.

These files can then be imported into Excel, for example.

# Input of New Songs



No.	Title	Length	Level	Artist	Order-No	Remarks	Recordname
1	_Test	00:00:20	MS	Test	XXXX		_Test
672	Lucky Lips	00:03:47	MS	Turner, Steve	A-1001	5/95	Lucky Lips
674	Hello Mary Lou	00:03:46	MS	Wykoff, Johnnie	DR-734	F-Dur 2/97	Hello Mary Lou
676	Pistol-Packin' Mama	00:03:43	MS	Worley, Bob	CRC-101		Pistol-Packin' Mama
678	Suwannee	00:03:42	B	Wykoff, Johnnie	BS-2435	B-Dur, 128, 7/97	Suwannee
680	Ghost Riders In The Sky	00:03:45	MS	Sikorsky, Mike	4B-6013		Ghost Riders In The Sky
681	Who's Cheatin' Who	00:03:37	B	Farmer, Phil	GVR-107		Who's Cheatin' Who
690	Mean Woman With The Green Eyes	00:03:58	B	Peters, Bill	K-1333		Mean Woman With The Green Eyes
691	A Kind Of Hush	00:03:45	B	Bramlett, Mike	GMP-207	03-98	A Kind Of Hush
692	Down On The Corner	00:04:13	MS	Dederman, Dean	SG-606		Down On The Corner
693	Dream A Little Dream Of Me	00:03:52	MS	KIP Garvey	HH-5215		Dream A Little Dream Of Me
694	Basin Street Blues	00:03:58	B	McCullar, Mac	BM-150		Basin Street Blues
695	Left, Right, Out Of Your Heart	00:03:45	B	Packer, Susan Elaine	EAG-3406		Left, Right, Out Of Your Heart
696	Four Leaf Clover-1	00:03:51	MS	Helt, Jerry	BS-2444	A-Dur, 128, 6/98	Four Leaf Clover-1
697	Blueberry Hill	00:03:55	MS	Sikorsky, Mike	GMP-923	5/98	Blueberry Hill
698	The Ballad Of Jed Clampett	00:03:48	B	Greer, Shane	C-922		The Ballad Of Jed Clampett
699	Swing Low	00:03:38	MS	Owendine, Tony	RVL-233		Swing Low
700	Over And Over Again	00:03:37	B	McDonald, Wayne	HH-5212		Over And Over Again
701	The Sheik Of Araby	00:03:42	MS	Wykoff, Johnnie	BS-2448	Bb/C, 07/98	The Sheik Of Araby
702	Oh Susanna	00:03:42	MS	Park, Jim	RBS-1325		Oh Susanna

New songs must be saved by the user in the directory *callershelp\new\_records*.

It is recommended to:

- assign a consecutive number to the song.
- specify the length of the song as accurately as possible in hh:mm:ss. This is important for timekeeping.

If the menu item *Data->Records* is selected, all songs in this directory are automatically inserted into *callershelp\music* directory.

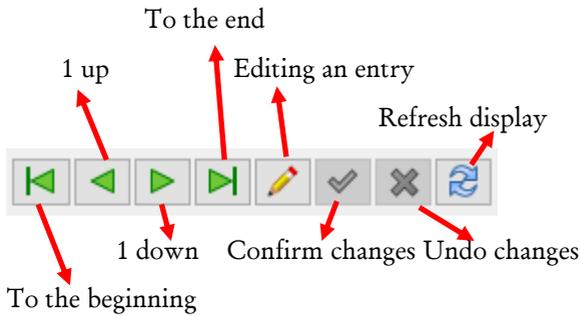
**PLEASE DO NOT make manual changes to these directories!**

The new songs are being deleted in the *callershelp\new\_records* directory automatically.

The blank fields in the table should than be filled in manually.

The navigation in the table is self-explanatory.

The lyrics of the new songs can be put in as mentioned above.



