

Welcome to CALLARAMA - a Panorama of Square Dance Calls

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Welcome

Welcome to Callarama Version 1.25

A printable edition of this help text is included in your program CD (Help.pdf) and available for download from www.callarama.com/resource.htm

To copy text from this window, click the "Copy" button or select text with your mouse and then press "Ctrl" & "C". You can then paste the text in a document of your choice with "Ctrl" & "V".

For information on Licensing and Copyright for this software please select "License" from the menu bar.

To close Callarama, click the "X" in the upper right corner, select "File/Exit" from the menu or press "Esc" on your keyboard.

The following main windows are available from "Display" on the menu bar:

SQUARE is the start display and shows animated Square Dance choreography for 4 Couples. It has the full range of options and tools for creating choreography and looks complicated at first.

TOUCH is a display for calling Squares without the advanced features. It has larger controls and is easier to understand. It has been designed for Tablet computers (Windows 8.1) and allows input by touch, mouse-click, keyboard and voice. To make it larger, use "Scale" from the menu or options panel.

The TOUCH display is also recommended for first-time Callarama users on any computer.

Click "TOUCH" or select "Display/Touch" from the menu to switch to this display. Click "FULL" or select "Display/Square" from the menu to return. See chapter 9 for an introduction to the touch screen display.

RECTANGLE is a display for rectangular 6-Couple choreography, sometimes referred to as "Hexagon".

TUTOR is a simplified display where you can study one call at a time. It is easy to use and does not require a knowledge of choreography. TUTOR is the dancer's version of the software.

CALL EDITOR lets you create your own calls or modify and expand existing ones. This display is similar to a graphic design program and requires some learning. The serious user will be rewarded with high efficiency.

FORMATION EDITOR is a counterpart to CALL EDITOR where you create or modify formations.

CHOREO PLAYER (select "Choreo Player" from the menu bar) is a display where more than 1000 prerecorded routines can be played and studied. All routines are fully function able and changeable in Callarama. See chapter 8 for more information.

How to find Help:

If you have questions about a major feature in the displays, look for the little square with a question mark and click it.

You can select "Help" from the menu bar to access the full list of help topics.

Callarama is equipped with ToolTips which display a short explanation while your mouse is over a button, label or list. In some cases, pressing the "Shift" key while clicking on a label or list, will display an explanation for this feature.

If you have questions, email "support@callarama.com". Your suggestions are very welcome and will help to set priorities for improving and expanding this software for all users.

Upgrades within the scope of this edition are available for free downloading from www.callarama.com/support.htm.

1 Square Display

1.1 The Dancers

Dancers can be represented in 2 different modes:

In CHECKERS mode, the Dance Floor is viewed from above, and dancers are represented by squares (men) and circles (women) similar to the old fashioned checker sets. This mode conforms with how choreography is usually depicted in an analytical context, especially when discussing formations and call definitions.

In 3D mode, dancers are displayed as simplified 3-dimensional figures, and can be viewed from different angles. This comes closer to how a caller actually sees a square.

To switch between Checkers and 3D, select "View" from the Callarama menu. There is also an option for an external 3D window. This window can be scaled and placed anywhere on the screen. It will by default stay on top of other windows, unless you remove the checkmark in the "TOP" box.

To change the angle of view in 3D, click on one of the little rectangles or in its vicinity. To restore the default angle, click in the middle of the dance floor.

The coloring of the dancers in checkers and 3D mode can be changed by clicking the little numbered boxes in the "View" panel.

1.2 How to make them move

The SQUARE display (Dance Floor) offers different modes for calling. To initiate a call, you always need 2 components:

The active dancers must be selected in the ACTIVES window (e.g. "HD"), and a call must be selected with a mouse-click, by typing its short name or by voice (with optional Voice Recognition enabled).

Please take a few minutes to understand these options:

A) Select Calls in LABEL Mode

This is what you see when you first start the program. All Callerlab program calls are represented by

individual labels with a shortcut name and appear always in the same spot. When a call is available, it will be highlighted, and you can trigger it by clicking the label with your mouse. The full call name will be displayed whenever you position the mouse pointer over the call label.

Certain families of calls (e.g. Square Thru) are displayed in a list that appears when you click the family label, which is marked with a border. Click the call in this list. Names that are indented are for other active dancers and cannot be selected.

In the default display size (600 x 800 resolution), the Advance call labels are on a tab behind the MS calls. Click "A" to see the Advance labels, click "MS" to see the MS labels. You can click "Options" and select "WIDE SCREEN" to display all labels at the same time.

In "Options" you can also switch from LABEL to LIST MODE.

B) Select Calls in LIST Mode

In LIST mode, available calls for the selected active dancers are shown with their abbreviated "Callarama" names in a scroll-list. To prompt a call, click it in the list. The list also shows the keyboard shortcut for each call. When the "Voice" checkbox is marked, the list shows the full name of the call exactly as it is defined in the voice library and will be recognized as a default.

C) Select Calls by typing on the KEYBOARD

Typing calls in conjunction with LABEL Mode is the preferred method. Watch the boxes beneath the dance floor and start typing the shortcut of the call (e.g. "SQT". What you type appears in the right-hand box. When the first letters of a call name are matched, the center box turns blue and shows the full name. Sometimes you will have to continue typing to reach the desired call. Then press "Enter" or the Space Bar on the keyboard to trigger the call. To correct an entry, use "Backspace" or clear the box with the Backspace key.

Actives can be set the same way by starting to type their shortcuts. The center box turns purple in this case, e.g. showing "Heads" when you type "H". Press "Enter" or the Space Bar to set actives. Click the little "A" field to view a list of these shortcuts or to select actives directly from this list.

You can use the same shortcuts to type calls in LIST Mode. For more typing options in this mode, please refer to chapter 1.4.1

Please note: When you press the "Esc" key, you can close down Callarama after a warning message. This is useful if the Callarama window should become obscured for any reason.

D) Select Calls with VOICE

Please refer to "Voice Recognition" for hardware/software requirements and how to use Callarama Voice Commands.

How to start a Dance:

1. Start from Normal Square or select any other setup from the FORMATION panel.
2. Select active dancers from the ACTIVES panel -this is equivalent to the Caller saying "Heads" or "Sides".

3. Available calls will be highlighted or listed. Click on the label or dbl.click in the list, and the dancers start moving.

4. For the next call, active dancers usually stay the same unless you change the selection. You can select the next call while the dancers are still moving.

5. The current dance routine is recorded in the ROUTINES panel. You can go back to any point in your routine by clicking on the list.

6. The arrow controls in the GENERIC panel (on top of the dance floor) allow you to undo the last call (click "<") or to prompt the next call in the routine list (click ">"). The "Reset" button starts a new routine from a Normal Square. You will be prompted to save. You can disable this function by removing the checkmark next to the "Save" button.

Please Note:

Calls will be available whenever they are technically possible. You as the caller must decide whether you can use them in the given sequence or not. The software cannot ensure good body flow or proper calling!

Please consider that you can arrive at a given formation from many directions (i.e. calls) and that not all available calls will be appropriate. Please see chapter 1.4.1 regarding placement of Callerlab Program calls in the CALLS section.

1.3 Formations

The FORMATION panel in the upper left of the display allows you to configure the arrangement, sequence and dancer-relationship (FASR) in available formations. It also monitors the status while you are calling. To view all options, expand the panel with the down arrow.

Formations are arranged in groups of similar design like "Lines" or "Boxes". Select a group (e.g. Square) from the list on the top right, then select a formation from the list on the top left of the panel. The 2 combine to form the name of the formation (e.g. NORMAL SQUARE).

When you select a start formation, a new dance starts in the ROUTINE panel. The normal arrangement for this formation will be displayed, with Boys/Girls in sequence and in #1 spots. You can select any of the possible FASR's by clicking on the blue labels. Clicking on "Flip" or on one of the related labels will rotate the setup.

The partner affiliation section reflects partner relations as defined in the Formation Editor. This is somewhat arbitrary in less common formations where there is no convention for defining partners.

Whenever a new formation is reached -whether by selecting it from the FORMATION panel or by performing a call- the Call Labels will be updated. All calls that are available in this formation will be marked in grey, whereas those calls that can actually be done by the selected active dancers (see "Actives") will be marked in white.

CRaMS stations are indicated for Line and Box formations. You can toggle through the 32 stations by clicking the label.

Click the "Rnd1" or "Rnd2" button to generate a random formation to start from. This can be used to practice sight resolution. "Rnd1" produces a random formation, "Rnd2" produces a random arrangement/sequence/relationship (ASR) of the last selected formation.

When you click one of the numbered labels next to "MEM", the current formation (FASR) will be memorized. You can return to this FASR anytime while Callarama is running.

To erase, click the label with the right mouse button.

1.4 Actives

The ACTIVES panel is labeled with shortcuts. Place the mouse-pointer over a label to see the full names.

When you make a selection in the ACTIVES panel, available calls for this set of dancers in the current formation and arrangement will be marked white.

If no calls are marked there are 2 possibilities:

- the dance program (e.g. PLUS) is not selected in "Options"
- there are no calls available for the current actives or arrangement

Look for the calls marked in grey: These are the ones that could be performed if you selected the proper set of active dancers for them.

Labels in ACTIVES are color-coded as follows:

- White = selection is available in current formation
- Red = selected
- Grey = selection not available in current formation

Certain logical combinations are recognized by the program (e.g. "Heads Boys"). Please experiment with the labels to find out.

"AS CPL." directs dancers to perform single dancer action as a unit of 2.

"ALL 8" refers to calls (mostly in A2) that are being performed by either all 4 couples or all 8 dancers.

"TWC" is used in situations where the normal ACTIVES labels are not appropriate or are already applied to another call. In many cases, but not always, this equals the Caller saying "Those who can ..."

"ANYHND" refers to the "Any Hand" concept in Advance.

Normally, gender dependent calls (e.g. "Star Thru") will only be highlighted if they are appropriate in the current arrangement. If ARKY is selected, these calls can be performed under all arrangements, but may not always be accurate.

Definition of HEADS/SIDES:

Boys 1 and 3 are always Heads. Whenever a Normal Square in Normal Arrangement and with Boys 1 and 3 in their home spots is present, either as the start formation or within a tip (e.g. after a Singing Call routine), the software defines their current partners as Heads. This feature allows you to call continuous Singing Call routines where the Girls rotate.

Please note that in this system, if you "Stir the Bucket" and do not start a new routine, the original Heads will continue to be Heads.

In most formations (e.g. a Box), Heads and Sides are not defined by position, but by the awareness of the Caller and Dancers of who they are. The software simulates this by activating the HD/SD labels in these formations when calls are available for the current Head and Side dancers to perform. This is similar to the Caller addressing the "Original Heads/Sides". You must use your own judgment on when to use this option.

Automatic Change of Actives:

When you keep calling, the selected actives stay the same until you come to a formation where they are not applicable. In this instance, the actives will change to "ALL".

There is an automatic feature that allows you in many cases to keep calling without specifying a change of actives:

Rule 1: When a selected call applies to only one set of active dancers in a formation, Callarama will automatically switch to these actives.

Example:

HEADS SQUARE THRU
SWING THRU (switches to "ALL")
BOYS RUN (must specify Boys because there are multiple choices)
FERRIS WHEEL (switches to "ALL")
PASS THRU (switches to "CENTERS")
ALLEMANDE LEFT (switches to "ALL")

Rule 2: When a selected call is not available for the selected active dancers (other than ALL), Callarama will switch to "ALL".

Example:

HEADS PASS THE OCEAN
PING PONG CICULATE (switches to "ALL")

These "smart" calls are not marked as active in call label mode, but you can prompt them by using keyboard entry or voice. In the call list mode, they are shown indented, if the "Smart" checkbox is activated.

Please be aware that the "smart" choices depend on what has been programmed in Callarama and do not consider all possibilities that may exist.

NOTE:

In most situations the naming of actives follows standard calling conventions. However, since the number of labels had to be limited, there are some deviations:

For instance, in a Tidal Wave "Centers Swing Thru" refers to the center wave whereas "Centers Trade" refers to the centers of the 2 waves respectively.

In a Starting Double Pass Thru "Centers Dixie Style to an Ocean Wave" has the center Belles start the call whereas "All Dixie Style" means "in a tandem".

There is more like this -sometimes you need to find out by trial and error.

1.5 Calls

When active dancers have been selected, click on a call label or select a call from a list to execute.

Call labels will change color temporarily to indicate that the selection has been recognized. If the selection fails, the border of the dance display will flash momentarily.

Call labels with a border around them represent a "Family" of calls. When you click them, a list with calls of this family appears. Click on an available call name to execute. Calls that do not correspond to the selected arrangement and set of active dancers are indented. Only the not indented calls can be activated by clicking on the list (do not dbl.click for this action). To see the full call names, move the mouse-pointer over the list.

The FORMATION panel will change to the expected end formation before the call starts. If the call has been programmed without a known end formation (this should be the exception), the display will change color and you cannot continue the routine.

You can change active dancers and select the next call while the current call is executing. This may not apply to special calling modes (see # 1.7).

1.5.1 Program Calls

Callerlab Program calls for MS, PLUS and A are grouped together in panels on the right side of the dance floor.

In Label Mode, each call is represented by a label and marked with a short name. Move your mouse over the label to see the full name.

Label Mode has the advantage of giving easy access to calls without scrolling through a list. A call will be found at the same spot at all times and will be highlighted if it is available for the current formation and arrangement.

Click on a tab (e.g. "A") to show the panel if it is hidden. You can switch to WIDE SCREEN in the "Options" panel and view all program call labels simultaneously.

Call labels are by default arranged roughly in teaching order but can be customized (see # 1.4.1).

Please Note:

Calls are generally listed only once in the dance program where they are first introduced. For instance, "Circulate" appears in MS. In Mainstream it is only legitimate from waves, lines and columns, but the same label also provides for variations of "Circulate" that are allowed in A-1 and A-2.

Callers must exercise their own judgment and keep in mind that this software cannot always guarantee appropriate use of calls!

Program Calls are provided with the software. They will be expanded in Upgrades and may sometimes be corrected. You can make changes to Program Calls and the way they are arranged in labels, but those changes will be lost when you upgrade.

1.5.2 Generic Panel

The GENERIC panel has labels for calls that receive special treatment in the program.

Generic turns like "FCR" or "U-TURN" are not programmed for specific formations. They are performed mechanically, and the software then tries to find the new formation. If it fails, the call will be refused.

In the same way, "ROLL" automatically picks up the change of direction in the previous call and turns individual dancers accordingly.

"SWEEP" picks up the most recent flow and performs the programmed Sweep Right/Left accordingly. You can also specify the direction by selecting "SWEEP R/L" from the MS group of labels. Note that you have to judge yourself whether a "SWEEP" is appropriate in the specific situation.

These calls do not work under all conditions. In the call list, they are shown indented and capitalized.

"AL", "SW", and "SWPR" refer to programmed Get-Outs. The labels will be color-coded as follows:

Grey = call not available

White = call available

Green = Boys and Girls are in sequence

Yellow = only the Boys are in sequence

Red = all are out of sequence

"SQUARE" will transform the current formation to a Normal Square where this is appropriate and has been programmed. For instance, in a T-Bone Formation with Ends and Centers facing in as couples, "SQUARE" means "Centers Back out, all Square your Set".

"HOME" promenades or circles the dancers until they reach the Home position. If they are already at the Home position, they will not promenade an additional 4 quarters.

"PRH" promenades the dancers until they reach their Home position, observing the rule of promenading more than a quarter.

--- Please see important information on "Swing", "Promenade" and "Home" in chapter 3.2.4 ---

1.5.3 Custom/Extra Calls

The "CUST" (Custom) list is for calls that you add on yourself in Call Editor. The "EXTRA" list contains a variety of calls that are not part of the featured Callerlab Programs. Included are former quarterly selections, some gimmicks and some experimental calls.

Note: The software allows you to add or change calls in the MS, PLUS, A and Extra groups, but only calls in the Custom group can be preserved when you upgrade the software.

"Custom" and "Extra" calls are presented in scroll lists. The lists show all calls for the current formation. Calls that do not correspond to the selected arrangement and set of active dancers are indented. Only the non indented calls can be activated by clicking on the list (do not dbl.click for this action).

To see the full program, dbl.click on the panel (not the list). It will change color to grey and show all

calls regardless of availability.

1.5.4 Edit Call Labels

The call labels can be customized. Dbl.click on one of the tabs (e.g. "MS") and the panel will change color and open up. You can now see all available call labels for this program. Labels that are not in use are located within the "HIDE" panel.

Warning: Changing call labels can make the display unusable. Before you exit this mode, make sure that all active Labels are readable and located in the visible area. If you do not like the changes you have made, choose "Cancel" to close the panel and do not save if prompted! The last resort if something goes wrong would be to reinstall the software from your disk.

The abbreviated call names and the order in which calls are assigned to labels are set in the Call Editor. In the current display you can move labels around and resize them.

To see the full call name, move the mouse over a label.

Note that variations to a call are grouped right after it with very short, space saving names (e.g. 1/2) that can be misplaced if you do not check the full name.

Click with the left mouse button and hold down to drag and drop a label. Unused labels should be stored in the area marked as "HIDE".

To change the size of a label, dbl.click until it fits the length of the short name.

If you want to save the new settings, click "Save" and then "Yes" when you are prompted to save.

To exit without saving click "Cancel" or choose "No" when prompted to save.

1.6 Options

The software works with all current Windows operating systems. On older machines, however, the animation will be slower and automated features will visibly consume time.

Before executing a call, the program will load the end formation for this call and update the call labels or lists. This causes a break in the dance flow that becomes more visible at lower processor speeds. When running a routine, though, this step is left out and the performance will be more continuous.

A fast and seemingly uninterrupted dance flow will be achieved at processor speeds of 2 GHz and higher. If your machine is slow, disabling certain automated features can improve speed at the cost of convenience.

