Manual for Digital Time Capsule

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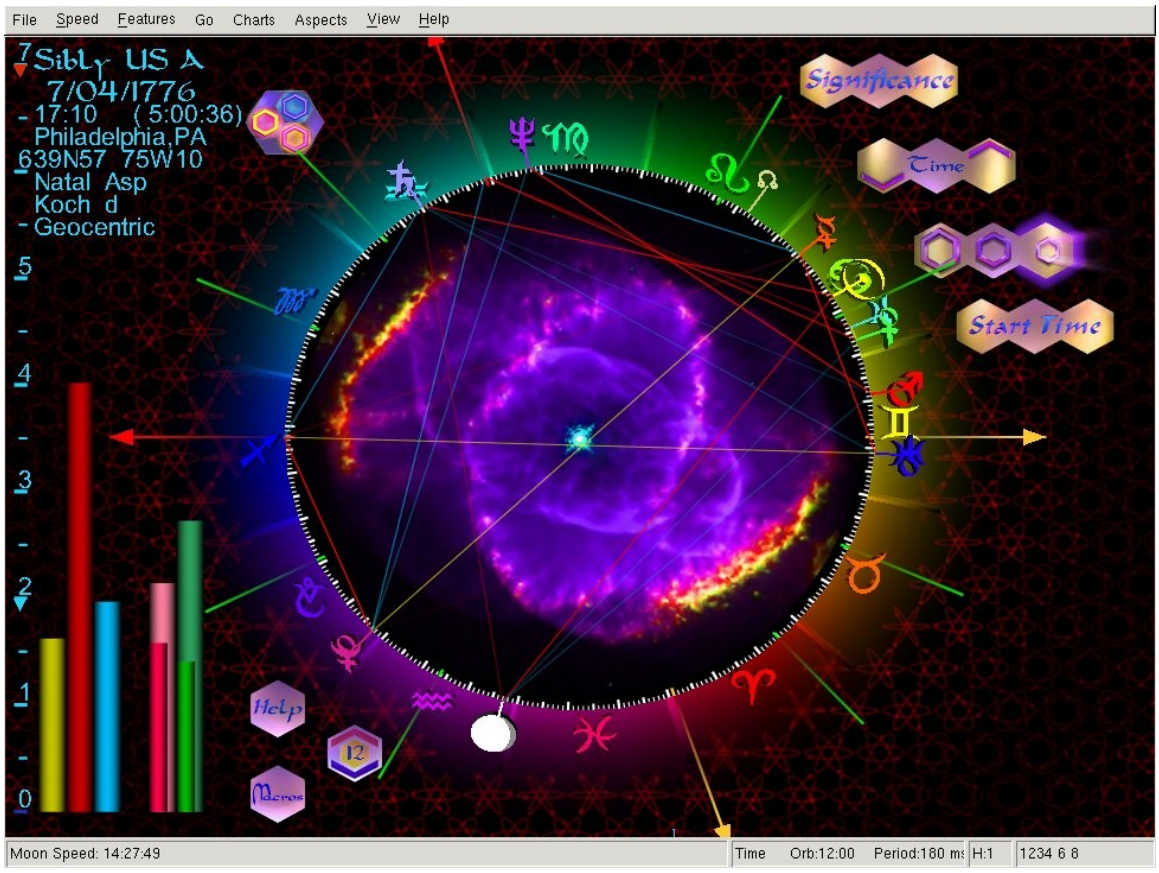


Introduction

The first thing to know about the Digital Time Capsule is that there are several ways of doing almost everything. While most programs allow you to use drop-down menus to perform operations, which you can also do with this program, most things can also be done with a key or a mouse click. Once you are familiar with the program, these are much faster than using the menus. Consider playing a piano or typing a document: If you had to use a menu every time you wanted to play a note or type a single letter, you would take forever to do anything, and would soon get very frustrated.

Keys were the first way of controlling the Digital Time Capsule, and in most cases the keys used are somewhat mnemonic. So many keys are used that it became impossible to do this with all. For example, 'n' shows the natal chart, 'm' shows midpoints, 'O' and o' increase and decrease the orb, and 'P' and 'p' toggle display of the planet lists. There is an item under the menu Help that shows all these key assignments. By hitting F1 (or clicking on the Help button) several times, you can also see a list of keys and their functions.