## Lyrics

### Search for lyrics

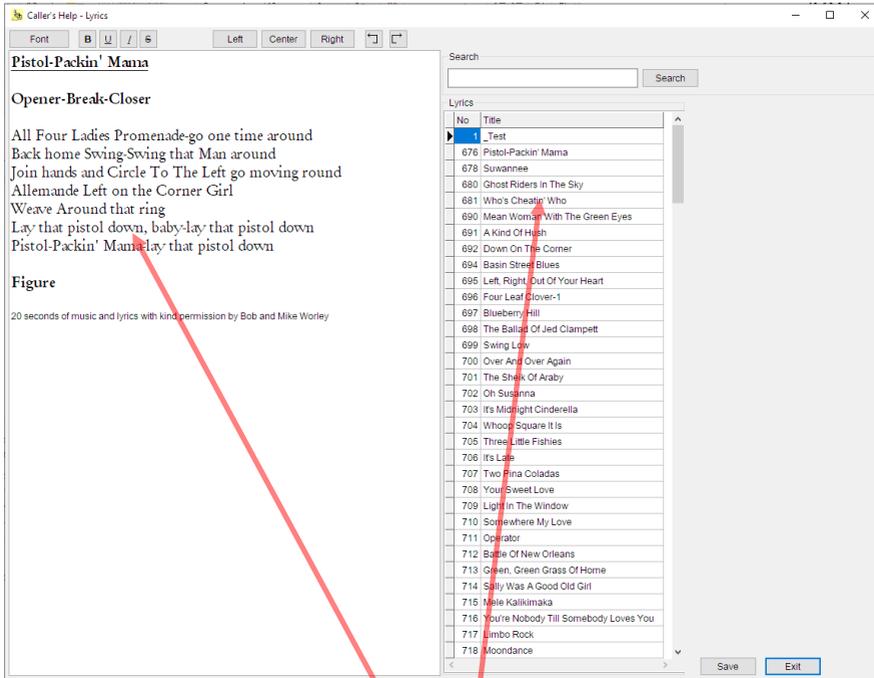
The Search field allows you to enter the title of a song to be searched or the current number

Search

Records

No

# Input/Change of Lyrics



A song can be selected in the right column. The respective lyric is always displayed.

This lyric can be changed with the built-in editor in the left window. The buttons above the window can also be used for this purpose. A wide variety of text markup options are available here.

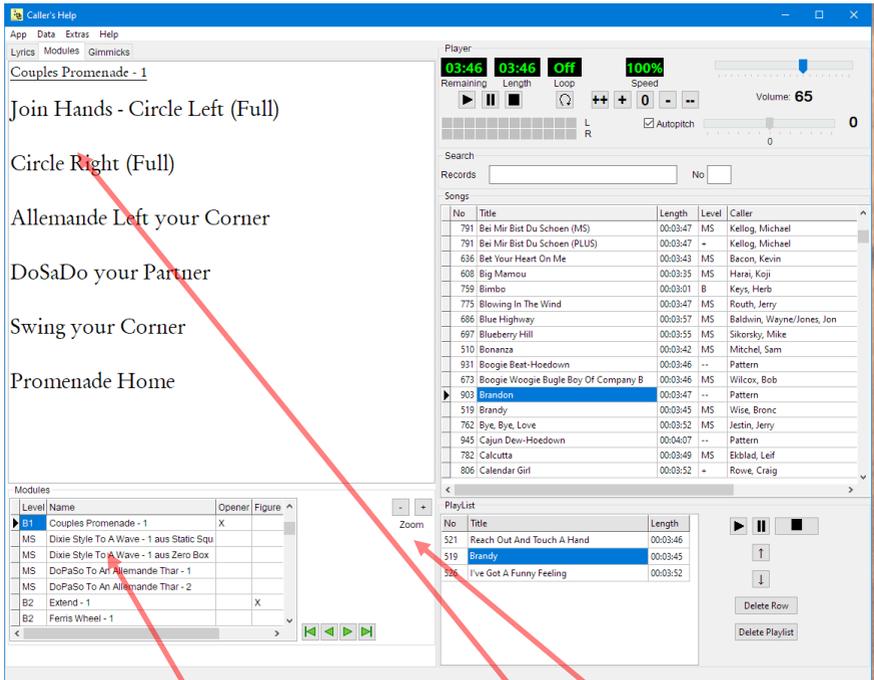
After a change, the *Save* button at the bottom right must be pressed. This saves the changed lyrics in the respective text file.