As a default, all available options for the dance display are activated. Please review these features and make adjustments if necessary.

1.6.1 Options Panel

To view and set options, choose 'Options/Dance Floor' from the menu or click the 'Options' button. You will see the "CALL OPTIONS" window, where the following options for the dance display can be set:

In the checkboxes on top of the window select which calling programs you want to use. For instance,

if you do not call Advanced, deselect A1 and A2.

"WIDE SCREEN" (for resolutions of 1024x768 and higher) will open up the display and accommodate all program call labels simultaneously.

To show all calls, click "All". Click again to return to available calls only. To make a copy of the call list, click "Copy".

"LABEL" and "LIST" modes are explained in # 1.1.

In LIST Mode, the call names and shortcuts can be customized:

If the 'SHOW KEYS' option is turned on, the list will include the shortcuts for each call.

To further customize, click 'Edit'. The list will display all available calls. Under "KEY OPTIONS" you can change the shortcuts that are used to type from the keyboard.

"CALLARAMA" uses the default label shortcuts from Label Mode.

"CUSTOM" uses shortcuts that you can assign yourself. To set this up, mark a call in the list, then enter or change the shortcut in the box and save it. When you are finished, click "Close". Your custom shortcuts can be preserved when you upgrade the software.

"FULL NAME" works with the full call names as shown in the list. In this mode, start typing the name until you have a match.

Please note that the "ACTIVES" and "SPECIAL" panels remain active in List Mode and that the shortcuts for these remain the same as in Label Mode.

To confirm your selection or to close the "CALL OPTIONS" window and return to Label Mode, click 'OK'.

1.6.2 Speed

To change the speed, use the slider (speed dial) that is situated below the Dance Floor. After installation of the program, the dial will not show a value and you are prompted to run the calibration process. After this, speed is shown in beats per minute (BPM).

You can repeat the calibration process anytime by selecting "Tools/Calibrate" from the menu.

The dial is continuously recalibrated while routines are being played at normal speed. It considers the computing speed of your computer and may limit the maximum speed below 900 BPM if your computer is slow or other programs are running in the background.

The speed is based on the number of beats that have been assigned to each call and are totaled in the Routine List. The program will internally stretch or compress each animation so that its duration is in proportion to the beats assigned. Obviously this can only be correct when the beats assigned to a call are realistic, and a singing call routine can be synchronous with recorded music of the same BPM only if the beat-count is 64. Also, if you run other programs at the same time, the calibration may be distorted and the performance may slow down, especially in 3D.

1.6.3 Dancer Icons

The "VIEW" panel has a range of labels that change the appearance of the 8 dancer icons and allow for sight calling practice in 5 modes.

NORM = Dancers are colored in pairs and numbered. Couple #1 is always red etc.

1 = Four couples have matching colors as in normal view, but without numbers.

2 = Two adjacent couples have matching colors (3 in Rectangle), others are not matched.

3 = One couple has matching colors (2 in Rectangle), others are not matched.

4 = Dancers have 8 different colors.

5 = Dancers have 8 different colors and are all of the same gender.

When the checkbox next to "5" is activated, the non-matched dancers will be shown in gray. This allows you to focus on the dancer(s) that you are using as leads in sight calling.

In any of the 5 settings you can click "NORM" to display the default colors and numbers. You can then click "REST" to return to the selected setting. This allows you to check yourself when using this feature for sight-calling.

If you click the "R" button, colors will be randomly assigned and the lead Boy for the selection of matched couples will be at a random position in the Square or Rectangle. Repeat clicking until you have a selection that suits you. To return to the default colors, dbl.click the "R" label.

1.7 Routines

PLEASE NOTE:

Starting with Version 1.25, routines from the database appear in a separate "Routine Editor" window with extended features for categorizing and finding routines. This window can be opened by clicking the "ROUTINES" button.

Dance routines that have been saved are now generally referred to as "Routines", while the term "Module" is reserved for short routines that are categorized as "Zeros", "Getouts" and such. The arrow button below the "ROUTINES" button provides direct access to these modules (see 1.7.6).

1.7.1 Record and Play

Your calls will be automatically recorded in the ROUTINE panel and the accumulated number of beats in the routine will be shown at each step.

You can go to any step in your dance routine by clicking the ">" or "<" or by clicking on an item in the list. Dancers will be displayed as they were before the selected call.

If you continue from the selected spot with another call, the remainder of the list will be discarded and recording continues.

To undo the call, click the "<" arrow beside the "Reset" button. You can also restore the routine to its state before giving the call by clicking the "Undo" symbol on top of the panel.

You can play all or part of the recorded dance routine with the controls on the bottom of the list:

" |< " takes you to the beginning of the routine

" > " plays the next step in the routine

" < " plays the step backwards

" >> " plays all of the routine from the selected starting point to the end

" || " stops playing

The little check-box next to the "Save" button activates the save prompt. If it is unchecked, you will not be prompted to save a routine when starting something new. The red shade behind the "Save" button usually indicates that something has been changed.

When you click the "Copy" button, the text in the routine list will be copied to your computer's clipboard. You can then paste this text into a text document of your choice. To paste, press the "Ctrl" & "V" keys or right-click into your text document and click "Paste" from the list.

The Dance Floor has a little button marked "P". You can click there and retrieve an image of the current dance floor in JPG format. This can then be pasted into a suitable document of your choice.

1.7.2 Loading Routines

When you click "ROUTINES", the "Routine Editor" will appear as a separate window overlaying the dance floor.

If you leave it there, it will disappear when you move on after loading a routine. You can also hide the window by clicking the "X" that is marked in red. If you have enough space on your screen, you can move the window outside, and it will then stay visible.

Available routines appear in the list according to the selected options:

"Square" will show routines for 8 dancers, while "Rectangle" will show routines for 12 dancers. If 2-COUPLE Mode is active in the Square Display, only routines that have been saved in this mode will be shown. These options will be automatically set when you click "ROUTINES".

"Custom" shows routines that you have saved or imported yourself.

"Samples" shows routines that are provided with Callarama. These are mainly modules that can also be used from the module list (1.7.6).

"Choreo" lets you select from the extensive "Choreo Player" collection that comes with Callarama.

If the "Program" selector reads "ANY", the selection of routines follows your preferences in the "Call Options" panel. E.g. if you have not activated the checkmark for "A2", routines that have been categorized as "A2" will not be shown.

If you select a specific program in the Editor window, it shows only the routines that have been categorized as such.

If you have created Custom calls, you can select routines that use these calls and have been

categorized as such with the “CUSTOM” setting.

“Type” selects routines that have been saved with the corresponding setting.

The “Tag” list shows all tags that have been entered for routines in the current selection. If you select a tag, only matching routines will be shown.

The “Featured Call” list shows all calls that have been named as featured in the current selection. If you select a call, only corresponding routines will be shown.

You can filter routines by their “Start” and/or “End Formation”. These lists show only formations that are applicable in the current selection.

When you select a routine by clicking into the list or by scrolling, the software checks how the selected item fits into the current routine on the dance floor:

If the “LOAD” button is green, you can click to start a new dance with the selected item.

If the “APP” or “INS” buttons are not greyed, you can click to append the selected item to your current dance routine or insert it at the indicated spot. See 1.7.4 for this procedure.

If you expand the editor window with the down arrow, you can preview the selected routine and check its settings. To minimize the window, click the up arrow.

1.7.3 Saving a Routine

If you have started a new routine or changed an existing one, the “Save” button at the bottom of the panel will be enabled. If you click there, the “Routine Editor” will appear in its minimized state, showing the “Save” task bar.

If the routine had been loaded from the database, the “Existing” option will be enabled, and you can apply the changes simply by clicking “Save” in the task bar. To review the settings, click the down arrow.

If you want to overwrite a saved routine with the current one, select the “Save As” option and select the routine to overwrite from the list.

If it is a new routine or if you want to preserve the original routine, select the “New” option.

You must at least enter a unique name to save a routine. It is strongly encouraged to apply settings for “Program” and “Type” from the selectors in the lower part of the window (not the ones on top). If you have created a module (e.g. a Getout) and want it easily available for future use, it is important to apply the correct category.

The “Tag” and “Featured Call” settings are optional. If you have a great number of custom routines, these settings will help you to organize them.

You can apply up to 4 “Tags” to a routine. Tags that are already in use in the current routines selection (only) are already listed in the 4 selectors, and the ones that are selected for the current routine are shown. You can type additional tag names into the 4 selectors, and they will be saved for this routine.

To name or change the featured call, select it in the preview list and click “Apply”. To remove a call

name, select the top line and click. Setting the featured call makes it easy to find a routine for programming events like a class evening.

After you have applied settings, click "Save". To exit without saving, click "Cancel".

To delete a routine from the database, select it in the list and then click the "Delete" button.

Please note: Sample routines cannot be deleted, and changes to them cannot be saved, but you can save a sample as your own custom module and then change it.

1.7.4 Changing the Choreography

These instructions refer to the routine list that is situated to the left of your dance floor.

There is an "Undo" button in the upper left of the panel, but it is always good to save the current routine under a generic name (e.g. "Test") before applying the following methods.

If you click on a line in the list and then give a call, this will be the next call and the remainder of the list will be discarded. You will receive a reminder to save only if the little checkbox in the lower left corner is marked.

If you click on a line in the list and then click "Crop", the calls above the selected line can be removed.

You can add one or more calls to the top of the routine list with "Reverse Calling" mode (see 1.8.2).

You can also modify a routine by inserting or removing single calls, by appending another routine to it or by inserting another routine into it. These changes have limitations because they need to fit into the recorded choreography.

TO INSERT A CALL:

Select the line in the routine list where you want to insert the call. Click the little "+" button on top of the list and then give the call. It will be inserted above the selected line. If the following choreography does not match at any point, an error will occur and you can either keep the result or revert to the original one.

If you keep the result, the background of the list will change to yellow. This indicates that the listed routine is "in repair". You can then continue to insert or remove calls until the choreography is corrected and the routine becomes functional again.

TO REMOVE A CALL:

Select the call in the routine list that is to be removed. Then click the little "-" button on top of the routine. The procedure after that is the same as above.

TO APPEND OR INSERT A ROUTINE:

Click on the line where you want to append/insert another routine. In the Routine Editor, select the routine you want to append or insert. Depending on the choreography match, the "APP" and "INS" buttons will light up.

Select "APP" to append the selected routine at the designated spot and ignore the calls below this

spot. In this mode, the beginning of the appended routine must fit the marked spot in the original one.

Select "INS" to insert the selected routine and continue with the original one. In this mode, both the beginning and the end of the selected routine must fit. It must be a true or technical zero.

The choreography match is indicated by these colors:

Green = It fits in every respect. If it is a zero or get-out it should lead to the desired resolution.

Yellow = Boys and Girls are in the proper sequence but not in the desired spots.

Red = It can be used, but does not fit the current sequence. As a get-out it will probably not work.

Grey = It cannot be appended or inserted because formation and/or arrangement do not fit.

1.7.5 Edit and Print

You can quickly transfer a routine text to a document of your own by clicking the 'Copy' button. This will copy the text that is currently in the routine list to the clipboard of your computer. You can then paste this text into the document using the "Ctrl" & "V" combination on your keyboard or by right-clicking into the document and selecting "Paste".

PRINTING

For more printing and editing options, click "ROUTINES" to open the editor window, select the first routine to work with and click "Print...". The window will open to the print preview.

Under "Layout" select how you want to organize a Letter or DIN A 4 sized sheet of paper for the printout. You can then copy the text of one or more selected routines to the layout by clicking "Copy Text". The box next to this button determines which field the copy will go to.

To change the font type or size, click the "Change" button.

If you copy too much text into a field, the background color will change in order to warn you that only the visible content will be printed.

You can customize the content to copy with the checkboxes. If "Full Text" is marked, you will see the normal names of calls instead of the language that appears in the preview list.

Within the layout, you can change and rearrange text by typing, erasing and copying with the usual methods for a simple text box (i.e. Notepad).

If you are satisfied with the result, click "Print Page" to send it to your default printer. You can change the printer settings with the "Printer..." dialog.

EDITING THE TEXT OF A ROUTINE

Callarama uses capitalized call names of not more than 20 characters to conform with the lists within the program. You can customize the text for printing, save it and use it again.

Click "Edit" in the print preview panel, and the "Full Text" of the selected routine will appear in a window to the right. Each line corresponds to an internal instruction that is used to create the dancer configuration at each step of the routine. You can change the text in each line and add or remove

lines. You cannot use this feature to change the calls and their order in the routine.

When you click “Save”, the text will be saved with the routine and will be used for copying into the layout in the future. If you click “Restore”, the changes are discarded, and the default “Full Text” will be used.

Please note: This feature is effective only for what you copy into the print layout. The customized text will not appear in other places in the program, and it will have no effect on how the routine functions.

1.7.6 Using Modules

Modules are short, memorable routines that are used to move dancers between defined formations/arrangements. Categories supported in Callarama are Setups (from a Square), Zeros, Conversions, Equivalentents and Getouts. For a comprehensive explanation get Calvin Campbell's PDF book “All About Modules” from www.d4dp.com This book has an appendix with a large number of modules. The sample modules in Callarama are derived from this collection with permission from Calvin.

Sample modules and Custom modules that you have categorized properly can be accessed directly without using the Routine Editor. At any step in your current dance routine, if you click the arrow below “ROUTINES”, the panel will expand and show the modules that fit the choreography at this step. You can select a module for preview and then load, append or insert it with the colored buttons.

The panel will close when you use a module or proceed with another call. To close it manually, use the arrow pointing to the left.

This feature is provided as a means to study modules and gradually improve your memorized repertoire. Simply assembling modules from the list to build a dance routine does not build memory. Ideally, the list should remind you of modules that you already know and can call from memory. You can then give the calls yourself or select the module and compare the result with your expectation.

PLEASE NOTE:

- When you call up modules from a Normal Square, you can swap Heads and Sides by marking the “Swap” checkbox.
- The software may present Zero modules that can be append/inserted in formations that are not their original start formation. E.g. for a Diamond formation you may see ZeroBox and ZeroLine modules in the list. This is based on the fact that a Zero module is a loop that can be started and ended at any step within the module. When you select one of those “Loop” modules, the software will rearrange it so that it starts and ends at the current formation.
- The listing of modules considers the current arrangement and whether a module contains gender-specific calls. However, this is not perfect, and you may encounter modules that change the choreography in an unexpected way, especially when “BS” and “GS” are named in the module. When creating your own Zeros and Conversions, try to make them as gender-neutral as possible, e.g. by using “CT” and “END” instead of “BS” and “GS”.

1.8 Special Modes

1.8.1 Manual Mode

MANUAL MODE has been designed to give you total freedom to insert calls and use formations that

have not been programmed in Callarama. You can insert manual calls anywhere in a routine and return to the programmed Callarama repertoire when you choose to. The only restriction is that these calls will not have animated movement of the dancers. They will just move them from one position to another.

To enter this mode click the "MAN" button at any point in your routine. The MANUAL MODE panel will pop up, and all interfering controls will be hidden. Manual Mode will display dancers in the normal view regardless of the settings you have previously selected. You can return to normal without an action by clicking "Cancel".

You can now move the dancers in the Dance Floor with drag and drop (click and hold the left mouse button over a dancer, move the mouse and release at the new position).
Dbl.click to rotate a dancer into the desired orientation.

Enter a name for your call and assign the number of beats. Then click "OK", and the manual call will show in the routine list marked as "MN". If you do not assign a call name and/or beats, it will be shown as "MN CALL" with 4 beats as a default.

If you have assigned a name and beats, the call will be saved, and you can use it at any time, provided the formation footprints are the same as the original ones. Saved calls appear in the list in the MAN window. Click "Remove" to delete a call from the database.

After each call, the window will stay in manual mode unless you have decided to return to a formation that is known in Callarama. If a formation similar to the manual one exists in Callarama, the program will offer to use it. If you confirm this choice, the program will return to normal mode and you can continue as usual.

In order to make it easier to return to a known formation, all Callarama formations can be displayed as targets. Activate "SHOW TARGET FORMATION" and select a formation from the 2 drop-down lists. Activate "FLIP" to show the formation 90 degrees rotated. If "GRID" is activated, you will see guidelines that help you center the dancers or position them in standard Callarama locations.

When the manual call plays, it will not be animated. The display will just blink for the duration of the beats and then jump to the new position.

Please note: Manual Mode is not available in 3D.

1.8.2 Reverse Calling

Reverse Calling enables you to develop a routine backwards. This is especially useful to generate Get-Outs that end in a desired formation.

At any step in your routine, click the "REV" button, and a list of all available calls that lead to this step will be displayed. This takes a little while because the program needs to search the database.

If you select a call from this list, the call will be performed backwards and become the starting point of the routine. You can also select a generic turn command from one of the labels. These may not work under all conditions. To exit without a selection, click "Cancel".

To go back another call, click the "REV" button again.

1.8.3 Combi Call

This feature is available in normal calling only. It is different from the "Combi Mode" that is described in the asymmetric calling section.

To enable this feature, click the "COMBI" button, and the "COMBI CALL" window will appear. You can enter 2 different calls into this window by clicking or typing as usual. These 2 calls will then be performed simultaneously, but only if they are directed to 2 different sets of dancers.

The first call will go into the 1st label, and the second call will go into the 2nd label. You can change a call by first clicking on the label (its border will be marked) and then selecting another call.

EXAMPLE 1:

Select a NORMAL BOX (normal arrangement) as formation. Then select BS. RUN as the first call and GS. WLK as the second call. This combination is addressed to 2 different sets of dancers and will be executed when you click "OK".

If the 2 calls are not clearly directed to 2 different sets of dancers to start with, you can designate them by clicking on the "limit to" label. Click this label until it shows the dancers you want to select.