The most fundamental action while displaying a chart is to start or stop the motion. To do this, merely click the mouse (left button) somewhere within the zodiac circle. To show a natal chart, click in the same place with the shift key down. To reverse the motion, use the right mouse button for clicking. You can do many other things by clicking in an appropriate place, and if your mouse has a scroll wheel, many things can be done with that. You can do most of the flying of the Digital Time Capsule with the mouse or keys.

For many basic actions, there are more than one way to do them. For example, you can display Transit Only mode with either 'T' or ',' or by clicking in various locations. You use whatever is most comfortable for you.

Starting the Program the First Time

The first time you start the program, you are asked to define a chart. This chart will become the default every time you start the program – so it should probably be your own – but of course you can change this, and in fact make the program load several charts at startup.

You are shown the dialog box for ***New Chart***. This dialog is discussed in detail in its own section, but here are some things you need to know the first time you use it. Fill out name, date, time and place. For place you need a city and state or country of birth. Pick either the state or country from the appropriate drop down lists. After you have done this, and only after, click the "Lookup" button. You need to be connected to the Internet to do this, since the location is looked up on our server, and the latitude, longitude, and time zone are inserted in the proper boxes. If you are not connected, check the "Input Lat" box and then fill out the values yourself. You can also fill out the Residence Location information, but if this is not filled in, it will default to the birth location. Once you have the location coordinates, click the"OK" button and the chart will be calculated and displayed, and saved for next time. The natal chart will be displayed.

The first time you fill out this form, you are also asked for your TID and email address. These are needed to confirm that this is a legitimate copy of the program. On this first time, you can not input the location manually – you must be connected to the Internet.

When looking at the natal chart, you can see the current transits by clicking either on the "Start Time" button or clicking in the center of the screen. The planets will not be moving.

Flying the Digital Time Capsule

When the Digital Time Capsule – henceforth known as DTC – comes up, a chart is shown with the natal planets around the inner rim of the colored zodiac wheel, and the current transits located within the wheel. If the transits are not shown, merely click in the center of the chart. Aspect lines are drawn in between the transiting planets and the natal planets. The chart is not moving, or flying through time. The planets are stationary, or stopped. To make the planets move, you need to click on the button on the right of the wheel slightly above center labeled "Start Time" . You can achieve the same effect by clicking within the center of the zodiac circle or pressing the space bar. When you do any of these things, the planets will begin moving and the button will change to "Stop Time".

The first thing to notice is the amount of time between each view of the transiting planets. This value, called the step size, is shown on the second button down on the right, below the "Significance" button, and also on the Status Bar at the bottom. When you start the program moving the value is "+ 3 hr". This means that the transiting planets are shown at intervals of three hours. The date and time is shown in the lower right corner. As the planets move, you will notice that the date and time change, at intervals of three hours. Depending on the speed of your computer and the quality of the graphics card this motion may be either excruciatingly slow or blindingly fast or somewhere in between. To increase the step size, either click on right third of the second button – next to the "+ 3 hr", or use the up arrow on your keyboard. You can also use the scroll wheel if you have one. The step size will increase to 6 hours, and the motion of the chart will be faster. To slow the chart, click the left third of the same button, or use the down arrow or scroll down. If you wish to stop the motion, repeat the action used to start motion.

The motion was in a forward direction, so it moves from today to tomorrow. If you wish to go back in time, either click on the left third of the third button down, which is largest of the three segments of that button, or press the left arrow. You can also reverse motion by right-clicking the mouse somewhere in the center of the circle or pressing the Backspace key. Notice when you reverse motion so you are moving back in time, the third button changes so that the smallest segment is on the left. You can imagine this button as an arrow pointing in whichever direction the motion is. The step size changes to "-3 hr".

The forward and back buttons/keys work slightly differently if the wheel is not moving. In this case, the buttons/arrows move the wheel one step in the direction it is going. This is known as single-stepping. If you have a fairly fast computer, the wheel will keep moving as long as you hold the arrow down, and as soon as you release it the motion stops. If you have a slower computer, the motion may keep up after you release the key. This action also happens with the buttons; after you hold the forward or back for a brief period of time, the motion starts in the given direction.