The title of a song to be searched for can be entered in the *Search* field.

# Modules

Any custom modules can be set here and used with the songs.

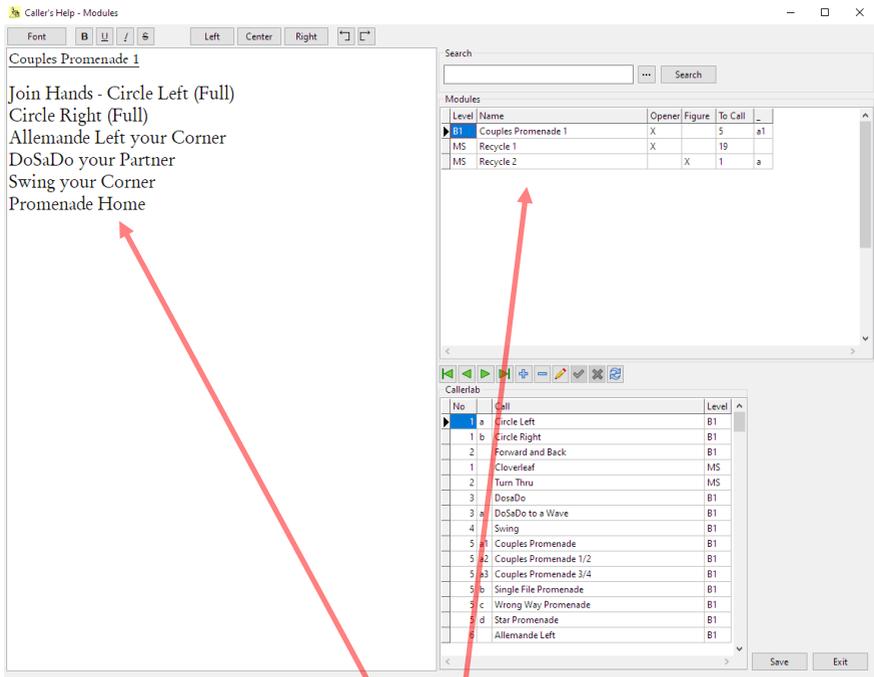
## Display of the modules



Behind the Modules tab, you can select and display different modules for a song. The module lyrics can be displayed enlarged or reduced.

## Input/Change of Modules

In the *Data->Modules* tab, existing modules can be newly entered and/or modified.



A module can be selected in the top right column. The respective lyrics are always displayed.

The lyrics can be changed with the built-in editor in the left window. The buttons above this window can also be used for this purpose. A wide variety of text markup options are available here.

After a change, the *Save* button at the bottom right must be pressed.

The entries in the Modules window can be changed by pressing the *Pencil* button in the Navigator.

Level	Name	Opener	Figure	To Call	_
B1	Couples Promenade 1	X		5	a1
MS	Recycle 1	X		19	
MS	Recycle 2		X	1	a

The screenshot shows a software interface with a table titled 'Modules'. The table has six columns: 'Level', 'Name', 'Opener', 'Figure', 'To Call', and '\_'. The second row, 'MS Recycle 1', is highlighted in blue. Below the table is a toolbar with several icons: a left arrow, a right arrow, a plus sign, a minus sign, a pencil icon, a checkmark icon, a red X icon, and a refresh icon. A red arrow points from the pencil icon in the toolbar to the 'Recycle 1' row in the table.

The first column of the current record then contains the insertion cursor. Now all fields of the current record can be changed. The changes are applied by pressing the *check* button.

If the new name already exists, an error message appears and the old name is reinstated.

The fields *To* and *\_* should contain the number of the highest occurring call. This number must be entered explicitly.

Double-clicking in the *To* or *\_* fields will enter the number from the current call list record in the lower right corner.

The same is done by double-clicking on the current record in the Callerlab area at the bottom right. This list cannot be changed.