EXAMPLE 2:

In the NORMAL BOX formation as before, you want the Boys to Run and the Girls to Pass Thru. You can select BS. RUN as before, but you cannot select GS. PT, because the program has normally no provision for this. You select ALL PT as the 2nd call and then click the "limit to" label until it shows GS. This will limit this call to the Girls, and the combination can now be executed.

EXAMPLE 3:

Select RH PAR WAVE as a formation (any arrangement). Select ALL SWT as the 1st call and limit it to ENDS. Then select ALL TOP as the 2nd call and limit it to CT. You will get LH FACING POINTED DIAMONDS as a result (the former Centers have completed their Spin the Top with no partner to move up to). This is DBD, but a good example for what you can simulate with this feature.

PLEASE NOTE:

- You can also use this feature with only one call.
- If the selected sets of dancers are not discrete, you get an error message.
- If they are, the call(s) will perform regardless of whether the ending formation makes sense and is supported by the program. Callarama will search for the known formation that most closely matches the result. If there is a match, you can go on after this combination. If not, you are in a dead end.
- The Combi Call feature is experimental, and you cannot blindly rely on its results!
- The window closes after each application. You must reactivate the little box to use it again.

1.8.4 2-Couple Mode

If you click the "2CP" button, only 2 couples will be displayed. This mode can be used to explore sequences that are limited to each half of the Square formation and to practice calling in situations where dancers are set up in formations of 4.

All features work the same, but only calls for 2 Couples are available, and the choice of calls that are normally used in Circles is limited. To return to the normal Square mode, click "EXIT".

1.8.5 Callarama.Net

Callarama.Net connects 2 or more Callarama users through an internet server and allows them to 'call' to a square that is synchronized in all participating applications. It can simulate the situation where 2 or more callers alternate giving commands to a set of real dancers.

Participating computers must be connected to the internet. Callarama.Net uses the Microsoft Inet libraries to transmit the commands that are given to the Callarama application by voice, mouse or keyboard entry in code. Security and antivirus features may identify this connection as suspicious. It may be necessary to manually unblock the feature on a participating computer. There is no tangible risk because Callarama transmits and accepts only very short strings of code.

In order to communicate verbally and visually, participating callers must use a separate communication method such as telephone or Skype.

How to use Callarama.Net:

One of the participants must act as the 'host'. The hosting Callarama application must be fully licensed. To start a session as host, select 'Callarama.Net/Connect as Host' from the menu. Callarama will open a channel and display the channel number at the top of the 'Routines' panel. Use phone, email or Skype to forward this number to the other users who wish to join as a client in this session.

Other participants act as 'clients'. To connect as client, select 'Callarama.Net/Connect as Client' from the menu and enter the channel number that is communicated by the host. Callarama needs not to be fully licensed to participate as client. A demo installation will be fully operable when connected. This provides a way to demonstrate Callarama to interested users who have not yet purchased a license.

Some special features such as asymmetric calling are disabled in a Callarama.Net session. Only the host can set up start formations through the 'Formations' panel. This panel is hidden in the client application.

When the connection is established, calls by the host will be performed on the host application and simultaneously transmitted to the client application. Calls by the client will be first transmitted to the host and then resent to the client application.

To end a session, select 'Callarama.Net/End Session' from the menu.

Callarama.Net is at this time provided as an experimental feature. Please send your feedback to support@callarama.com.

1.9 Asymmetric Calling

In normal (symmetric) calling, any line that divides the set of dancers in 2 halves will also divide it into 2 sets that are mirrors of each other where these rules apply:

- If a dancer in one half is facing North, then his or her diagonal opposite will be facing South (formation symmetry).
- If a dancer in one half is a boy/girl then his/her diagonal opposite will also be a boy/girl

(arrangement symmetry).

ASYMMETRIC calling involves situations where one or both of these rules do not apply.

- The FORMATION can be asymmetric (e.g. Lines of Four with all dancers facing North)
- The ARRANGEMENT can be asymmetric (e.g. Lines of Four with one line composed of boys and the other line composed of girls).

Asymmetric calling requires special skills from the Caller, but not necessarily from the dancers. If dancers are sufficiently experienced in dancing by definition (DBD), they can enjoy a whole new dimension of choreography without learning any new moves. Since calling is for the dancers, not for the caller, the importance of using asymmetric choreography wisely cannot be stressed enough.

Users of this feature in Callarama should have a thorough understanding of asymmetric calling, and there is no better way than to study this publication:

ASYMMETRIC MECHANICS 2 by HAL BARNES

- you can download this free textbook from www.halbarnes.com -

Hal has graciously cooperated to implement this feature in Callarama on the principles that he has uncovered and outlined in his publications. Just as these principles make asymmetric choreography easy for the Caller, they have also eased the task of programming the software enormously. Thank you, Hal, for your sponsorship and dedicated advice! A collection of examples from Hal Barnes' book has been included in the Callarama Choreo Player. Choose "Choreo Player" from the menu to view these routines and load them into the dance display.

All routines described in the book are fully functional on Callarama.

1.9.1 Asymmetric Mode

There are several ways to enter the asymmetric (Asym) calling mode in Callarama:

- At any step of a symmetric routine, click the "Asym" button. The "ASYM" window will pop up and obscure a part of the "FORMATION" window that is not relevant in this mode.
- If you select an asymmetric start formation (e.g. RH/LH ASYM WAVE), the window will pop up automatically.
- If a routine already contains an asymmetric move, the window will show at the respective step before this move.

In Asym mode, calling can be either symmetric or asymmetric, depending on the current formation and arrangement. Calls can be selected from the normal panel on the right side of the dance display or from a special list for asymmetric calls in the "ASYM" window.

Calls will be indicated as available in the usual way (labels highlighted in white or lines in scroll lists not indented), but in some situations a seemingly available call will not work and cause the display to flash briefly.

Active dancers for normal calls can be selected in the usual way from the "ACTIVES" panel, while active dancers for asymmetric calls are selected in the "ASYM" window.

Recording is fully supported in Asym mode. You can try something out and undo it with the "<" button if necessary.

To exit Asym mode, click "Exit Asym". If the current formation is recognized and the arrangement is symmetric, you can simply continue with symmetric calling. If this is not the case, the program will prompt you to either stay in Asym mode or reset the display.

1.9.2 Asym Actives

The special ASYMMETRIC CALLS listed in the 'ASYM' window have a different set of active dancers.

#1, #2 etc. usually refers to the couple designated by this number, but in some cases (e.g. TWIN ½ SASHAY) also includes the next couple CCW. This designation is mostly used to get into an asymmetric arrangement (e.g. Couples 1+2 Half Sashay).

The following designations (CT., END etc.) are equivalent to those in the symmetric 'ACTIVES' frame.

If the current formation or the current arrangement are not symmetric, several restrictions apply to the NORMAL CALLS selection:

- In the 'ACTIVES' frame, all gender related selections (e.g. BS./GS.) will be disabled.
- In the normal call panel, gender dependent calls (e.g. Star Thru) will not be available.
- If the arrangement is asymmetric, the normal arrangement labels will be disabled.

This is necessary because gender related calls from the normal panel cannot work when the arrangement is not symmetric.

Instead, gender related calls, if applicable and provided by the software will be found in the special list in the 'ASYM' window. In Asym mode, the normal parameters of a formation's arrangement, sequence and relationship (FASR) are not shown because they are rarely relevant.

It can be important though, to know whether the Boys or Girls are OUT OF SEQUENCE. This cannot happen in symmetric calling but naturally occurs while calling asymmetric. If the Square is converted to symmetric while in this state, it cannot be resolved without going back into asymmetry.

You can click the arrow label on top of the 'ASYM' window to peek into the FASR section where the current sequence is indicated. If the sequence is 'Out', the arrow will also show a purple color to alert you.

1.9.3 Asymmetric Arrangements

Note: The features described in this paragraph are used for setting up a start formation and can usually be ignored while you are calling.

In any formation, including asymmetric formations, there are 2 basic sets of arrangements:

- The 6 symmetric arrangements in REGION 0 as we know them from symmetric calling, even though in an asymmetric formation they may look less familiar.

- 48 asymmetric arrangements in REGION I –in Normal Lines these would be all arrangements derived after one couple has ½-sashayed.

- 16 asymmetric arrangements in REGION II –in a Normal Lines these would be all arrangements derived after 2 adjacent couples have ½-sashayed.

The "ASYM" window displays the current Region and a number for the current arrangement at the very bottom (between the 2 arrows). All 64 asymmetric arrangements are supported by Callarama even though Region II is by far the more interesting for choreography (see Hal Barnes).

The "ASYM" window can also be used to set up any desired start arrangement:

To switch between Regions, click the labels on top. The display will default to the first available arrangement.

In Region 0, click the normal labels (ARKY 1 etc.) to produce the 6 symmetric arrangements.

In Region I or II, select from 8 arrangements for Region I or 4 arrangements for Region II that are displayed as BRIDGES. These are collections of arrangements that are relevant for a certain call.

Usually the most relevant set will be displayed by default, but in some cases you must switch through different sets. To do this, click the numbered label at the very bottom, between ">" and "X", until a relevant collection of bridge numbers is shown.

When you click on a numbered bridge label, the arrangement will be assumed in the dance display. You can also click the arrows at the very bottom to switch through all arrangements for the selected Region consecutively.

1.9.4 Split Square Mode

The "ASYM" window has an extension that divides the Square in halves and directs calls to the selected areas (Split Square mode). The practical use will be explained below, but please make yourself familiar with the controls first:

The 4 little quadratic icons, numbered 1 to 4 represent different ways to divide the Square. When you click an icon, its selection is indicated by the red color and the selected area is marked in the Dance Display. A selection can only be made when the selected mode clearly puts 4 dancers on each side of the division line and the 4 dancers can be recognized as a half of a known symmetric formation. If this is not the case, clicking the icon will have no effect.

To select a Split Square mode, click on an icon while it is gray.

To switch between halves, click the icon again.

To select both halves simultaneously, dbl.click the icon. (you will see an additional label for Combi Mode that is explained in the next chapter).

To undo the selection, click the little "X" button next to the icons.

When you select an area half, the software "looks at" the 4 dancers, complements this setup to a virtual symmetric formation of 8 dancers and shows the name of this formation in the field labeled "A" for the primary area and "B" for the other, secondary, area. The selected area will be marked in blue.

Please note, that the area formation name shown may be different from the name of the "whole" asymmetric formation. This is why the normal formation label goes blank in this mode.

If only one area is selected, each call will be directed only to this area.

If both halves are selected, each call will be directed to the selected area(s) separately. For example, in a RH/LH ASYM WAVE that is divided parallel, the call Swing Thru will be performed differently in the 2 halves.

Since the calls in this mode are actually directed to virtual formations that are symmetric, no gender restrictions apply when you select only one half. For an example, look at the RH/LH ASYM WAVE formation: You can call Star Thru to the half that is composed of a RH Wave.

In the routine list, the selected Split Square mode will be recorded as follows:

[1A] indicates that the bottom half of the Square has been selected. If you had Outfacing Lines of 4 parallel to the head of the hall, this would be "The Line facing the Caller".

[1B] indicates the other half (e.g. "The Line farthest from the Caller").

[1M] indicates calling to both halves of the Square, where the 2 halves represent different formations.

[2A] in RH 2-Faced Lines that are parallel to the head of the hall would represent "Those facing the Caller".

[3B] in a Normal Square would represent "Couples # 3 & 4".

etc.

These abbreviations are used as a placeholder for the variety of verbal designations that could actually be used by a Caller.

1.9.5 Asymmetric Combi Mode

Combi Mode allows you to direct 2 separate calls to the 2 halves of the Square and perform these 2 calls at the same time.

To enter Combi Mode, dbl.click a Split Square icon so the Square is divided into 2 halves. The Combi label will now be visible. Activate the checkbox to enable Combi Mode.

After this, the first call you select will be directed to the primary sector and stored in the Combi label. The next call will be directed to the secondary sector, and after you selected this second call, both calls will be executed simultaneously.

Please note:

- Combi mode will work only, if the call combination results in 4 dancers in each half. For example, if 2 dancers cross over in the first call, then 2 dancers must cross over in the second call. If this is not the case, the Combi label will reset and nothing happens.

- The Combi label also resets after the call combination has been successful. You must reactivate the

checkbox, if you want to follow up with another combination.

1.9.6 Quick Guide (asymmetric)

The following routine will guide you through the asymmetric calling features:

1. START OUT NORMAL From a Normal Square

call: SIDES SQUARE THRU, STEP TO A WAVE

2. SWITCH TO SPLIT SQUARE MODE

We now want to set up an asymmetric arrangement by having only the wave that is closest to the Caller, do a Swing Thru. Click the "Asym" button. In the extension window, below the "ACTIVES" panel, find the Icon with the number 1 and click it. The lower half of the Dance Floor is now selected as active. All subsequent calls will be directed only at this half, even though the actives label reads "ALL"

Call: SWING THRU

The resulting arrangement is asymmetric, but the formation is still symmetric. The program automatically switches back to normal mode.

In the other half of the formation, we now want only the Ladies to Trade.

Click the #1 Icon once and then again. This selects the upper half.

Call: GIRLS TRADE

The program again switches back to normal.

3. USE NORMAL CALLS ON ASYMMETRIC ARRANGEMENTS

Since this is still a symmetric FORMATION, all normal calls can be used as long as they are not gender-dependent.

Call: ALL 8 CIRCULATE, SINGLE HINGE, CENTERS TRADE, ALL RECYCLE

This results in a Box formation with Girls in one box and Boys in the other.

4. BACK TO SPLIT SQUARE MODE

We want only the Boys to Sweep $\frac{1}{4}$.

Click the Icon numbered 2. This selects the right half of the Dance Floor.

Call: (ALL) SWEEP ONE QUARTER

This moves only the Boys. We now want all dancers do the following calls simultaneously in their own mini-formations. To select both halves of the formation, dbl.click Icon number 2.

Call: (ALL) TOUCH ONE QUARTER, FOLLOW YOUR NEIGHBOR, AND SPREAD

To start normalizing the formation, we need to direct the next call to only one half.

Click Icon #2. This selects the right half only.

Call: (ALL) FAN THE TOP

This has been performed by the Boys only. The program has automatically switched back to normal. We now want the Girls to do Trade the Wave.

Click Icon #2 once and then again. This selects the Girls

Call: (ALL) TRADE THE WAVE

This results in Same-Sex Mirror Waves once more. In this case, both the ARRANGEMENT and the FORMATION are asymmetric.

5. USE SPECIAL ASYM CALLS

So far, we have called asymmetric by using only calls from the normal call panel. The following call will be found in the "ASYM" list because it has been especially programmed for an asymmetric formation.

Click the "X" Icon next to Icon #2. The program recognizes the formation as RH/LH ASYM WAVE.

We want to normalize this formation by having the infacing dancers Pass Thru with each other. This call (#PT) is available in the "ASYM" list. To activate it, we must select "#INF." as actives in the "ASYM" window.

Call: INFACERS PASS THRU

6. FINISH NORMAL

We now have normal Lines of 4.

Call: ALL PARTNER TRADE, SLIDE THRU, LEFT ALLEMANDE

1.9.7 General Notes

1. In Split Square mode, the program will automatically switch back to normal mode, when the whole formation becomes recognized. This has been set up so you do not miss the choice of calls that can be directed to the whole Square. To continue in Split mode, you must reselect the area.

2. Sometimes, when you cancel Split mode, the program will convert the formation to an equivalent recognized formation. This causes a line in the routine list that can be compared to when (e.g.) the Caller says "Check your Waves".

3. Canceling the selection will not work when the resulting whole formation is not recognized. You must continue in Split mode until this is the case.

4. There are situations where the software operates in a way that is not identical to how you would verbally call to the Square:

- When you direct a call to only one half of the Square, the "ACTIVES" designation remains the

same as if the call would be directed to the whole Square. If, for example, you have Parallel Waves and want the Wave nearest the Caller to "Swing Thru", you must still select "ALL" in the "ACTIVES" panel. In the routine line the word "ALL" will be suppressed. The routine will automatically indicate "BS." or "GS." if the selected dancers are of the same gender.

- If you want to use a gender-dependent call in an asymmetric formation/arrangement, you must direct this call first to one half of the Square and then to the other. For example, "Ends Box the Gnat" in asymmetrically arranged facing Lines of 4 would look like this:

[2A] END BOX THE GNAT -this is for the right half

[2B] END BOX THE GNAT -this is for the left half

- If you want to direct a call from a normal call panel to an asymmetric FORMATION (e.g. "Swing Thru" in a RH/LH ASYM WAVE), you must go into Split Square Mode (=select both halves of the Square) and then select the call. The routine line will read like this:

[1M] SWING THRU

In real calling you would not have to say "in each wave separately Swing Thru", but the software requires this in order to activate the otherwise unavailable call.

These situations may feel somewhat contrived, but the system allows you to make almost unlimited use of all calls.

2 Rectangle Display

2.1 Introduction

The "Rectangle" display has a 6-couple rectangular start formation where the Heads are doubled. This setup is sometimes referred to as "Hexagon", but the term is more appropriate for the truly hexagonal setup where 3 tandems of 2 couples each are at a 120 degree angle to each other. Callarama refers to the rectangular start formation as "Rectangle".

To open the Rectangle dance floor, select "Display/Rectangle" from the menu bar.

Rectangle operates much like the normal Square dance floor. Some of the advanced features (e.g. asymmetric and reverse calling, combi and fractionalized calls) are not available. The added couples in the Head position are visualized as "shadow" couples, having the same number as the primary Head couples and the same basic color in a lighter shade.

Option settings for the Rectangle display are synchronized with those for the normal Square display. When the normal display is in "Label Mode", the Hexagon will open in the same mode, showing the call labels instead of the call list. You can change options after clicking on the "OPTIONS" button. The selection of label or list mode after startup is independent and will not be saved.

