

Manual DcWin

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Last changed: 24-03-2023

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Introduction

This Windows software is programmed by Fred Bolder. DcWin works under Windows 7, but Windows 10 or Windows 11 is recommended.

There are a lot of dance figures included, but you can also add your own.

You can download DcWin for free.

<https://fredbolder.github.io/dcwin/>

Send a message to fgb.bolder@gmail.com if you have questions. Also take a look at my site for a new version of this manual.

Installing and starting DcWin

Before you install a new version of DcWin, it is best to uninstall the old version first. Be sure to keep your self-made figures.

Download the file dcwinsetup.exe from <https://fredbolder.github.io/dcwin/> and save it to a location on your harddisk. Open this file by double clicking on it in the Windows Explorer for example. After that follow the instructions on the screen.

Starting DcWin

Click with the left mouse button on the Windows Start button.
Choose Programs.
Choose DcWin.
Choose DcWin.

If you have chosen to create an icon on your desktop, you can also start DcWin by double clicking on that icon.

Removing DcWin

Click with the left mouse button on the Windows Start button.
Choose Settings.
Choose Configuration.
Double click on Software.
Double click on DcWin.
Press the Yes button.

Opening and playing figures

This is what most people want to know.

Choose Open from the File menu.
Select a figure and press the OK button.
Choose Play from the File menu.

By choosing Tempo from the Settings menu, you can adjust the playing speed.

With these buttons you can navigate through a figure.



- 1 – First step
- 2 – Previous step
- 3 – Stop
- 4 – Play
- 5 – Next step
- 6 – Last step

While playing a figure, you can see the step description on the second line. If the man's feet are brighter than the lady's feet then the man's text is displayed. Choose Man/Lady from the View menu to swap between the man's text and the lady's text. If "Colors depend on MANLADY command" is switched off (see Settings, Display) then the description text is preceded by M (man) or L (lady).

Choose Rotate floor from the View menu to rotate the dance floor 180°.

Exiting DcWin

Choose Save from the File menu if you want to save the changes of the current figure. Choose Exit from the File menu to exit DcWin. A dialogbox with the question “Are you sure?” appears. Press the Yes button if you really want to exit DcWin, otherwise press the No button. You can only exit DcWin if there is no command active. You can cancel most commands by pressing the Esc key.

Adding your own figures

There are a lot of figures included with DcWin, but you can also add your own figures that you have learned. Of course this is more difficult than just opening and playing figures, but I can help you.

Let's make the Rumba basic step. That figure is already included, but that doesn't matter.

Choose Save from the File menu if you want to save the changes of the current figure.

Choose New from the File menu. There appears a dialogbox in which you can enter the start position. Choose Latin as start position and press the OK button.

The feet that you see on the screen are already on the right position to start with the Rumba basis step. In this example I assume that the screen is not rotated. The man's feet have to be below the lady's feet. If not, choose Rotate floor from the View menu.

Choose Title from the Modify menu and type "Rumba – Basic step" as description and press the OK button. Save the figure by choosing Save from the File menu. Type R_050 in the filename field and press the Save button. The extension of the filename is always FIG. The maximum length of the filename without extension is 8 characters. Don't use spaces or other strange characters for the filename. This way, you can open the figures in DcWin and in DansCAD.

After a lot of work, it is a good idea to save the figure. From this moment you don't have to type the filename anymore.

Let's insert all steps and place the feet on the right position. We will change the beatvalues and step texts later, because that is easier. The feet are on the right position for the start position, so we continue with the next step by pressing the > key. There appears a dialogbox with the question "Insert new step?", because step 2 does not exist yet. Of course we want to insert the new step and we press the Yes button. You can see that the man's right foot and the lady's left foot are filled. A filled foot means that we stand on the whole foot. When starting to dance a Rumba the man dances a preparing step with his right foot, so we don't have to change that. By the way, you can change the status of the feet by choosing Change from the Modify menu. We have to change the position of the feet for this step, because the man steps with his right foot to the right and the lady steps with her left foot to the left. You can do this by clicking the feet. The selected feet will be displayed dashed. Press the Esc key if you want to deselect all feet. With the numeric keyboard you can change the position and status of the selected feet. Be sure that Num Lock is switched on.