# Gimmicks

## Display of the Gimmicks

The new entry and the change of the gimmicks are done in the same way as described under Modules.

## New input and modification of gimmicks

The new entry and modification of the gimmicks are done as described in Modules.

## Reorganization

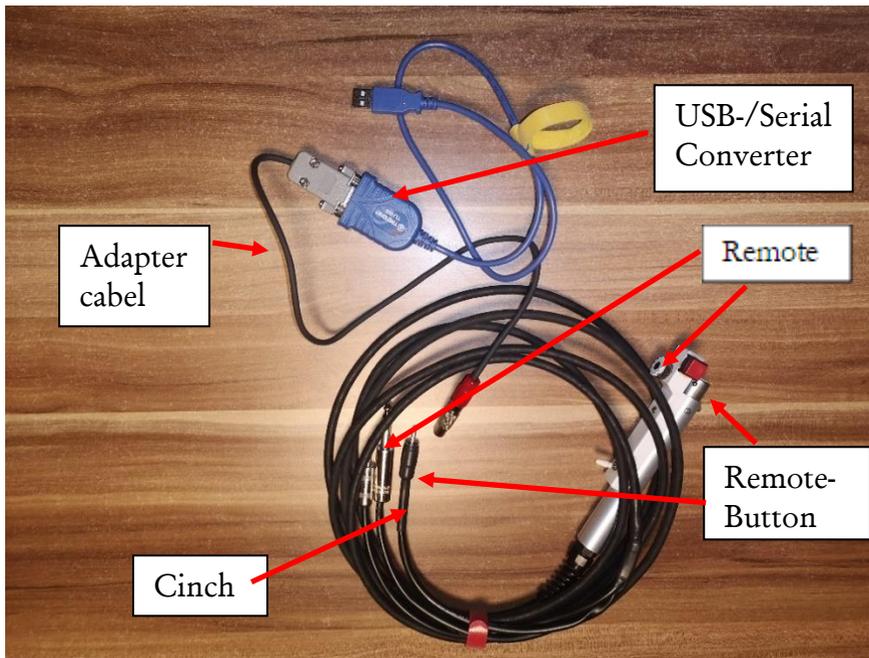
If inconsistencies occur in the tables, it is advisable to reorganize them. Deleted entries are also removed (menu item Extras->Reorganize).

The same is useful if many entries are deleted. With the reorganization, the tables are reduced in size.



## Remote-Button on Hilton-Microphone Cable

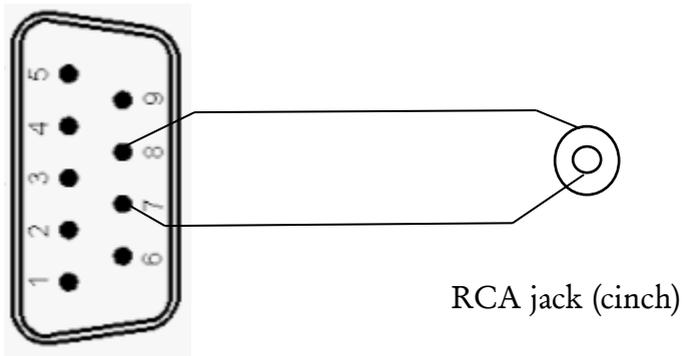
The remote-button of the Hilton microphone cable (cinch connection) can be connected via a USB/serial converter.



This button simulates the pause button.

USB/serial converters are available in online shops for little money (Under Win10 I am using: TRENDnet TU-S9 USB to serial converter, USB 1.1 to RS-232 male (9-pin) DB9 serial cable).

An adapter cable from 9-pol. Sub-D (F) to cinch socket required.



View of solder cups

A serial port in the Com1 to Com9 range must then be assigned to the converter in the device manager. All other settings are irrelevant and can be ignored.

Selecting 0 turns off the serial port.

When the program is started, it is checked whether a serial port is available and whether it can be activated.

If this is not the case, a message appears and the serial ports are switched off. The remote-button cannot then be used.