The present version offers the Mainstream and Plus programs. A1 and A2 are in development.

Voice activation will be incorporated in the near future.

Some calls are used in a different way in Rectangles. Examples are Right & Left Grand 6 Hands and Triple Pass Thru. If you go to "OPTIONS" and click "Edit" you will see the list of these calls. Custom shortcuts for these genuine Rectangle calls can be edited here, whereas the shortcuts for all other calls are edited in the normal display.

The speed (BPM) setting is also synchronized with the normal Square display. At very high speeds the Rectangle may be slower because of higher demands on the graphic display.

2.2 Rectangle Formations

The families of formations (e.g. Square, Box, Diamond) in Rectangles are the same as in normal Square, but they have more individual members. There are, for instance, 8 Box formations as compared to 4 in a normal Square. You may have to get used to the naming of the "alien" members, if it matters at all. There is no convention, and Callarama has to use something.

After selecting a formation, you can open the panel with the down arrow and select an arrangement. There are 20 symmetric arrangements in Rectangles, but only 8 are named here. If you call the dancers into an unnamed arrangement, the display will read "Other".

You can also set the rotation of boys and girls and reposition them in the formation. Again, only the most obvious 8 of the possible rotations are named. These settings are not often used and therefore normally hidden. Click the up arrow or on "Close" to reduce this panel to its normal size.

2.3 Actives

More than 9000 animations for 12 dancers have been added for this display. These are used when either all 12 dancers or the 4 outside dancers are moved. In addition, Rectangle has been programmed to use the already existing 8-dancer animations for normal Square when the 8 dancers in the center of a formation are moved. This process is fully automated, but it has consequences for the selection of active dancers that must be kept in mind.

RECTANGLE ACTIVES

When the program is working with the 12-dancer formation, the ACTIVES panel is marked "R". Since there are 12 dancers instead of 8, the naming of these Actives is somewhat different. There are more names than there are available labels, and they may change according to the present formation. Labels that are not in use are blanked out. Please have some patience in figuring out the system.

Click on a label to select actives and show the corresponding calls. The selected Actives will be marked in the display to help identification.

You can select actives by typing on the keyboard. Names that also appear in normal Squares have the same shortcuts as there. The new names can be selected by typing either the full name or just the first and last character of a name.

Example: You can select the Centers of a Wave by typing either "CT/W" or "CW". A full list of shortcuts appears when you click and hold the little "A" at the bottom of the display.

HEADS and CT8 ACTIVES

When you select the Heads in a Square or the Center 8 dancers in another formation, the program switches to a mode where it treats these 8 dancers as if they were in a Square by themselves. The ACTIVES panel will be marked "C" and show the array of Active names that you are used to from the normal Square display. Note that in this Mode "CT" refers to the center 4 dancers and "END" refers to the 4 end dancers in the group of 8 dancers.

In this mode, the 8 center dancers will move independent from the 4 outside dancers. The call labels

or call list show corresponding calls from the normal Square. You can go back to 6-couple calling only when you have returned to the same spot or have reached a different recognized Rectangle formation. While this is not the case, the FORMATION panel is inactive and blocked. When you have established a Rectangle formation, "ALL" becomes available and you can leave Center 8 mode.

CT8 mode must be approached with discretion. There is a temptation to get caught in the more familiar calling to 8 dancers and keep the outside dancers waiting too long. In Rectangle, the Sides are in an "Outsider" situation and too often neglected. If you use CT8 for interesting choreography, don't forget to involve the Sides by rotating them into the center. When you resolve after sight-calling, avoid a pattern where you first bring the Sides home and then resolve the Square in the middle.

To better understand the system, please review the sample choreography in the CHOREO PLAYER (select "Choreo Player" from the menu while the Rectangle display is active).

CT4 and OUT8 Actives

When you use available calls for the Center 4 (CT4) or Outside 8 (OUT8) dancers, the ACTIVES panel is marked "S" and the program works in a split mode: The centers can do all calls that are normally available to the centers of a Box or Tag formation, and the outsides act as if they were in a Square formation but could not cross over to the other side. You can go back to 6-couple calling only when you have returned to the same spot or have reached a different recognized Rectangle formation. While this is not the case, the FORMATION panel names the mini-formations for the inside and outside dancers. When you have established a Rectangle formation, "ALL" becomes available and you can leave CT4 or OUT8 mode.

If you get lost in CT4 or OUT8 mode, you can click the little "X". This will cancel the mode and take you back to the last recognized Rectangle formation in the routine.

Special modes have been incorporated to enable a scope of choreography that would be too time-consuming to program individually. Please take your time to become familiar with the active labels.

3 Voice and Speech

3.1 Text to Speech

When the Callarama menu item "Voice/Speech / Speech On" is selected, the program will "speak" the Call and Active names being entered from the keyboard. This should help the users to keep their eyes on the Dance Floor.

The program can also "speak" those names while a routine is playing. This helps following the call sequence, but is not meant to actually prompt Dancers. Please keep in mind that the automated Callarama "language" is often different from what you would use to call to real dancers.

This feature requires that you have speakers attached and it uses the "Text to Speech" engine on your computer. You can select different voices and adjust the speed on your computer in "Control Panel / Speech / Text to Speech". If you do not want it or do not have the Speech engine installed and ready, you can deactivate "Audio" in the Callarama menu.

3.2 Voice Recognition

You can "call" to Callarama, using a microphone to move the dancers. To use this feature, voice recognition software must be installed on your computer. You must have a close-speak microphone

of good quality connected and configured. Voice recognition software usually includes tools for testing the microphone and for training which will improve recognition of your personal voice. Since training is personalized, you should use the same user account for training and to work with Callarama.

Two different voice modules are included in your Callarama installation:

CALLARAMA VOICE 2 uses voice recognition that may already be included on Windows XP, Vista, Windows 7 and Windows 8. Using the “Start” button on your screen you can go to “Control Panel/Ease of Access” or “Control Panel/Speech Recognition” and find out whether voice recognition (or speech) is available. You should configure the software and microphone with the available tools and test it on your office software before you start the Callarama voice module. Voice 2 offers better performance and should be used whenever possible. It has grammar rules which allow you to call fluidly and string multiple commands together.

Voice 2 works with English voice recognition and with German voice recognition. It will automatically select either of these languages if available. In the German version, phonetic call aliases are used that look funny but work very well for Callers with a German accent. The selected language is indicated in the voice editor (see below).

Note: You must have either English or German voice recognition selected in your computer’s control panel, and the regional language (the language of the tool tips for system components) must be set to the same language. If this condition is not met, Voice 2 may start without an error message, but will not recognize voice input.

Callarama Voice 2 has been developed by Gardner Patton in cooperation with Chagrin Arts & Graphics.

CALLARAMA VOICE 1 can be used on older systems or when voice recognition is not available and you do not want to purchase a product that includes it. Voice 1 uses the older SAPI4 voice engine, and this software can be downloaded without charge from Microsoft. For information on how to obtain and install it, go to www.callarama.com/voice. Voice 1 does not utilize grammar rules, which means that you must pause between speaking commands.

Callarama uses Voice 2 as a default. If it does not work on your computer, you will see an error message. You have the option to switch to Voice 1 and back by making your choice in “Voice” on the Callarama menu bar.

LICENSING

Voice is a supplement to Callarama Pro, and there is a fee to include it in the purchase or add it to a previously purchased version. When it is not licensed, Voice will work fully in Demo and Try-Out mode, but is limited in full Callarama Pro mode.

Follow instructions in the startup message to get a license. Before buying a license, you should make sure that the hardware and software requirements are met and that Callarama Voice 1 or 2 work on your computer. The software activation fee is not refundable.

LIMITATIONS

Voice recognition works in the present version only with the normal 4-Cpl. Display and only with the normal calling mode (not with Asymmetric, Combi, Reverse Calling and Manual modes). It will be expanded in the future, and free Upgrades will be available.

If you have any questions or comments, please contact support@callarama.com

3.2.1 Starting Voice

Voice and Callarama are 2 separate applications that communicate with each other. The program files "Callarama.exe", "CallaramaVoice1.exe" and "CallaramaVoice2.exe" as well as the database file "Callbase.dat" must be located in a common folder. You can use only one Voice with one Callarama on your computer. If there are multiple applications running, the communication will be disrupted.

Voice should always be started from Callarama, not from a shortcut of its own.

To start Voice from Callarama, click the "VOICE" button, located on the left side above the ROUTINES panel. You will see a message, and if you have the hardware and software in place, the minimized Voice window with a red back color should appear in this place.

The placement of the Voice window on the screen is usually determined by Callarama. If a previous fault in communication has caused the Voice window to be misplaced or distorted, a click on the message label will reset it to a default position.

Voice will be ready to accept calls right away, but you will need to understand how to use it. Please take the necessary time to explore the features in depth in the following chapters.

WORKING WITH THE MINI WINDOW

- When a command is recognized by the voice program you get an audible signal, and the field in the voice window will show the command.
- When a command cannot be recognized by the voice program you get an audible signal and the field in the Voice window will read "Speech Rejected"
- Speak a basic call (e.g. "Forward And Back") and check whether the text appears in the window and the dancers get moved.
- Designate active dancers (e.g. "Heads") and see how the setting in Callarama changes.
- You should be able to call a simple routine, observing that in Voice 1 there must be a pause between commands (e.g. "Heads" and "Square Thru"), whereas in Voice 2 you can string up to 3 actives and up to 3 calls together in a single phrase. The software will interpret and execute this phrase as distinct commands.
- If the "Prompt" option on the "VIEW" panel is activated, the border color of the dance floor will indicate when it should be time to give the next command at normal dancing speed.
- If your commands come faster than Callarama can execute them, they will be stacked in the "wait list" below and processed from there. If you click the "ACTIVE" button, Callarama waits until you click again. Up to 30 commands can be stacked. You can cancel the stacked calls with "CL" or remove the most recent addition with "REM".
- When a command cannot be processed by Callarama, you get an audible signal, the wait list flashes and any subsequent commands in the wait list are cancelled.
- Click either of the green "S" buttons to mute Voice and click it again to reactivate it. You should

mute Voice while doing other tasks in Callarama or when ambient noise could interfere. You may also say "Stop Listening" to stop the Voice program from listening. To make Voice listen again say "Start Listening".

- After you used the click to stop listening, only a click will make it listen again. The spoken command "Listen" will not be acknowledged. This is helpful in situations, where ambient noise tends to trigger the "Listen" command.

- When the little box in the voice window ("Top On/Off" box) is checked, Voice will always stay on top of other windows. If you uncheck this box, the window can become hidden by Callarama or by other windows on your screen.

- When you move the Callarama window, the Voice window should follow it and stay on top, as long as the "Top On/Off" box is checked. If it gets hidden, moving Callarama will bring it to the top again.

- Click the button with the down arrow to open the voice edit window. You will see editing features which are explained in the following chapters. When the window is open (edit mode), spoken commands will normally not go to Callarama but are used to navigate the voice editor.

- The Voice window is normally docked on top of Callarama in the space just above the dance floor. Unchecking the "DOCK" box in the top bar frees it from Callarama, so that it can be moved to a different place and does not follow. To move the window, grab the white text field or any part of the red top-bar with your mouse.

- If the docked voice window does not sit exactly in the space provided by Callarama, you can adjust it after you click the "ADJUST DOCK" button.

- The 2 colored squares inform about communication with Callarama. They are yellow until communication is initiated. They turn green when communication is successful, and they turn red when communication failed.

- Communication can fail when more than one Voice application or more than one Callarama application are running. Close all applications and start Callarama again. If the problem persists, restart the computer.

- To close the editor and return to the minimized Voice window, click "CLOSE".

- To exit the Voice application, click the red "X" either in the Voice window or in Callarama. Please note, that in order to close Voice from itself, you must first open the edit window to access the "X" button. Preferably, the Voice application should be closed from Callarama so that it can close communication and free resources.

Please read through the following paragraphs. They are essential to using Voice successfully.

3.2.2 Calling with Voice

Start Voice and open the voice window with the down arrow to go into edit mode.

CALLS AND ACTIVES

Voice can recognize only the commands that have been loaded into the vocabulary of the voice engine. You can view these commands in the list on the right side, and you must use exactly this language to trigger a command. Please make yourself familiar with the commands that are used:

- If you select "CALLS" on the "LIST" panel, only calls are displayed and you can narrow the selection in the "CALL" panel.

- In the "CALL" panel, selecting "ALL" shows all calls, "CALLARAMA" shows the call programs currently selected in your Callarama application and "SELECTED" shows the call programs as checked below. Change the settings and watch how the list changes.

- If you select "ACTIVES" on the "LIST" panel, all available designations for active dancers are displayed.

"Actives" and "Calls" are the commands used to move dancers in Callarama. You must speak the command as it is displayed in the list, but there are options that give you more flexibility. If you select (click) a command in the list, the original command appears in the grey box on the left, and additional options ("aliases") are listed below. By default, some common aliases are already included. For instance, you can say "Square Thru Four" instead of "Square Thru".

- When the "ALIAS" box is checked, the list will display all options. When it is not checked, it will display only the original commands.

- When the "INDENT" box is checked, the alias names are grouped below the original name in the list. When it is not checked, all items are in strict alphabetical order.

DEVELOPING A CALLING LANGUAGE

You can add aliases for your personal use and change alias names that have been provided by default. The program will ensure that no duplicates are created and that a command name has at least 3 characters. You cannot change the original name in the grey box, but you can disable it, so that only your aliases are used for this command.

Eventually, you can develop a calling language that suits your personal style or the conventions of the region where you practice. Callarama provides a tool ("File/Export/Import") on the menu that allows you to import the set of aliases that another caller has developed or to make your set available to others. If specific regional "calling languages" evolve in the future, they will be made available on www.callarama.com/voice.htm

If at any time you want to revert to the default set of names, you can export your personal set and save it somewhere. Then import the default set "CallaramaVoice.txt" from your CD, from the Callarama folder on your computer or from www.callarama.com/resource.htm

- You can change an alias name by typing in the white text field. Press "Enter" or click "Save" to make the change permanent.

- You can add an alias name in an empty field. Type the name and then press "Enter" or click "Save".

- If, in the process of making changes, you want to revert to the original name(s), click "Reset".

- To disable the original command name in the grey box, remove the check mark next to it. The name will then not be used in voice recognition.

TESTING THE VOICE

In edit mode (with the window opened), recognized calls and active commands will normally not go to

Callarama. They are used to find a command in the current list and display it. You can use this to test the recognition of individual commands without triggering an action in Callarama.

- If you want to direct commands to Callarama while in edit mode, check the option "To Callarama".

For testing, each command should be spoken separately. In Voice 2, when you send to Callarama, you can string up to 3 actives and up to 3 calls together in a single phrase. The grammar should interpret them as 2 different commands. This convenience is not available in Voice 1.

If Voice does not recognize a command because of your pronunciation or accent, you can add a phonetic alias (e.g. "Haeds" in addition to "Heads"). However, having to add too many phonetics, indicates that dancers might have a problem understanding you in real calling, and it may then be advisable to improve your pronunciation rather than adding aliases.

SMART CHOICE OF ACTIVES

When you use voice, Callarama will automatically switch active dancers to allow for more life-like calling. For instance, you can call "Heads Square Thru - Swing Thru - Boys Run - Ferris Wheel - Pass Thru - Allemande Left" without changing the active dancers (except in "Boys Run"). See chapter 1.4 for a detailed explanation of this feature.

CALLARAMA BUTTONS

If you select "CALLARAMA BUTTONS" from the "LIST" panel, you see a list of commands that are used to trigger actions in Callarama. For instance, you can say "Reset Square" when you want to start a new routine in Callarama. These commands are treated like calls. You can have your own alias for them, and they normally go to Callarama only when the Voice window is minimized.

3.2.3 Navigating the Voice Editor

The editor can be navigated with the mouse or by speaking commands. You can select "VOICE BUTTONS" from the "LIST" panel to see and test available commands. You can edit alias for these commands just as for the calls.

The default commands for navigating the editor appear as tool tips with quotation marks (e.g. 'Save') when you hover the mouse over the button or other control.

- Saying "List ..." indicates the selection in the "LIST" panel. Saying "... Calls" indicates a selection in the "CALLS" panel.

- Saying "... On or Off" will activate or deactivate a check box.

- To scroll the list, say "Scroll Down One", "Scroll Up One", "Scroll To Top", "Scroll To Bottom". If you just say "Scroll Down" or "Scroll Up", it will scroll until you say "Stop Scrolling".

- You can search for a command in the current list by typing into the search box on top. A pop-up list will show all commands that start with, or contain, the keyword. Click on the list or say "Select Command" to edit the command. Click the "X" on top of the list to make it disappear.

- Say "Stop Listening" to mute voice recognition and "Start Listening" to activate it again.

- When a message pops up, say "Yes", "No", "OK" or "Cancel" to respond (this works only in Voice 2). A message that has only one answer will disappear by itself after a short pause.

- To close the voice editor and return to the minimized window say "Close Editor".

The editor shows and uses all available commands, including those call programs that are not currently selected in Callarama. When it closes, and changes have been made to a command, the voice recognition vocabulary will be updated and only the calls that are selected in Callarama will be active. To update the vocabulary while still working in the editor, click or say "Update Voice".

The selected language ("en-EN" or "de-DE") is indicated below the command list.

3.2.4 Mini Modules

With a mini module, you can prompt a series of up to 5 calls by speaking a single phrase.

Click or say "List Modules" (or "List Special"), and the special editor will come up. Select the "Edit Modules" option. You will see a list of mini modules that are included by default. Following the instructions, you can edit your own mini modules and immediately test them on Callarama.