[7]	[8]	[9]
Rotate	Move	Rotate
left	▲	right
[4]	[5]	[6]
Move	Select	Move
◀	all	▶
[1]	[2]	[3]
Data	Move	Data
-	▼	+
[0]		
Move		
fast /slow		

Select the filled feet and press the 6 key for two times. If the feet are moved over a very short distance then the slow move mode is switched on. In that case press the 4 key for two times to go back to the original position, press the 0 key to switch to the fast move mode and press the 6 key for two times. There are many ways to move feet, but this method works fast and easy. The feet are now on the right position, so we continue with step 3. Press the > key and press the Yes button. Now the man's left foot and the lady's right foot are filled. That is good, so we only have to change the positions. Select the filled feet, press the 6 key for two times and press the 8 key for 4 times. Insert step 4. You know how to do that. All feet are already on the right position. Insert step 5. Select the filled feet, press 2 for four times and press 4 for two times. Insert step 6. Select the filled feet, press 2 for four times and press 4 for two times. Insert step 7. All feet are already on the right position. Insert step 8. Select the filled feet, press 6 for two times and press 8 for four times. Press the Esc key. The positions of all steps are now correct. Choose Save from the File menu to save the figure.

Choose Play from the File menu to play the figure. It looks nice, but the rhythm is not correct. The side steps of this figure have to be danced slowly. Of course not the preparing step. The beatvalues of step 5 and step 8 have to be set to 2. The beatvalues of the other steps have to be 1. Read the Rhythm chapter for more information and study the included figures.

Goto step 5. You can do this with the buttons below. You can also choose Goto step from the View menu and type 5 in the editbox. After this, choose Beatvalue from the Modify menu. Press the 2 button. Below you can see 2 after Time. Goto step 8 and set the beatvalue to 2. If you play the figure, you will see that the rhythm is correct. Now we only have to change the step texts. We begin with the man steps. The man's feet have to be brighter than the lady's feet. If not, choose Man/Lady from the View menu. Choose All text from the Modify menu and press the All button. Type the texts Start position, Start, Forward, Replace weight, Side, Back, Replace weight, Side. Choose Man/Lady from the View menu to change the lady's steps. Choose All text from the Modify menu, press the All button and type the texts Start position, Start, Back, Replace weight, Side, Forward, Replace weight, Side.

Set the tempo to 25 bars per minute for example. To do this, choose Tempo from the Settings menu. 25 bars per minute is $4 \times 25 = 100$ beats per minute. Type 100 in the editbox and press the OK button. Save the figure and you have added your first figure!

Photos

When playing a figure, a photo per step can be displayed if there are photos available for that figure. When you download DcWin there are only a few figures provided with photos to keep the dcwin.zip file as small as possible. Perhaps in the future, I will place a separate zip file with photos of a certain figure on my site monthly. Choose “Photo View” from the View menu to display photos. If an empty window or a window with the text “No picture available for this step” is shown then there is no photo for the current step and view. The photos depend on the rotation of the dance floor. If you want DcWin to automatically display photos if available then choose Options from the Settings menu, click on the View tab and check “Automatic PhotoView”. You can adjust the size of the photo by clicking on it with the right mouse button and make your choice from the menu with the left mouse button.

It is also possible to add your own photos to a figure. Therefore you have to make a photo of each step. Repeat this for the view at which the dance floor is rotated 180 degrees. Resize the photos to 640x480 pixels for example. Now it is important to give the photo files the correct name.

A001.jpg

The first character stands for the view.

A = The dance floor is not rotated.

B = The dance floor is rotated 180 degrees.

The next three characters stand for the number of the step.

001 = Step 1

045 = Step 45

etc.

The extension is always .jpg

The photo files must be placed in the following directory.

(directory in which the figure is located)\img\ (directory with the name of the figure)

If the figure CC001.fig is located in the directory D:\DcWin then the photos must be placed in the directory D:\DcWin\img\CC001

Rhythm

While dancing, the rhythm is very important. The most used terms for the rhythm are Quick and Slow. DcWin only use beatvalues, because the terms Quick and Slow can be very confusing. A slow in the Cha Cha Cha takes one count of the music and a slow in the Quickstep takes two counts. Keep in your mind that most dance teachers count too slow. A quarter note or one count has a beatvalue of 1, so the Quick in the Cha Cha Cha has the beatvalue of $1/2$. Here are some misunderstandments.

- A Chassé in the Quickstep has the rhythm Quick Quick Slow. Many people think that the rhythm is Quick Quick Quick, because all the steps are danced on the ball.
- A Chassé in the Jive has the beatvalues $2/3$ $1/3$ 1. Sometimes you have to dance $1/2$ $1/2$ 1 to not real Jive music. In most dance books is written that the Jive Chassé has the beat values $3/4$ $1/4$ 1, but that is nonsense. Dancers who also play a musical instrument will probably understand me.
- A lot of people think that the rhythm of the Viennese waltz is Slow Quick Quick, but is it of course Slow Slow Slow. We dance to music in $3/4$ time and step on every count of the music.

Study the figures that are included with DcWin before adding your own figures.

Choose Beatvalue from the Modify menu to change the beatvalue of the current step.

Below after Time you can see the beatvalue.

Choose Beatvalues from the Modify menu to multiply the beatvalues of all steps. This is handy to correct mistakes.