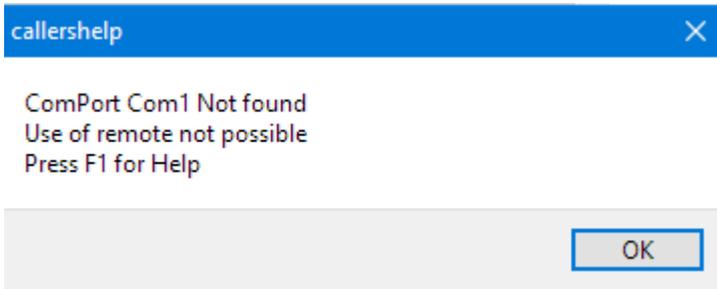
If a converter is connected, a Com port can be selected via *Extras -> Options*.

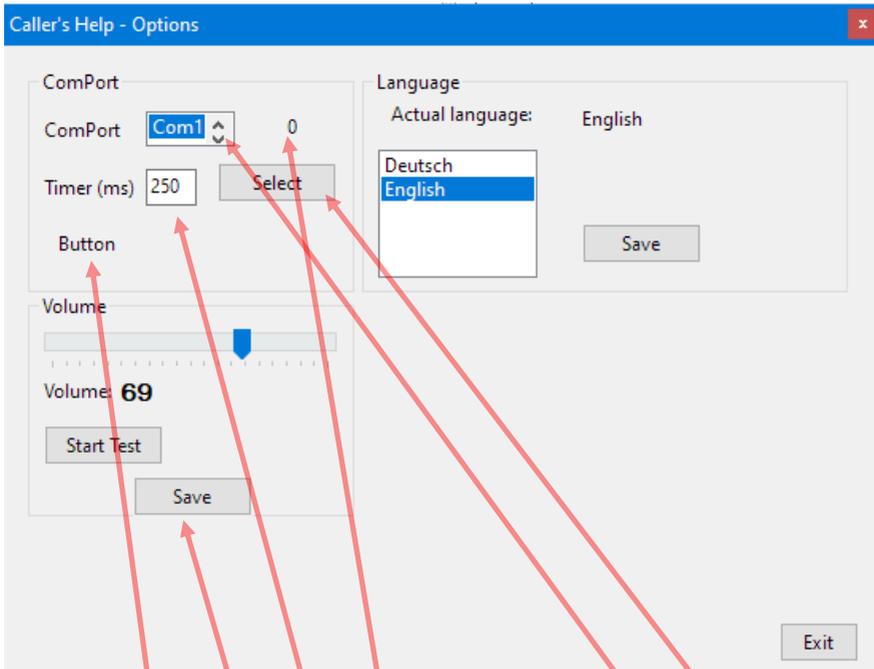
## Options / Settings

After adjusting the settings, the program must be restarted for them to take effect.

### Remote-Button - COMPort

If no remote button is connected via the serial interface, the following error message appears when starting. The program can still be operated with the keyboard/mouse.





All detected Com ports can be selected in the Com box. To do this, click on the Com port in the box and then select *Select*.

The currently activated Com port is shown here.

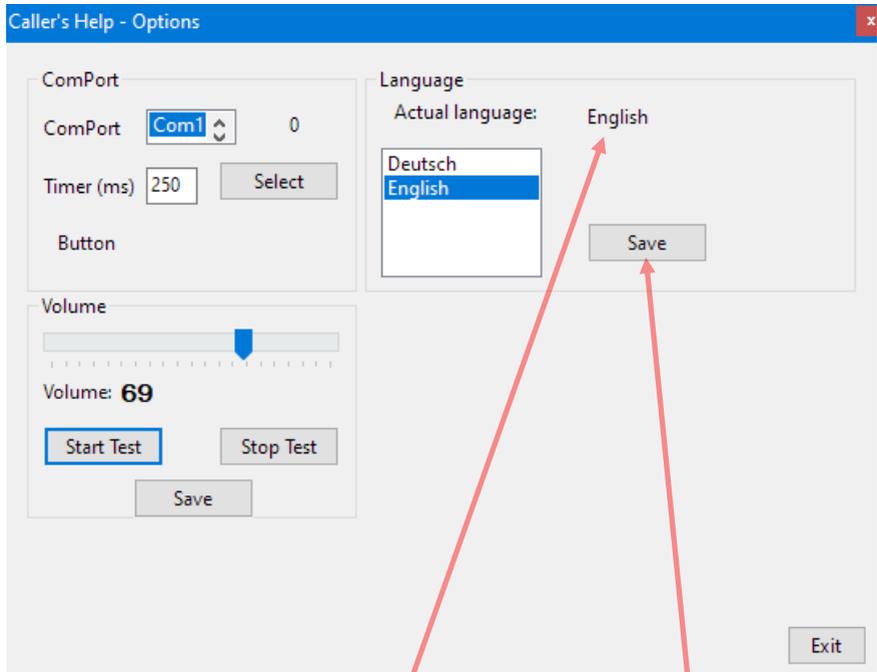
The reaction time between two presses of the button can also be selected in ms (min. 100ms, max. 999ms). *Select* activates the serial interface and the timer.