For example, when you say "Swing and Promenade Home" in Voice1, it cannot be recognized because it requires more than one command to execute in Callarama. Voice 2 will attempt to interpret different calls in this phrase, but there are various problems with "Swing and Promenade Home". Please take the time to understand this issue:

SWING

- "Swing" should not be entered as an alias for the basic "Swing". It has a totally different definition in A2 and should be reserved for this program. The Callarama label shortcut is "SWI".

- Callarama offers "Swing to Promenade" to prompt a basic Swing that ends in a promenade, and it offers "Swing your Partner" to prompt a basic Swing that ends in a circle or other appropriate formation. The Callarama label shortcuts are "SWPR" and "SW".

- However, if you say "Swing" and the A2 program is not active in Callarama, "Swing to Promenade" will be automatically substituted.

PROMENADE

- In Callarama, the keyword "Promenade" stands for "Promenade, don't stop", making the dancers promenade until the next call is given or 2 rounds are completed. The Callarama label shortcut is "PR".

- To promenade a defined number of quarters, you must use "Promenade half Way" ("PR12") etc.

- To assume a Promenade position, but not start promenading from there, the keyword is "To Promenade" ("PROM").

- To automatically promenade to the Home position, observing the rule of promenading more than a quarter, use "Promenade Home". The Callarama label shortcut is "PRH".

HOME

- The keyword "Home" is used to automatically promenade or circle the dancers until they reach the Home position. If they are already at the Home position, they will not promenade an additional 4

quarters.

Conclusion:

Saying “Swing and Promenade Home” would not work in Voice 1, and it could be ambiguous in Voice 2 where it can be interpreted as several distinct calls. Editing it as a mini module eliminates the problem because you can yourself define the calls to be executed.

Another example, “Allemande Left walk by one and Swing the Next”, illustrates how you can implement calling “idioms” that would be awkward to spell out as single calls.

3.2.5 Adding Patter

Callarama Voice 2 can recognize commands that are embedded in a spoken phrase. This can cause mistakes when you use patter language that contains something that is recognized as a command. For instance, saying “Right and Left Thru, Turn the Girls” may cause Callarama to execute “Right and Left Thru” and then make “Girls” active. You can enter a phrase that causes problems into the vocabulary as patter. It will then be ignored by voice recognition.

Click or say “List Patter” (or “List Special”), and the special editor will come up. Select the “Edit Patter” option. The list contains by default a number of sample entries. Using the entry box and the buttons below, you can add, change or delete patter phrases. The maximum length is 100 characters.

The “A-Z” box shows patter in alphabetical order when checked. When unchecked, patter appears in the order in which it was first entered into the list.

Patter is not supported and not beneficial in Callarama Voice 1, because it can recognize only whole phrases anyway. The patter list is shown there for reference. If an existing patter phrase conflicts with an intended command alias, you can delete the conflicting phrase.

4 Tutor for Dancers

TUTOR is a showcase of calls. It requires no knowledge of choreography and is as easy as this:

1. SELECT PROGRAM

- from the list select the dance program or level (MS, PLUS etc.)
- available calls will be shown in the list below

2. SELECT CALL

- click on one of the calls or scroll with the up and down keys
- the MOVES list on the right side will show all formations where this call occurs

3. SELECT FORMATION

- click on an item in the FORMATIONS list or scroll with the up and down keys
- the formation will be shown in the display and the ANIMATIONS list will give you a choice of different situations where the call can be done

4. SELECT ANIMATION

- select an item from the ANIMATIONS list or press "Enter" on your keyboard
- the call will be executed in the display.

PLEASE NOTE

Automatic selection is activated when the "AUTO" box is checked. If your computer is slow, you can deactivate "AUTO" and do everything in 2 steps:

- first select something in the list by clicking with the mouse or scrolling with the up and down keys
- then click the "Open" button below the list

4.1 Play Calls

The variations of a call that are listed in the window on the lower right are called "Animations".

If "AUTO" is checked, an animation will automatically be loaded when you click on it or scroll with the up and down keys. Remember, you can deactivate "AUTO" if your computer is slow and this feature takes too much time.

If "AUTO" is unchecked, use the "Open" button below to load a selected move.

Use the controls below the dance display to play a move in single steps or continuously:

>> plays the animation from wherever it is to the end

<< plays backwards from wherever it is to the start

|| stops playing

|< takes you to the beginning

>| to the end

> one step forward

< one step back

You can also set the slider on the large scroll bar to wherever in the animation you want to be.

Adjust the small scroll bar to the desired speed.

4.2 Actives

A call can often be directed at different sets of active dancers. The active dancers for each animation are indicated in the ANIMATIONS list in the lower right (e.g. "HD. active"). When the animation is loaded, active dancers will be marked in the dance display.

You can study the action of specific dancers by selecting them in the "HIGHLIGHT" panel. For

instance, when you select "RELAY THE DEUCY" from a Wave, you can mark Boy 1 (this also marks Boy 3) to better watch his movement in the call.

4.3 Arrangements

A formation determines the geographical position of the dancers on the floor and their orientation (facing North, West etc.). In symmetrical calling there are always 6 ways to position Boys and Girls in a given formation. These variations are called arrangements.

In many cases, the outcome of a call depends on the arrangement from which it is called. In the ANIMATIONS list on the lower right, the proper arrangements are indicated (e.g. "All" or "1/2 Sash"). When the animation is loaded, the proper arrangement will be assumed.

You can view all 6 arrangements for a formation by clicking on the labels in the STATE panel. The ANIMATIONS list will change and show available animations for the selected arrangement. If it shows nothing, the call is either not fit or has not been programmed for this arrangement .

To return to the full ANIMATION list, click the "Reset" button.

In each arrangement the actual dancers (Boys 1-4 and Girls 1- 4) can be positioned in 32 different ways. Also, the formation can be rotated (flipped) in 4 orientations. This is why Callarama currently displays 8 dancers in more than 180,000 variations!

You can view all of these variations by selecting from the blue colored set of labels in the STATE panel. To learn the full name of a definition, click on a label with the right mouse button.

Please note that the definition of partner affiliation (e.g. "HD.Bs. w/ Corner") is not fully standardized and may be arbitrary in some formations.

4.4 More

The call list can be viewed in alphabetical order or in teaching order, depending on whether A - Z is checked or not.

When you select a call, the full name will be displayed as well as the short name that is being used by other lists in this program.

Call definitions, where available, have been incorporated courtesy of Callerlab. Click the label above the DEFINITION box to enlarge or reset.

You can select an animation with a mouse-click or go through the lists with the up and down arrows on your keyboard. If "AUTO" is checked, this will automatically load the call or animation (deactivate if your computer is too slow for this). Press "Enter" on the keyboard, and the animation will be executed. Press "Enter" again, and it will stop or resume.

When the slider under the dance display has the focus (is blinking), you can use the arrow keys to go back and forth in the animation.

5 Callarama Tools

5.1 Search Calls

Select "Tools/Search" from the menu to open the SEARCH window.

This tool has 4 options to list calls and formations:

START FORMATION

Lists all calls starting from the selected formation.

END FORMATION

Lists all calls ending in the selected formation (since this routine needs to search all animations, it will take some time).

CALL

Lists all start formations and animations for the selected call.

If you dbl.click an item in the list (or mark it and click "Open", the program will load the call and start formation into the Call Editor and you can work on it right away. Note that this works only if the Call Editor is already open!

STATISTICS

Lists the number of calls, formations and routines in the database and alerts you to problems.

If you get a significant number of "mismatches", the database may be compromised. You should run the latest Upgrade from www.callarama.com/support.htm to fix this.

If you have Program Calls starting from or leading to Custom formations, you should be aware that those will not be preserved when the database is refreshed or upgraded.

5.2 View Formations

Select "Tools/View Formations" from the menu to open the VIEW window.

You can display all formations in "View" or "Design" mode. Use this window for reference while you are working on a formation or call in the Editor.

5.3 Import/Export

5.3.1 Routines

You can save routines outside the Callarama database, import routines from a previous installation or exchange them with other users. Select "File/Export/Import" from the menu to begin the process.

For Routines, select "Export" to save them from your Callarama database to another location or "Import" to import them from another location (a folder on a computer or a valid Callarama database).

When you export, you are prompted to create a user name which is then used to identify your files. This name will be shown thereafter and can be changed.

Available routines will be listed. They are marked "SQU" for 4-couple routines and "REC" for 6-couple routines.

You can select all routines or a choice of routines from the list. Click "Export" or "Import" to continue. Before importing, Callarama will check the database and ensure that only valid routines and no duplicates are imported.

When you export, a folder "Modules" and a file "Username.cml" will by default be created in the location of your Callarama installation (usually "C:\Callarama"). You can change the location and the file name. This file can then be used for import by you or another user.

However, advanced properties such as tags, featured calls and saved text, cannot be exported or imported. To transfer routines with their advanced properties, please select "Files/ Import from Database" feature.

Please note: You cannot import a file from a version that is higher than yours. You must first upgrade to this version or higher.

5.3.2 Voice Files

Patter, Mini-Modules and "Alias" names that appear in the Voice Editor can be saved to an external file. This allows you to back up your personal selections and to transfer them to another computer or user. Select "File/Export/Import" from the menu to begin the process.

For Voice Files, select "Export" to save your alias names as a *.cvf file.

Select "Import" to add "alias" names from a file to your selections. You can choose what type of names you want to be selected. Names will be added, provided there is space (max. 6 names are allowed) and they are not duplicates. If you want to replace your current alias names with names from a file, you must go through the "Remove" routine prior to this.

If you want to revert to the Callarama default set of names, save (export) and remove your current names and import from the CallaramaVoice.cvf file on your disk. You can also download the latest CallaramaVoice.txt file from www.callarama.com/resource.htm.

Note: The file contains 2 separate sets of alias names for English and for German voice recognition. Both sets will be imported or exported, but only the names for the currently selected language will be visible in the Voice Editor.

5.4 Callarama Files

The Callarama files in the "C:\Callarama" folder on your hard disk work together and must therefore not be separated or renamed. These files are also customized with your personal settings and store "Custom" calls and formations that have been created by you.

Callarama needs to find these files in the application folder:

- Callarama.exe (application)
- Callbase.dat (database)
- CallaramaVoice1.exe (Voice 1)
- CallaramaVoice2.exe (Voice 2)
- Callarama3D.exe (external 3D display)
- error.wav (for audio)
- Square.ico (icon).

The database can be located in a different folder (see below), but this is not feasible when you use

voice recognition.

The folder "Modules" is the default location for your saved routines and voice files.

Files that have been replaced by the last Upgrade will be marked as "Backup". You can undo an Upgrade by removing the corresponding Callarama files and renaming the "Backup" files accordingly.

DATABASE LOCATION

If the database ("CallBase.dat") is not found in the application folder, you will be prompted to either move it there or select it from another location. You can connect to another location anytime by selecting "File/Open..." from the menu.

MAKE BACKUP

Select "File/Make Backup" from the menu to make a backup copy of the current database file. You can place this backup on any available writable medium (e.g. hard disk, CD-R or a network place).

NOTE: YOUR LICENSE DOES NOT ALLOW YOU TO DISTRIBUTE THIS FILE. YOU ARE ONLY ALLOWED TO MAKE A COPY FOR YOUR PERSONAL USE!

TRANSFER FILES

If you need to reinstall your computer or transfer your files to a new machine, follow these steps:

Step 1:

Make a backup copy of the complete "C:\Callarama" folder to some place outside your computer (e.g. a CD-R or a network place).

Step 2 –preferred method:

Copy the saved "Callarama" folder to "C:\\" on the new machine. Do not run Callarama yet, because it will not work without the system files.

Download the demo from www.callarama.com/demo.htm (not the upgrade) to the new machine. If you have saved routines etc. in your old Callarama, confirm that you want to preserve this material. This method will give you the most recent version of Callarama.

Step 2 –alternative method without download:

Install Callarama from your original installation disk. Then replace the "Callarama" folder in "C:\\" with the saved folder. After this, run the upgrade (not the demo) from www.callarama.com/support.htm

On the new machine, you may need a new activation key.

5.5 Troubleshooting

A) IF CALLARAMA DOES NOT START OR SHOWS ERROR MESSAGES WHILE STARTING:

If the Callarama program stalls and a message regarding a missing file is displayed, please copy the text of the message or copy the image of the message with the "Alt" & "Print Screen" keys. This will help to resolve the issue when you contact support@callarama.com

It is possible that one or more of the Visual Basic 6.0 run-time files in your system are missing or damaged. Go to <http://www.microsoft.com/downloads> and search for vbrun60sp6.exe to download and fix this problem. Then start Callarama again.

B) IF CALLARAMA VOICE 2 DOES NOT START UP

Voice 2 ("CallaramaVoice2.exe") is based on Microsoft .NET Framework 4.0 which should already be installed on recent Windows operating systems. If Voice 2 does not start up (does display error messages other than the "Callarama Voice 2" message), you may need to install this free software from Microsoft.

C) IF CALLARAMA CANNOT ACCESS OR FIND THE DATABASE:

If Callarama cannot open or find the database, there are 3 typical scenarios:

CASE 1: CALLARAMA FILES NEED TO BE CONFIGURED

This typically occurs on Windows 7 and Vista.

The following procedure is for Windows 7. Property windows in other operating systems may be slightly different. You must have or obtain permission as administrator to make these settings. Callarama should ideally be used on an user account that has administrator permissions.

1) Open the "Callarama" folder on your computer ("C:\Callarama"). Find the Callarama application file "Callarama.exe". Right-click on the file name and select "Properties". In the "Compatibility" tab set this file to be run in XP mode (Service Pack 2) and as administrator. If available, make these changes for all users.

2) If you are using Callarama Voice 1, apply the same settings to "CallaramaVoice1.exe" in the Callarama folder and to "msvoice.exe" in "C:\Program Files (x86)\Microsoft Voice". Please note: This does not apply to Callarama Voice 2 ("CallaramaVoice2.exe").

3) Find the database file "Callbase.dat", right-click, select properties and select the "Security" tab. Set permissions for all users to "full control" (read/write/modify). If available, set this file to be run as administrator. If the file is "read-only", Callarama cannot use it.

To test, dbl.click "Callarama.exe" and check whether Callarama works properly.

If it still does not work, please email support@callarama.com and include the diagnostic text that is displayed on the left. You can mark this text with your mouse, then copy it with the "Alt" & "C" keys and paste it into an email with "Alt" & "V".

CASE 2: THE DATABASE IS IN A REMOTE LOCATION

If the program starts and cannot find the database in the same folder, it will allow you to connect to a valid database in another location. The address of this database is stored in the "baseloc.res" file in the "Callarama" folder. If this remote database has been removed, you get an error message.

To fix this, please delete the "baseloc.res" file. You can then either restore the database to

the "Callarama" folder or you can start the program and connect to a new location.

A remote database cannot not be used with Voice Recognition.

CASE 3: VERSION CONFLICT

In installations and upgrades starting with Version 1.25, the Callarama folder is located on the System Drive (typically "C:\").

If the Callarama folder is located in "C:\Program Files (x86)" (installations before Version 1.25), it is possible that "Callarama.exe" or "CallaramaVoice2.exe", after an upgrade, connect to a previous version of the database "Callbase.dat". For info on "previous versions" see "<http://windows.microsoft.com/en-us/windows7/previous-versions-of-files-frequently-asked-questions>".

Typically, this will not be noticeable right after the upgrade, but on the next program start an error message will inform you of a version conflict. In this case, close Callarama, find "Callbase.dat" in the Callarama program folder, right-click and make sure that "previous versions" are deleted. This should fix the problem.

A version conflict can also occur when Callarama files have been manipulated by the user.

If you have a licensed Pro version, make sure that the licensed database is in the default folder ("C:\Callarama") and run the upgrade from www.callarama.com/support.htm

If your Callarama is not licensed or if the upgrade did not fix the problem, it is then best to completely remove and reinstall Callarama:

Make a backup copy of the Callarama program folder and rename this copy. Then delete the Callarama program folder and the Callarama shortcut on the desktop and download a new installation from www.callarama.com/demo.htm You may need a new activation key from support@callarama.com.

6 Formation Editor

6.1 Introduction

In this program, whenever dancers come to a rest between one call and the next they must be in a defined formation.

A formation determines the footprints of the 8 dancers on the floor and their orientation (facing North, West etc.), but without regard to gender. In symmetrical choreography only one half of the square needs to be defined since the other 4 dancers are mirror images. The editor in this edition allows symmetric formations only.

This program does normally not search for the formation after a call has been executed but relies on "knowing" beforehand where the call will end. This has 2 major consequences:

1. A call cannot be programmed without first creating the end formation.
2. Changing a formation will affect all calls that either start from or end in this formation. Since many calls can relate to a single formation, a small change can impair the functionality of the program on a

big scale.

THE FORMATION EDITOR MUST THEREFORE BE USED WITH CARE.

You can experiment with it, but if you save anything you must be absolutely sure what you are doing. The last resort if something goes wrong would be to refresh or reinstall the software.

6.2 Formations Names

Formations are in groups of similar design and chorographical impact as for instance "Waves" or "T-Bones". In the FORMATION panel, you open a formation by first selecting from the GROUP list and then from the NAME list. These 2 combine to form the formation's name.

There have been various efforts to systematically group and name formations. Callerlab has standardized many but has not covered the whole field. In this program, common formation names are used as much as possible, but the "first names" are often abbreviated in order to save space.

As an example, in the "TAG" group which has 32 formations, the first part of the name refers to the Outsides and the second to the Centers of the formation:

IN / RH =Outsides facing in / Centers in a right hand wave facing the Outsides

FACE / LHI =Outsides facing each other / Centers in a left hand wave, not facing the Outsides

You can change the "first names" of formations and assign them to different groups or new groups; this will not affect the program. However, when the software is refreshed or updated, all original formation names and groups will be reset and only the naming of your own (Custom) formations will be preserved.