The remote-button on the cable can now be pressed for testing. The notification button then flashes.

Finally, the selected settings are saved with the *Save* button.

## Language

The language can be changed under the menu-item *Extras ->Options*.



The actual language is marked and shown above.

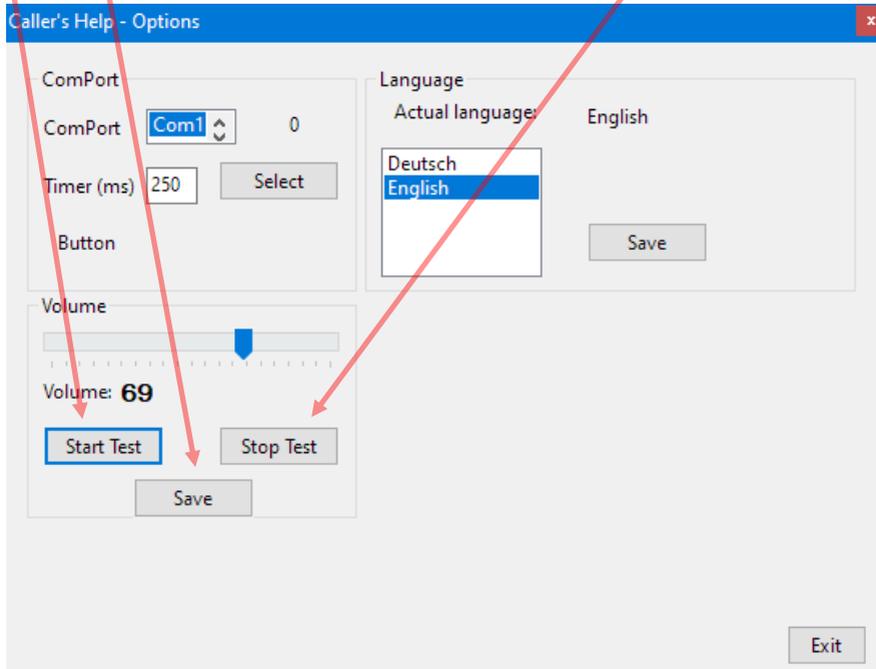
The selection of a different language has to be confirmed by pressing *Save*. In order for the change to take effect, the program must be restarted.

## Startup volume

The volume at which the program starts can be set and tested here.

ATTENTION: The system volume will be changed!

*Start Test* plays the currently highlighted song. *Stop* stops playback and *Save* saves the set value.



## Help

The menu item *Help->Help* will call this help file.

## Keyboard-control of player

The player can be controlled by the mouse or the keyboard.

Start	Return
Stop	Esc
Pause	Space
Loop	Letter small l or capital L
+	+ (Keyboard, NOT Num +!) F4
0	0 F3
-	- (Keyboard, NOT Num -!) F2
Zoom +	I F6
Zoom -	O F5
Vol up	Num + F10
Vol down	Num - F9
Copy to Playlist	Right Mousebutton
1x Remote-Button	Pause
2x Remote-Button	Start of Songs in Playlist