The order in which the "first names" appear in the lists here and at other locations in the program is determined by an index number. If you click the "Index" button, this number is displayed and can be changed. It is recommended to use this feature only with the "Custom" formations that you have created yourself.

6.3 View Formations

To view a formation, select the group name from the "Group" list and the "first name" from the "Name" List. The formation will be displayed with colored and numbered icons, which indicates that you are in "View" mode.

While in "View" mode, you can check out variations or properties of the current formation by selecting from the "STATE" panel:

- "ARRANGEMENT" labels switch through the 6 different boy/girl arrangements.
- "FLIP" rotates the set 90 degrees.
- "ROTATION" labels put boys/girls in or out of sequence.
- "POSITION" labels change the position of Boy #1 or Girl #1.
- "AFFILIATION" labels (not active) show who is with whom, according to the definition of partners in the formation.

- "ACTIVES" labels show how dancers have been defined in this formation.

6.4 Edit Formations

Caution: You should not edit "Program" Formations. Changing their properties is likely to cause errors in Callarama. This feature is provided solely for use with "Custom" formations of your own design.

When you click "Edit", the icons change to a grey color, which indicates "Edit" mode. Note that in this mode the icons are numbered consecutively from 1 to 8.

NOTE: You can make changes in "Edit" mode to become familiar with the Editor, but must take care to use the "Cancel" button to exit without saving or to select "No" when you are prompted to save. A formation should be changed permanently only if you are absolutely sure what you are doing!

Note also that any changes to "Program" formations will be undone when you refresh or upgrade the software!

CHANGE NAMES

You can change the "first name" of a formation in the lower name field. You can also assign a formation to another group by selecting it from the "Group" list. If you want to create a new group name, type it into the lower group field -you will be prompted later to save it.

CHANGE FOOTPRINTS

To move an icon, click on it with the left mouse button and, while holding the button down, drag it to the new location (Drag and Drop). Note that the "mirror" icon will automatically be moved accordingly.

CHANGE ORIENTATION

You can change the orientation of an icon in increments of 22.5 degrees by dbl.clicking on it. Note that the "mirror" icon will automatically change orientation too.

CHANGE DEFINITIONS

Definitions for the current formation can be changed by typing into the white fields in the "GUIDE" panels. Read and understand the instructions before you change anything permanently (see also help topic for "New")!

EXIT WITHOUT SAVING

Click "Cancel" to return to "View" mode without saving changes.

SAVE CHANGES

If you are sure you want to save changes, you must do so by performing both STEP 3 and STEP 8 as described in the "GUIDE". See also help topic for "New"!

6.5 Create New

STEP 1

To create a new formation, start from an existing formation, preferably one of a similar design, and click the "New" button

Enter a "first name" for the new formation and assign it to a group by clicking from the "Group" list or by entering the name of a new group you want to create.

Always follow the guide for the following steps as included directly in the Formation Editor, because the sequence is critical!

STEP 2

Design the layout of the new formation by moving icons (Drag and Drop) and adjusting their orientation (dbl.click). The 8 icons should ideally be arranged in a counter-clockwise loop because this is how the 6 different arrangements will be defined. Check out existing formations to see how the loop has been adhered to (or not).

The design is always symmetric. icon #5 will assume the mirror position of icon #1 etc.

STEP 3

At this point, the layout must be saved by clicking the "Save" button. The program will perform checks to ensure that no duplicate layout or name is created. **IMPORTANT:** Pay attention to the prompts and confirm changes only if you are sure!

After the "Save" you can switch through the 6 different arrangements by clicking the labels in the "STATE" panel. Check out all of them and decide whether the actual layout fits the definition of each.

The numbers shown in STEP 3 are by default 1 to 6. To switch names of arrangements, change the number in the active field, but make sure that all numbers from 1 to 6 are used.

STEP 4

Partner relations should be defined by typing in the icon numbers for 2 pairs of dancers. This definition will later reflect in the "AFFILIATION" labels, showing who is with whom. Also, the generic call "Face your Partner" will only work where partners have been defined. Agreed partner definitions exist only for the more common formations. If they don't, you can use your own judgment.

STEP 5

You must identify the groups of dancers that can be addressed in this program. This step is very important, because it enables you to program different animations for different sets of "Active" dancers within a call.

In the appropriate boxes, type in digits for each half of the dancers (not for mirror dancers). If the group cannot be addressed in this formation, leave blank.

STEP 6

In the "DANCE FLOOR" display, the get-out calls "Allemande Left", "Swing", "Swing to Promenade" and "Home" are placed in the "Special" sections. If applicable, you must not only program these calls

for your new formation but should also, in the Formation Editor, define the arrangements from where they are "proper".

Type in digits for all "proper" arrangements (this is one reason why Step 3 must have been performed prior to this). If arrangements are not defined, the color coding for these calls will not work and "Home" calls will not be activated.

STEP 7

After a generic "Turn" call from the "SPECIAL" panel in the "DANCE FLOOR" display, the program will automatically search for the new formation. If you leave the box in Step 7 blank, this search will be extended to all formations.

In many cases, narrowing the search will give a more reliable result. You have the following options:

- If you enter "0" in the box, the search will be restricted to formations of the same group (e.g. all Diamonds).
- if you enter a number from 1 to 99, the search will be restricted to formations that have been assigned this number.

If you want to use the second option, enter a number and click "Show" to list formations that have already been assigned this number. Make sure that your choice does not interfere with an existing search group.

IMPORTANT: For your own "Custom" formations you should prefer numbers starting from 99 down. This ensures that search groups that may be established in an upgrade to the software do not interfere!

If you are unsure, leave the box blank or enter "0"!

STEP 8

When you have performed all previous steps, click "Finish" to save the settings. The program will check consistency and may ask you to reconsider settings.

IMPORTANT: Pay attention to the prompts and confirm changes only if you know what you are doing!

7 Call Editor

Callarama currently provides more than 600 calls and 480 formations to start from (including 6-Couple Rectangles). The animation has been programmed individually for each formation where a call is possible and where applicable for different arrangements within a formation. Consequently more than 30,000 animations have been created so far.

In the course of this work the Call Editor has evolved into a quite sophisticated tool. Learning to use it will take some time, similar as in an unfamiliar graphics program, but will let you create calls in a very efficient way.

Please Note:

The calls provided with this software are called "Program" calls. You can change or expand them, but

should do so only if you are sure of what you are doing. Changing a call can disable it for the formation or arrangement it was programmed for.

If you create calls of your own, you should save them as "Custom" calls, even if they are part of one of the featured Callerlab programs. "Custom" calls can be preserved when you refresh or update the software, whereas "Program" calls will be reset to their predefined state.

If you find mistakes or gaps in any of the featured Callerlab program calls, you can help yourself by creating your own substitute in the "Custom" department but should let us know so we can fix the problem and provide an update to all users.

Please go to "www.callarama.com" to forward you comments!

Your "Custom" calls will appear in a separate list in the DANCE FLOOR display.

A creative caller can produce almost endless variations of calls. This first edition of Callarama aims at providing a solid repertoire without going into less common formations. There may still be mistakes in the programming, and there are certainly many variations you will be missing. Callarama will be constantly updated and updates within the scope of this edition will be available for free downloading.

This is why your FEEDBACK is very important. Please take the time, go to "www.callarama.com" on the net. and let us know what you are missing!

7.1 Overview

The CALL EDITOR has a number of panels grouped around the design window with the 8 dancer icons. As you create or modify calls, you will make selections from these panels roughly in a clockwise sequence, starting at the top left.

FORMATIONS

is where you select the start formation for the animation you want to program. It will be indicated by the colored and numbered dancers. You may also want to select the formation where the call animation ends. The end formation will be indicated by grey icons without a number or gender.

CALLS

lets you select the call you want to work on. You can also add new calls or change properties of existing calls in this panel.

EDIT

Displays the names of all calls that have been programmed for the selected formation in the upper list. You select the call you want to work on from this list or, if it is new to the list, from the CALL panel. Animations of this call and their details will be shown in the "MOVES" list.

SETTINGS

is the central control window for programming an animation. You indicate in "ARR." whether the animation is valid for all arrangements or for a certain arrangement only. You designate active dancers in "ACTIVE". If the animation is different for individual groups of dancers, you designate these in "MOVE".

"MACRO"

contains animation tools that speed up your work and help you create smooth motions. Dancers are never moved in single steps but with macros that perform a line, turn, arc or other movement.

After you have made yourself familiar with the general layout it is recommended that you study the following example in "Your first Call".

7.2 Your First Call

This example for creating an animation will introduce you to the most important features of this tool. Please be patient.

STEP 1 -add call to repertoire

The call is "SCOOT CROSS AND TURN" by Johnny Wykoff (a Quarterly Selection in 1986).

Since this call is new to the program, we must first add it to the list:

1.1 In CALLS click on the "New" button. Enter the full call name in the "LONG NAME" box and an abbreviation (e.g. "SCT/X") in the "SHORT NAME" box.

1.2 In the "GEN" list select "GEN" because this is a gender-related call and needs to be recognized as such in asymmetric calling.

1.3 Click the "Save" button. The call is now listed as part of the repertoire.

STEP 2 -call definition

The definition for this call is: "From a right handed box of 4 dancers with boys facing in, all Scoot Back, then the girls pull by with right hands and Courtesy Turn with the boys who are waiting for them facing out. Ends in facing couples."

It is a good idea to save this definition in the database:

2.1 In CALLS select "CUSTOM" in the "GROUP" list, then "SCOOT CROSS AND TURN" ("SCT/X") in the call list.

2.2 Click to enlarge the "NOTE" window and type in the definition.

2.3 Click to make the "NOTE" window small again and then click "Save"

2.4 To assign the number of beats for this call, type "12" into the "BEATS" box.

STEP 3 -select start formation and call

We want to do this call from a right-handed Ocean Wave. In FORMATIONS select "WAVE" from the upper "GROUP" list and "RH PAR" from the "START" list.

The dancers are now in normal right-hand parallel waves with boys on the outside. The EDIT panel displays all calls for this formation, but "SCOOT CROSS AND TURN" is not listed because it has still to be programmed.

To start editing this new call, click "Edit" in the CALLS panel. The call name appears under the EDIT list. If the call were already in the list, you would select it by dbl.clicking from the list or clicking "Edit" on the EDIT panel.

STEP 4 -select end formation

The call ends in facing lines. In FORMATIONS select "LINE" from the lower "GROUP" list and "NORMAL" from the "END" list. The end formation is now displayed in grey.

STEP 5 -plan your programming

5.1 At this point we must be aware that the Courtesy Turn makes this a gender-dependent call that can not be done from all arrangements. To have the boys facing in select "ARKY 1" from "ARR." in the "SETTINGS" panel.

5.2 The caller directs this call to all dancers in the square, so we select "ALL" from "ACTIVE" in the "SETTINGS" panel.

5.3 When comparing the start and end positions it becomes clear that even though the boys all follow the same instructions, the animation in this display will be different for Boys 1+3 and Boys 2+4. The same is true for the girls. This means that we will have to program different moves for all four groups of dancers.

STEP 6 -animate Boys 1+3

6.1 Click through the white labels in "MOVE" on the SETTING panel. The label will be marked red and corresponding dancers will be outlined in the display. Because this is not a normal arrangement, Boys 1+3 are actually in the "BEAUX 2+4" spot.

6.2 Mark the "BEAUX 2+4" label only and click "Record". The lead dancer is now outlined in red and the "target" icon with an arrow is placed on top of him. This icon tells the program where and how to move the dancer. We are ready to go.

Note: for the following we will need "drag and drop" action which means: click on an object, hold down the left mouse button, drag the object to a new location and release.

6.3 There are little blue squares that you can use as markers. Drag one of them to where the horizontal red center line intersects with a blue line so it is equally offset from Boy 1 and Boy 4. This is where the 2 Boys will touch right hands for the Scoot Back.

6.4 Now drag the target (icon with an arrow) so that its corner touches the blue marker. Place it where the right hand of the other boy would be.

6.5 The arrow on the target indicates where the dancer faces. It should point down (South). If it does not, play with the controls in "TARGET" to make it rotate in place.

6.6 We can now activate the first MACRO. To move Boy 1 in a straight line to the target, select "NORM" from the "LINE" macro and click "GO".

6.7 The next leg is the arm turn. Place the target on a diagonal to Boy 1 to where Boy 4 would be before the arm turn. The direction of the arrow does not matter here. Select "1/2" from the "HGE" macro and click "GO".

6.8 To move Boy 1 to the next position place the target in the correct spot in the line formation (grey icons) where he will be facing out, waiting for the girl to Courtesy Turn. Click "GO" from the "LINE" macro.

6.9 We want to do the Courtesy Turn later. Click the "Add" button, and the programmed move for Boy 1 will be listed in the "MOVE" list. You can now review this move by dbl.clicking on it in the "MOVE" list or by marking it in the list and then clicking "Play".

Note that in symmetric calling, Boy 3 is always a mirror image to Boy 1 etc. This is why we will never have to program more than 4 different moves.

STEP 7 -take a break

Make sure that Boy 1 is going exactly to the designated spot (line formation, 2nd icon from right on the top row, facing out). If the animation is not satisfactory, delete it from the list, click "Reset" and start again.

Also note that there is an "Undo" button. Clicking it will not delete or change a listed move but only undo the last leg in recording if possible.

STEP 8 -animate Boys 2+4

8.1 Click "Reset" and mark only the "BELLE 2+4" label in "MOVE". Then click "Record" and repeat step 6 for Boy 2. Since the blue marker is actually where Boy 4 goes, you can switch the lead to Boy 4 by clicking on the little "X" next to "Record".

8.2 Check that Boys 2+4 go exactly to their designated spots (end of the line formation, facing out).

8.3 The "MOVE" list does now show 2 moves for this animation. You can play all of the animation by dbl.clicking on the header line or by marking this line and then clicking "Play". After you play an animation, the software offers to verify the end formation. Since we are not yet done, you can ignore this at this point.

STEP 9 -animate Girls 1+3

8.1 Click "Reset", mark only the "BEAUX 1+3" label in "MOVE" and then click "Record". Girl 1 is now the lead and outlined in red.

8.2 To do her part of a Scoot Back, Girl 1 needs to go in a half circle into the nearest center position in the grey line. Place the target icon on this spot and rotate the arrow facing in (North). We could use the "HGE" macro but for a change will use the "ARC" macro instead. Select "VARIABLE" and "FWD" in the "ARC" macro and then click the "R" button because the turn is to the right.

8.3 Girl 1 now needs to cross over, pulling by with the girl from across. Place the target right below the red center line and with its right corner at the marker -imagine the marker being the right hand of the opposite lady. The arrow should still point up. Select "NORM" from the "LINE" macro and click "GO".

8.4 From here Girl 1 needs to go to the end of the line formation, but if we did this in a straight line, she would collide with Girl 2. Advance the target straight ahead until it is North of the red center line - this will give the 2 girls enough room to clear. Click "GO" from the "LINE" macro.

8.5 Now place the target at the end position of the line formation where Girl 1 is supposed to start the

Courtesy Turn. Use the "LINE" macro to move her into this spot. We will do the Courtesy Turn later, so click "Add" to add this move to the list.

STEP 9 -animate Girls 2+4

Click "Reset" and mark only the "BELLE 1+3" label in "MOVE". Then click "Record" and repeat step 8 for Girls 2+4 (they end up in the nearest center spot in the line).

STEP 10 -save what we have got

Although the animation is not complete, it can be saved because it has reached a known formation (line facing out).

10.1 Play the animation (all 4 moves at once). When the software offers to verify the end formation select "Find". If it does not, it already has found the end formation.

10.2 Click "Save" in the EDIT panel. Your work should now be saved. To verify this, click "Clear" in the EDIT panel. Then bring back the saved animation by dbl.clicking on the call name in the list or by selecting this name and clicking "Edit" in the EDIT panel.

STEP 11 -coordinate moves

When you play the animation, you notice that the dancers are tripping over each others feet. When this occurs, the moves need to be coordinated.

11.1 Mark the header for the 4 moves in the list by clicking on it. Then click "Timing". The TIMING window will display the 4 moves broken up into their components. "L" stands for a "LINE" macro, "R" for an "ARC" etc.

11.2 Originally all moves are in a continuous loop. You can move individual components farther back by clicking on them (active component is marked red) and then clicking the arrows in the same line. Play with this to find out, but be careful to stay in one line because you can loose control. If something goes wrong, you can reload your saved moves and start again.

11.3 We want the girls to start in time to make room for the boy's arm turn in the middle. But after their first "R" movement we want them to wait a little until the boys are out of the way. In the TIMING display therefore move the three "L" components for BEAUX 1+3 and BELLE 1+3 one grid to the right, but leave the "R" components in place. Then click the "Fill" button -the space in between will be filled with a pause.

11.4 Click the "Close" button and check the animation. If you want to redo it, you can remove the pause components ("P") in the TIMING display by marking them and then clicking "Remove".

11.5 In the TIMING window, note that the girl's animation now ends much later than the boy's animation. Before we continue with the Courtesy Turn we want to make sure that it starts at the same time for boys and girls. To achieve this, simply click the "Cap" button. Pauses will be appended so that the point of continuation will be the same for all moves.

STEP 12 -add the last leg

For the Courtesy Turn the girls need to move forward in a half circle while the boys move backward in a half circle. We will do this movement with the "CIRCLE" macro. Since we want to add on to an existing move, the procedure is slightly different.

12.1 Play the "BEAUX 2+4" move from the list. Boy 1 will be marked as lead dancer and ready to accept the next macro -you need not click "Record".

12.2 In the "CIRCLE" macro select "VARIABLE", "1/4" and "OFF". A little red square will appear in the center of the display. This is the marker for "off center" circles.

12.3 Place the red marker exactly between Boy 1 and the adjacent end spot in the grey line where Girl 1 will end up. This is the center for the circle.

12.4 Click "CCW" in the "CIRCLE" macro. Boy 1 will move backward in a quarter circle. Click again to bring him into the end spot, then do not click "Add", but click "Update". The move in the list will now have the Courtesy Turn added on. You can play it to check.

12.5 Repeat the same for the 3 other moves. When you are finished, play the animation (all 4 moves together), let the software "Find" the end formation and save the animation -you are done.

"SCOOT CROSS AND TURN" should now be available as a call in the DANCE FLOOR display. Go to a NORMAL WAVE, ARKY 4 arrangement and look for the call in the "CUSTOM" list.

7.3 Formations

An animation needs to start from a known formation and to end in a known formation. You select these in the FORMATION panel.

Select Start Formation:

Formations are arranged in groups of similar design like "Lines" or "Boxes". Select a group (e.g. SQUARE) from the upper "GROUP" list, then select a formation from the list on the top left of the FORMATION panel. The 2 combine to form the name of the formation (e.g. "NORMAL SQUARE").

The normal arrangement for this formation will be displayed in colored and numbered icons, with Boys/Girls in sequence and in #1 spots.

Select End Formation:

You do not always have to display the end formation because the program can find it by itself. But in most cases it is useful to have the end formation displayed so you know where exactly to move the dancers.

To select, repeat the above steps in the lower row of lists. The end formation will be displayed in neutral grey icons underlying the start formation. Note that gender and number of dancers do not matter for the end formation.

Click the "Flip" button to rotate the end formation 90 degrees if necessary.

Click "Clear" to clear the display.

If "A-Z" is checked, names will be listed in alphabetical order.

7.4 Calls

The "CALLS" panel is where you can add new calls to the repertoire or remove existing ones. You

can also change the names of calls, assign them to a different group or change their order in the list.

Please note:

Calls that are provided with this software are called "PROGRAM CALLS". Even though most of them are part of a Callerlab Program, please do not confuse the 2 terms.

"Program Calls" in this software can be changed after you received a warning. You must be very aware of what you are doing though, because a change can mess up the DANCE FLOOR display or disable the call. When you refresh or update the software, all "Program Calls" will be restored to their predefined state. If you get into trouble, do a "Refresh" from the "Files" menu (do not reinstall) and you are OK.

Calls that you add to the program, whether they are Callerlab Program Calls or not, should be saved as "CUSTOM CALLS". These calls will not be affected when the software is refreshed or updated.

A Custom Call can be a new call or a variation of an existing call (e.g. "Square Thru but on the 3d Hand ..."). These calls appear in the "CUST" list in the Dance Display. When the software is updated at a later time, please check whether any of your Custom Calls have been made Program Calls and remove them if so.

7.4.1 Select a Call

From the "GROUP" list, select the group of the call, then from the list on its left, select the call name. Both a short name and a long name for this call will be displayed. The "NOTE" window, which can be enlarged with a mouse click, displays definitions (courtesy of Callerlab where available).

The short name is required for the lists in the DANCE FLOOR display. Every call must have a short name assigned.

If "A-Z" is checked, call names will be listed in alphabetical order. If not, they will appear in the order of their index, which by default is approximately the teaching order.

Click on the "Index" button to see the current index -more about this in "Change a Call".

If a selected call has already been programmed for the current Start Formation, it will be in the "EDIT" list on the right. If it is new to this formation, you can start programming it by clicking the "Edit" button in CALLS.

When you select a Start Formation and a call is selected in CALLS, the editor will automatically jump to the programming mode for this call and list its animations in the "MOVE" list. This enables you to easily scan formations for a certain call. To go to the next formation without a change, click the "Clear" button in EDIT.

7.4.2 Change a Call

When a call has been selected, you can change the naming, the description and the index or assign this call to another group.

Read the "IMPORTANT NOTE" in the preface to this chapter before you change a "Program Call"!

Type into the "SHORT NAME", "LONG NAME" or "NOTE" boxes to make changes.

Type into the "BEATS" box to assign or change the number of beats for this call. This entry will be used to count beats in the DANCE FLOOR display.

Note: For "Program" calls, the number of beats cannot be changed because a more detailed system has been used that can assign varying beat counts for the same call in different situations.

Click on the "Index" button to change the current index. Since the index determines what labels to use for "Program" calls in the DANCE FLOOR display, this can create a mess. You must be aware of what you do with the index setting!

You can freely change the index of "Custom" and "Extra" calls because these are displayed in scroll lists.

You can select a different group in the "NEW GROUP" list to reassign the call.

To save your changes, click the "Save" button and confirm.

You can delete a selected call after clicking the "Delete" button and observing the warnings.

7.4.3 Add/Delete

To add a call to the repertoire, click the "New" button.

From the "NEW GROUP" list select the group for this call (normally this will be "CUSTOM" for your own calls).

Enter a short name and a long name that is not already in use. In the "NOTE" box, you can enter a description.

Click the "Save" button and confirm to save the call. It will be appended at the end of its group list. You can later change the index if desired.

To program the call for the current formation, click the "Edit" button in CALLS.

7.5 Programming Moves

EDIT LIST

When a Start Formation has been selected, all calls that have been programmed for this formation will be listed in the "EDIT" list. The order is the same as in CALLS, depending on whether the "A-Z" box is checked or not. Calls are broken down into their groups.

To open a call for programming, dbl.click in the list or mark the name and then click "Edit" in the EDIT panel. Programming mode is switched on and the animations for this call will be listed in the "MOVES" list below.

To exit programming mode and clear the "MOVES" list, click "Clear". If changes have been made, you will be prompted to save.

MOVES LIST

Each execution of a call for a certain set of active dancers and/or a certain arrangement (e.g. "from Static Square, 1/2-sashayed, Heads Star Thru") is called an "Animation". Since a call may require

different movements for the 4 pairs of dancers (in symmetric calling), an Animation can have between 1 and 4 elements. These are called "Moves".

The "MOVES" list displays the name of the call, the name of the formation and all Animations with their Moves listed indented. The terms used to identify arrangements and dancers refer to the SETTINGS panel. To make yourself familiar with them, click a label in this panel while holding the "Shift" key and read the description.

PLAY ANIMATIONS AND MOVES

To play an Animation or a single Move, dbl.click on the list or mark the item and then click "Play". Be careful at this time, not to touch anything in the SETTINGS and MACRO panels because recording is activated after you play a move.

If you play an Animation and "AUTO" is checked, the program will display the underlying end formation, provided that the programming of the call has been complete. If "AUTO" is unchecked, it will offer to "Find" the end formation. You should at this time just click "OK" to make sure that nothing gets changed.

7.5.1 Settings

After a call has been opened for programming, either from the EDIT panel or, when being new to the current formation, from the CALLS panel, you can start programming an animation.

An animation determines the way how dancers move from the start formation to the end formation. Many calls will result in different movements depending on the starting arrangement. E.g. "Star Thru" has a different outcome from lines of normal couples as opposed to lines of couples 1/2-sashayed. It can normally not be done from an Arky 3 line.

Also, "All Star Thru" from a line of 4 is different from "Centers Star Thru" in the same line.

If you select "NORMAL LINES" as a start formation and then "STAR THRU" from the "EDIT" list, you will notice that no less than 14 animations have been programmed for this call.

There are 3 important settings in the SETTINGS panel:

1. "ARR." labels let you select either all arrangements (the normal one will be shown) or one of the 6 individual arrangements. Click on one of the labels and the dancers will be switched around accordingly.
2. "ACTIVE" labels refer to a set of active dancers that can be addressed by the caller. You can select certain combinations (e.g. "Hd." and "Bs."). The labels of dancers that have been identified for this selection in the Formation Editor will be marked in white in the "MOVE" label group.
3. "MOVE" labels determine which dancers will be animated in a single move. This selection is purely technical and has nothing to do with what the caller would direct. You can select from this group regardless of whether they are active dancers or not. A pair of dancers can be made to move as a fixed couple by selecting "CPL.1", "CPL.2" or any 2 dancers and then selecting "COUPLED". To see the description for the terms in these label groups, click a label while holding the "Shift" key.

Before you program a call, play with the labels in the SETTINGS panel and make a plan in 3 steps:

Step 1: Referring to the "ACTIVE" labels, decide to what different sets of dancers the call can be directed by the Caller (e.g. "Ends" or "Centers" or "All as Couples" Star Thru).

Step 2: For each set of active dancers determine whether the call will be identical from all arrangements. If it is not, you will have to program it for each arrangement individually ("ARR." labels).

Steps 1 & 2 combined give you the number of animations needed.

Step 3: For each animation, determine which different "moves" you will need to program. E.g., in "Centers Star Thru" from lines of 4, only the centers are active, but the ends will have to adjust to the end formation and require a separate move.

7.5.2 Recording

To record a move, follow these steps:

1. From "ARR." labels select either "ALL" or the specific arrangement. The dancers will be switched around.
2. From "ACTIVE" labels select the set of active dancers.
3. From "MOVE" labels select the dancers that will be together in this Move. The selected dancers will be outlined. Note that "BEAUX" and "BELLE" does not necessarily refer to gender, but to a certain spot in the formation.

Note: You can select any dancers in "MOVE". (e.g. an Animation labeled for "Centers" could actually move the "Ends" if you choose so), but generally should keep the selection consistent with what is selected in "ACTIVES".

4. Click "Record". One of the selected dancers will be marked in red as being the lead. The "Target" icon (a square with an arrow) will be displayed on top of this dancer.
5. Use the Target as described in "MACRO" to move the lead dancer. The other dancers in the selected group will duplicate or mirror the move.
6. To undo a Macro movement, click "Undo". If you need to start all over, click "Reset".
7. When the lead dancer has reached the designated spot in the end formation, click "Add". The Move will be added to the "MOVE" list. You can play the Move to check it.

There are more ways to record:

- You can play a Move from the "MOVE" list (the lead dancer will be marked) and then continue with Step 5 to add on Macros. To save this Move, do not click "Add" but click "Update".
- You can select a Move in the "MOVE" list (mark it with a left mouse click), then click "Record", move the lead dancer with Macros and at any time append the already recorded Macros by clicking "Append". To save this Move, do not click "Add" but click "Update".

These alternatives are useful when you want to implement copies of already recorded Moves or parts of them rather than doing it all again.

7.5.3 Macros

When you program a call, the dancers are not moved in single steps but with "Macros" from the MACRO panel. These are routines that automatically find a solution for the desired movement and record a smooth animation.

Most times, when you use a Macro, you work with the "Target" icon - a square shape with an arrow on it.. When dancers are selected and the recording mode is switched on, the lead dancer will be outlined in red and the Target will be placed on top. You place the Target where you want the lead dancer to go and then select a Macro. The dancer will move to the Target spot and the Macro will be recorded.

A Move can consist of one or many Macros. When you have added Moves to the "MOVE" list, you can view them as a graph in the "TIMING" window and synchronize them. Normally the timing can be done as the last step when all Moves for an animation have been recorded.

Note that the MACRO panel has both labels and action buttons. You select options for the Macro by clicking the grey and red labels (red means that the option is selected) and then click a button to actually perform the Macro.

If the result is not acceptable, click the "Undo" button immediately afterwards. The dancers and the Target will be reset to their last starting point.

To make yourself familiar with the labels and buttons, click on them while holding the "Shift" key and read the descriptions.

1. LINE MACRO

Place Target at any angle or distance to the lead dancer and click "GO". Macro will perform a straight line movement without changing the orientation of the dancer. The arrow on the Target has no function in this Macro.

Options in the LINE Macro let you select a slow, normal or fast line. In most cases, "NORMAL" is preferred.

2. TURN MACRO

Rotates dancer in place. The Target has no function in this Macro.

Select 'NORM' (normal) or 'FAST' option. Select '1/4' for a quarter turn or '1/16' for a smaller fraction (22.5 degrees). Click 'L' to rotate counterclockwise or 'R' to rotate clockwise.

3. CIRCLE MACRO

This Macro moves dancers in a circle around a defined center point, adjusting orientation as in a "Circle Left" or "Promenade".

"VARIABLE" assigns the optimal number of steps in relation to the radius of the circle -large circles have more steps than smaller circles. It should normally be used.

"FIXED" assigns a fixed number of steps regardless of the radius. This is useful when moving dancers who are not designated as couples, in concentric circles. For instance, when 2 dancers

require different movements and cannot be moved "COUPLED" you can still make them promenade synchronously by using the "FIXED" option. Note that this option, because it is fixed, may result in an unnaturally fast or slow movement, though.

"CT." is normally switched on and lets dancers circle around the center of the dance floor, as in a Promenade.

"OFF" lets you set the center anywhere on the dance floor. A little red marker will appear -drag and drop this marker to the desired center point, relative to the lead dancer.

"1/4" performs a quarter circle (90 degrees).

"1/16" performs a smaller fraction (22.5 degrees).

After selecting options, click "CW" to circle clockwise (Left) or "CCW" to circle counterclockwise (Right).

4. ARC MACRO

This is where the arrow on the Target comes into play. The "ARC" Macro moves the lead dancer into the Target spot, changing direction as indicated by the arrow.

"ARC" Macro will automatically determine a path that consists of an arc and, if necessary, a straight line either before or after the arc.

This will probably be the most used Macro -you must make yourself familiar with it.

Place Target anywhere in relation to the lead dancer. Adjust the arrow by clicking on the buttons in the "TARGET" panel -not on controls in the "MACRO" panel.

Find out how these buttons work -you can also move the Target one step at a time with these.

The arrow on the Target must be at an angle to the line of vision of the lead dancer, but not more than 180 degrees. At maximum, the dancer can do a U-Turn in this Macro.

Before you click, you must decide whether you want to move the dancer forward or backward -this has for instance been applied in Courtesy Turns, where the boy moves backward in an arc and the girl moves forward in an arc. Select the "FWD" or "BCK" option.

Then click "L" if the Target is to the lead dancer's Left or "R" if it is to the Right.

The Macro will search for the path. If under the selected options a path is not possible, you may have to adjust the Target and try again.

Note that the line of vision of the lead dancer and the line indicated by the arrow can either be parallel for the 180 degree arc or will intersect for arcs of less than 180 degrees. In this case, the intersection must be somewhere in the direction of the dancer's movement (forward or back) and at the tail of the Target arrow. Otherwise an arc cannot be defined by these lines and the Macro will not work.

Note that sometimes the Macro does not resolve, even though it should be able to. If this happens, change the position of the Target or lead dancer slightly and compensate with a piece of LINE Macro.

As in the CIRCLE Macro, the "VARIABLE" option assigns a number of steps relative to the radius of the arc. If you need to synchronize 2 dancers in concentric arcs, use the "FIXED" option.

5. HGE MACRO

This Macro is most useful for arm turns in waves.

Place Target in relation to the lead dancer as if it were the other person in a mini wave. Target must be offset sideways and a little ahead of the lead dancer. Macro will not work when Target is in line with the lead dancer. The arrow on the Target has no function here.

1/2 -dancer moves forward in a 180 degree circle and ends in Target spot ("1/2 Swing Thru").

1/4 -dancer moves forward in a 90 degree circle halfway to the Target ("Single Hinge").

3/4 -dancer moves 270 degrees and past the Target ("Cast 3/4").

6. SPACE MACRO

When 2 dancers have been selected as "COUPLED" from the "MOVE" labels, a circle appears between them and they will be handled as one unit.

Note: Do not confuse this setting with "AS CPL." as directed by the Caller -the 2 are totally independent of each other!

You may need to change the spacing of this unit, because it is different at the start and end formation or because the couple needs to "squeeze" when meeting with another.

Click "><" to decrease the spacing by one notch or "<>" to make it wider.

Note that this macro can only work with a couple selected as "COUPLED" and showing the circle between them as the point of reference for all Macros.

Note: When you have clicked the "COUPLED" label in "MOVE" to designate the unit, and your pair of dancers is not properly joined, click the little "X" to exchange one of them for the mirror image.

7. PAUSE MACRO

"PAUSE" Macro inserts a pause of approximately one beat or 1/2 of a beat -the lead dancer will not move.

Use this when you already know how much of a pause you need to synchronize. In most cases it is easier to insert pauses of any required length in the "TIMING" window.

8. ZIP MACRO

ZIP Macro is a quickie that will move the lead dancer to the Target spot in just one step.

Normally this should not be used, because it does not produce an animation.

But you can use this method when you want to program a call quickly without taking the trouble at this time to deal with complicated movements.

Select the end formation for the call, then select the 4 dancers from "MOVE" one after the other, position the Target in the proper end spot and orientation. click "ZIP" and click the "Add" button. You can go back to this call later and work out an Animation.

You can also "Zip" the dancers into a formation that has not been programmed. When you save this call and the program offers to "find" the formation, click "Ignore". When this call is used in DANCE FLOOR it will be executed, but you cannot continue the dance routine from there.

9. CLIP MACRO

"CLIP" serves as a clipboard, similar to when you use "Copy" and "Paste" in other programs.

To copy a Move to the clipboard, play it and then click "Copy". You can also create any chain of Macros in recording mode and click "Copy". Note that the clipboard only stores the most recent items.

To use the Move or Macros from the clipboard, click "Paste" in recording mode to replace whatever is there with the stored item. Or click "Append" to add the item to what is already recorded.

This feature will save you time when you need the same piece of animation more than once.

Note that you can also copy calls, animations or moves with the "Clone" function in SETTINGS.TURN Macro

Rotates dancer in place. The Target has no function in this Macro.

Select "NORM" (normal) or "FAST" option.

Select "1/4" for a quarter turn or "1/16" for a smaller fraction (22.5 degrees).

Click "L" to rotate counterclockwise or "R" to rotate clockwise.

7.6 Timing

The TIMING display can be used with any animation that is listed in the "MOVES" window and has at least one move attached to it.

Mark the animation in the list (click with the left mouse button) and then click the "Timing" button"

The TIMING window displays the moves of an animation as graphic bars. The length and position of these bars indicate the timing. Bars are broken down into the Macros that make up the move with letters indicating the type:

L =LINE Macro, H =HGE Macro, T =TURN Macro, C = CIRCLE Macro, A =ARC Macro, P = PAUSE Macro, Z =ZIP Macro

The top line has the name of the animation, the number of steps and the number of beats this would approximate to, calculated at 6 steps per beat. Please note that this number has nothing to do with the "BEAT" number that you assign to a call and can only very roughly match the recommended number of beats in real dancing. It is meant to help you chose macros that come close to the desired timing.

When you change something in the TIMING window, changes will be applied to the "MOVES" list but not yet to the database. As long as you are not familiar with the features, it is a good idea to first

save the call to the database and then experiment with the display. You can then reload the original call if necessary.

To exit the display, click "Close".

7.6.1 Synchronizing

Most importantly you will need the TIMING window to synchronize moves.

As a very basic example, imagine "Left Swing Thru" from a right-handed Ocean Wave: The Centers will first 1/2 Swing Thru Left among themselves and then 1/2 Swing Thru Right with the Ends who have been waiting for them. Since the 2 sets of dancers have different movements, you need 2 moves to program this. You can do them without regard to timing and then in this window shift the End's part to the right so it is in sync with the Center's second part.

If you load this call from the database and view it in the TIMING window you see a pause (P) inserted for the Ends. This is done automatically when you click the "Fill" button.

To synchronize, follow these steps:

1. In the TIMING window identify the elements of a move that need to be synchronized. In our example, "H" is the Macro that has been used for the 1/2 Swing Thru.
2. Click on an element that needs to be shifted. It will be marked in red. In the same line click the arrows to move this element (the bold ones effect a larger jump). You can also drag an element with your mouse and drop it. It will always stay in the same line.
3. When you are done, click "Fill" to complement the gaps between elements with pauses (if you do not click and close the window, nothing will be changed).

There is also a "Cap" option. When you click this button, pauses will be appended to moves to give them equal length.

It is not necessary to "cap" every animation. Use this feature only when you program animations in stages and want to continue from a synchronized starting point. See the example in "Your first Call" for this!

When you want to correct a pause that has been inserted, you can mark it and then click "Remove". It is also good practice to have only one pause in a given spot rather than having several added together, even though this does not visibly affect the performance of the animation.

7.6.2 Cut and Paste

DELETE

You can remove any Macro by marking it and then clicking "Delete". Please pay attention to the prompt window to be sure it is what you want to remove.

Removing can be used to configure a copied Move for use in another call. Here is a basic example:

Split Square Thru (A1) can be done from a T-Bone or from a Static Square. It is a rather complicated Animation. To avoid doing it twice, it has first been programmed from T-Bone with the first Macro being the step up to the center line where the 2 couples meet for the Pull-by.

To adapt this to a Static Square, the first step was removed in the TIMING window. Then the step from Static Square to the center line was recorded and the truncated Move appended to finish the second Animation without any duplicate work.

Note that when you remove something it cannot be brought back. It is a good idea to first save the call to the database and be able to reload it if necessary.

COPY

If you mark a macro and then click the "Copy" button, it will be copied to the Clipboard, and the copy can then be pasted into any available spot in a move.

CUT

Is equivalent to "Copy", but also removes the "mother" macro at the same time.

PASTE

Mark a macro and then paste whatever is on the clipboard to its Right or Left.

7.7 Cloning

"Cloning" features enable you to not only copy animations or moves but also modify them. Here is an example:

Select "STATIC SQUARE" as start formation and then open "TEACUP CHAIN" for editing. You see 2 Animations for Heads and Sides in the "MOVES" list. Although these are programmed for the girls, they can also be used for the boys if you select the 1/2 SASH arrangement in the DANCE FLOOR and activate the "ARKY" button.

"Teacup Chain" (PLUS) is pretty complicated to program but we could easily have created a separate animation for the boy's version by cloning:

1. In SETTINGS select "1/2 SASH" and "HD.", then click the "Clone" button. The yellow COPY panel appears -it has the same features as the EDIT panel.
2. The yellow COPY panel shows what we already have in the database. In the lower list select "ALL Arr. HD. active" (mark it in blue), then click "Copy" and confirm.
3. We now have a new Animation in the "MOVES" list. You can play "1/2 SASH Arr. HD. active" and verify that the boys are now doing the girl's part.

The "ARKY" feature in DANCE FLOOR makes this Animation unnecessary, but we will now use it to create a new variation, where the girls start in the boy's spot and go to the left instead of to the right (this would be a "Reverse Teacup Chain" if it existed).

4. Select "1/2 SASH Arr. HD. active" in the MOVES list and then click "Modify". The MODIFY panel appears. Make sure that all mirror options are turned on (the labels should all be red), click "Mirror" and confirm.

5. When you play the Animation now, it has changed but behaves strangely. The reason is that we also need to swap the girl's and boy's movements.

6. Mark the Animation, click "Modify" again and then click "Swap". The dialog box will give you 3 options to swap dancers. We want to swap each boy for his partner and therefore select "1".

The Animation is now complete. Girls will start in the boy's place and go to the left. If you want to use this from DANCE FLOOR, save the call, but be aware that it is experimental. To make this permanent, you should create "Reverse Teacup Chain" as a new call in the "CUSTOM" group and copy the animation to the new call. We will do this just for the exercise:

7. Create the new call as described above, then select "NORMAL SQUARE" as start formation and click "Edit" in CALLS to program the call. The MOVES list should just show the call name and otherwise be empty.

8. Select "1/2 SASH" and "HD." in SETTINGS and click "Clone". The yellow COPY window appears.

9. In the upper list find "TEACUP CHAIN" and dbl.click it because we want to copy from this call. The 3 Animations will be listed in the lower list.

10. Select "1/2 SASH Arr. HD. active" in the lower list and click "Copy". This copies the animation to the new call -you can now play it and check it out.

To finish up, go to "TEACUP CHAIN" and delete the experimental animation (select it in the list, click "Delete" and then click "Save").

If you do not want to keep the new call, do the same in "REVERSE TEACUP CHAIN" and click "Yes" (call we be empty) in the dialog box after the "Save".

Cloning can help you create large numbers of Animations very efficiently, but you will have to take your time exploring the possibilities.

7.7.1 Copy Call

There are 2 methods for copying a call with all its animations:

Method A: Make a single Copy

Example: we want to copy "Hd. Square Thru" from NORMAL SQUARE to IN/OUT SQUARE.

1. Open the call that is the recipient of the copy by selecting the start formation and the call name. Click "Clone" -you do not have to select anything in SETTINGS because all animations will be copied.

2. In the yellow COPY window select the formation and the call you want to copy from (donor).

3. Click "Copy" in the upper part of the window (where it says "Call". Note that if anything is recorded in the recipient call, it will be replaced by the copies.

4. If the animation is identical in the new call, you can just play it once and let the program "Find" the end formation. After all animations have been played successfully, the call can be saved.

5. If you need to make adjustments, use the "Modify" and "Timing" features (see Help for these).

NOTE: A call should only be saved after all animations have been played and the program has

found the end formations. You can save a call that is not finished or does not have a known end formation, if you click "Ignore" in the dialog box. But be aware that this call will not function properly in the DANCE FLOOR.

Method B: Copy a Call to multiple Formations

Example: "Spin the Top" is the same in all of the 8 TAG formations where the center wave is right-handed and on the vertical axis. You create the call for one of them and then copy it to the others.

1. Open the call you want to copy from (not the recipient). Make sure, the call name is marked in the EDIT list, click the tiny "C" button and confirm that you want to copy this call to the clipboard.
2. Open the call that is the recipient and click the tiny "P" button. Confirm that you want to copy from the clipboard to this call. Note that whatever has already been programmed for this call will be replaced by the copy.
3. Adjust the animations if necessary and play them once to verify the end formation in the new call. Then save the call and move on to the next.

NOTE:

If a call is copied from the clipboard to another formation it is assumed that the recipient call is the same (e.g. "Spin the Top" from IN/RH TAG to OUT/RH TAG).

If you copy from the clipboard within the same formation, you must select another call name in this formation to copy to.

7.7.2 Copy Animation

When you copy a call, everything in the recipient call will be replaced by the copy. If you copy just an animation, it will be added to the other Animations that are already listed.

1. Open the call where you want to add the animation (recipient).
2. In SETTINGS select the arrangement (ARR.) and active dancers (ACTIVE) for the animation you want to add on.
3. Click "Clone" and select the "donor" call and start formation in the yellow COPY window. The lower list should now show recorded Animations for this call.
4. Mark the animation you want to copy and click "COPY" in the lower part of the yellow window (where it says "Move").
5. The animation will be added to the recipient call's list. You must make adjustments and play it successfully before you can save it.

7.7.3 Copy Move

A single move (animation for a group of dancers selected in SETTINGS/MOVE) can be copied from the current call or from any other call.

1. In SETTINGS make all selections for the move (ARR., ACTIVE and MOVE settings).

2. Click "Record" and then "Clone".

The yellow COPY window will show the current call and the moves that have already been recorded and saved in the database. You have 3 options to copy a move:

3.1 To copy an already saved move from the current call, mark it in the lower list and then click "Copy".

3.2 To copy a move from the current call that is in the list but has not already been saved, click "In/Ex" -this will switch to the current "work list" (grey) which may be different from the "saved list". Mark the move you want to copy and click "Copy".

3.3 To copy a move from another call, select the start formation and call name in the upper part of the COPY window -the lower list will show moves for this call. Mark the move you want to copy and click "Copy".

7.7.4 Modify

Most times when you use a copy of an animation or a move, it needs to be modified to fit the new start formation or arrangement. Mark the item in the MOVES list and then click "Modify" to select one of the options:

MIRROR METHOD

"Mirror" generally reverses Right and Left, Forward and Backward etc. You can selectively mirror by setting the labels (they refer to individual Macros). Normally, all labels except "Line F/B" should be turned on -this makes a dancer go left instead of right, but not backwards instead of forward.

A call, animation or move can be mirrored while being copied. You just click "Mirror" instead of "Copy".

An animation or move can be mirrored at any time by marking it in the list and then clicking "Mirror".

SWAP METHOD

Very often, the definition of dancers (Beaux 1&3 etc.) is different in the formation where you want to use the copied animation or move. You will find out when you play it after copying.

Mark the move or the whole animation in the list and then click "Swap". The dialog window will give you 3 options to reassign dancers. If you are not sure, you will have to experiment with this.

ASSIGN METHOD

An animation (not a move) can be assigned to a different arrangement or set of active dancers. You must follow these steps:

1. Mark the animation in the list. The current settings will be highlighted in the SETTINGS panel.
2. Change the "ARR." and "ACTIVE" settings if necessary. The animation must stay marked.
3. Click "Assign" and confirm -the new settings will be shown in the list.

8 Choreo Player

Choreo Player is a showcase for choreography that can be played and fully modified in Callarama. It offers 1000's of singing calls and other routines that have been contributed by their authors.

Each call in this choreography is fully functional in Callarama. Notably, the collection of asymmetric choreography by Hal Barnes has been fully incorporated into the Callarama repertoire. A routine from the player can be saved as a routine in Callarama and modified.

Choreo Player can be used as a stand-alone or together with Callarama. You select the mode when you open it through "Choreo Player" from the menu.

In Stand-Alone mode, Callarama is working, but not visible. The Player shows its own dance floor when you move the mouse to the right half of the display. To select a routine, click "Open..." and keep your mouse in the left half of the display.

In Dual mode, Callarama is visible, and the selection window in the player remains visible at all times.

When the "REC" box is not marked, available routines for 4 couples (Square) will be listed. When it is marked, the listed routines are for 6 couples (Rectangle), and the dance floor changes accordingly.

Select a collection, volume and routine from the lists. Click ">" to go to the next one or "<" to go back in the list.

The selected routine is loaded into Callarama or shown on the dance floor in stand-alone mode, and the corresponding text is shown on the right. This list displays the steps that are used by Callarama, and each step corresponds with the ROUTINES list in Callarama.

Because these are steps necessary in Callarama, they are not always what you would actually call. You can click to view the original text as presented by the author (if available).

You can click on any step or use the player controls just as in the Callarama routine.

To close Choreo Player, click "X". From stand-alone mode you will have a choice to return to Callarama.

I am grateful to the contributors to these collections. They have helped me to improve Callarama and identify missing calls or moves. If you own a collection of choreography (not necessarily in Callarama format) that could be represented in Choreo Player please contact support@callarama.com

9 Touchscreen Display

The Touchscreen display is a slimmed down version of the normal Square display without the advanced calling features. It is suited for touchscreen tablets and for first-time users of Callarama. To switch to this display, click "TOUCH" or select "Display/Touchscreen" from the menu. To go back, click "FULL" or select "Display/Square" from the menu.

- This guide is for first-time users. For advanced features and options consult "Help" for the normal display -

The touchscreen display accepts mouse, keyboard and tactile input. Most controls, except those on the minimized panels, can be operated by voice recognition. The voice command for a control is indicated by its tooltip (the text that appears when the mouse is over the control). If the tooltip is in uppercase letters, a voice command is not provided. The shortcuts for input from the keyboard are

also indicated in uppercase letters.

If you are calling without voice recognition, uncheck the “Voice Cmd” checkbox above the list on the right (call list). The list will then show the call names as they are used by Callarama in the routine list and the shortcut for each call.

If you are ready to use voice recognition, activate the “Voice Cmd” checkbox. It will then show the default voice commands. To start voice recognition, select “VOICE” in the upper left corner of the display.

“Click” in the following instructions refers to a selection made by mouse, touch or voice.

SELECT ACTIVE DANCERS

The calls shown are for the currently selected set of active dancers (e.g. Heads). You need to change this selection while calling, just as you would with real dancers. To change active dancers, make multiple selections from the panel above the call list or use voice. Click the little “V” above the call list to see the list of available voice commands for selecting actives.

There are many situations where in real calling you do not specify a change of active dancers. For instance, after “Heads Square Thru” a “Swing Thru” can be performed only by all 8 dancers, and you need not specify “All”. Callarama supports this with “Smart Calls” that will automatically change the active dancers. These calls are shown indented in the call list when the checkbox is activated. They are available for voice and keyboard at all times, regardless of the checkbox.

CALLING

You can activate a call from the list by touch, mouse-click or speaking the name.

On the keyboard, start typing the shortcut. As it is recognized, the name appears in the center field under the dance floor. You can then press the spacebar or “Enter” to activate the call. Active dancers are set the same way by typing the shortcuts. Click the little “A” to see the list of shortcuts for active dancers.

Calls will be recorded in the list on the left side (routine list). To undo a call, click the “<” arrow under the dance floor, then activate the next call. You can use the 2 arrows to navigate within the routine and view each step. When a line in the routine is marked and you activate a new call, this call will replace the line and everything beyond.

The 6 call labels in the top right corner of the display activate special calls for resolving the Square. They will be marked green if the resolution is correct and yellow or red when there is a problem with the sequence. You can activate them with click, touch, voice or typing.

To clear the module and start again from a Square, click (or say) “Reset”. If the little box beside the “Save” button is checked, you will be prompted to save the routine.

To see the list of available voice commands for operating buttons, click the little “C” under the lower left of the dance floor. When you select an item in this list, the corresponding button will be highlighted.

Voice recognition can be customized to accommodate your calling style and accentuation. Please see 3.2 to fully understand the features.

USING ROUTINES

The routine can be played forward and back similar to a video clip, using the directional buttons under the dance floor. You can set the speed with the slide bar. Initially, when the "Calibrate" notice shows, you should click there. The program will run a sample routine and calibrate the speed dial so that it shows BPM accurately.

To load a saved routine from the database, click the "ROUT" button. See 1.7.2 for explanations.

To save a routine to the database, click "Save". The Routine Editor will appear and show the controls for saving and loading routines. See 1.7.3 for instructions.

You can make changes to a routine by inserting/removing single calls or by appending/inserting another routine. Please see 1.7.4 for instructions.

You can also view and use modules directly by clicking the arrow under the "ROUT" button. See 1.7.6 for more.

FORMATION MANAGEMENT

You can start from a formation other than a Normal Square. Select a formation family (e.g. "LINE") from the drop-down list on top/right and select a family member (e.g. "NORMAL") from the drop-down list on top/left.

If you expand this panel with the down arrow, you can set the arrangement, the dancer relationship and the sequence (FASR). If a "CraMS" identification is shown, you can go through all variations by clicking the label.

You can produce a random formation and a random FASR for this formation by clicking the "Rnd1" and "Rnd2" labels. Up to 5 formations can be memorized with the little numbered labels.

The panel will show the state of the current formation at every step of your calling routine. For more help on formations see 1.3

OPTIONS

Start voice recognition with the "VOICE" button in the upper left corner. The voice module editor can be accessed by clicking the O button on the red voice window. This editor allows you to create your own voice aliases for calls.

Please note that the voice window is a separate application. When you move the Touch display, the voice window should follow it with a short delay. It will stay on top, unless you deactivate this feature with the little "T" button.

You can toggle between 3D and Checkers with the picture button. To go to the normal Square display, click the "FULL" button.

When you click the down arrow in this panel, more options become available:

You can change the appearance of checker dancers with the row of labels in the upper row.

You can enlarge the display by 125, 150 or 175%.

Use the checkboxes below to set the dance programs you want to use. This will remove unused calls from the call list and make it more manageable.

Many more features and other displays are available from the menu on top of the display. Most useful for the first-time user is the "Choreo Player". If you open this display "with Callarama", you can choose from more than a thousand sample routines and load one into the routine list for a fully functional exploration.

End of CALLARAMA HELP TEXT