Many newer mice have scroll wheels. If your mouse has a scroll wheel, you can use it to control speed and motion. If the wheel is moving, scrolling up increases the speed, and scrolling down decreases the speed. If the wheel is not moving, the wheel behaves slightly differently. Scrolling up moves the wheel one step in the forward direction, and scrolling down moves one step in the back direction. To increase/decrease the step-size while stopped, use the shift key with the scroll wheel.

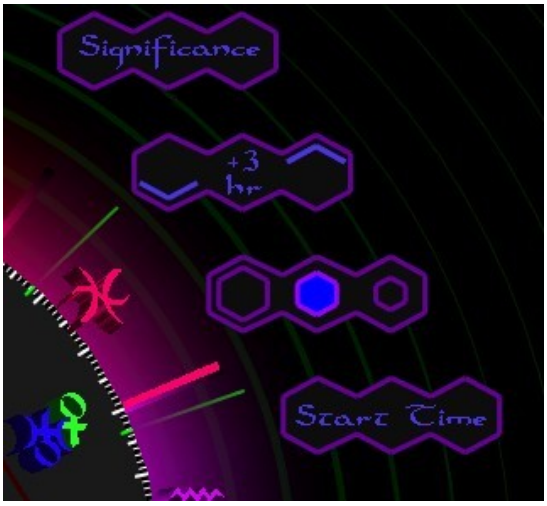
With many keyboard operations, the modifier keys – shift, control, alternate – modify the action of the main key. You can see these modifiers in action with the four arrow keys, and the corresponding buttons. The modifiers increase the range of the arrow keys, and the amount of increase varies with the modifier keys in the order given above. An example will make this clearer: If the step size is 3 hours, up arrow makes this 6 hours, shift up makes it 12 hours, control makes it 1 day, and alternate makes it two days. Likewise the down arrow will make the step size 2 hours, with shift 1 hour, with control 30 minutes and with alternate 15 minutes. Thus with the modifier keys you can speed up or slow down rapidly. If the program is either stopped or moving, the right arrow moves forward 3 hours, with shift 1 day, with control 1 week, with alternate 1 month, and with shift-alternate 1 year. Thus with the modifiers you can move rapidly forward or back. This behavior also works with the buttons.

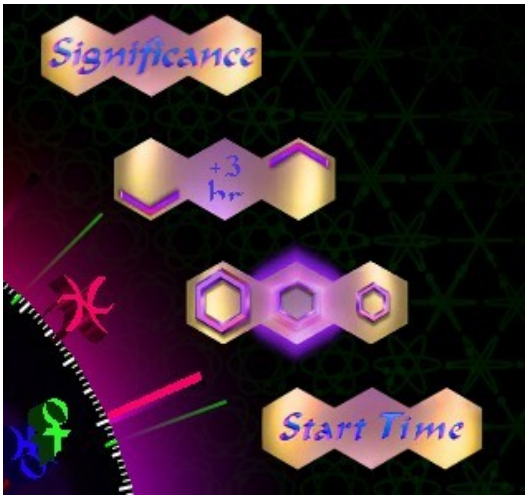
You can increase the step-size, in reasonable increments, from one second to 20 years. The upper limit allow you to move rapidly to a past time by single stepping. When the step size is 20 years, the modifier keys allow you to move huge periods. With the shift key, the forward arrow move 50 years, with the control key 100 years, with the alternate key 250 years, and with shift-alternate 500 years. Five hundred years is not to useful for human beings, but for studying planetary behavior over long periods it is very helpful.

The Screen

Line or Graphic Buttons

The main screen of DTC is drawn with either graphic or line buttons, depending on the type of graphics card your computer has. The graphic buttons look nicer, but without the right graphics card with OpenGL acceleration the computer display really slows down when these buttons are shown. Also, it takes a measurable amount of time to load all the graphics for the buttons. You can shift from one button type to the other by using the Control-F6 key, provided you have the graphics for the buttons loaded on your computer. If you are using the line buttons you will notice a lengthy delay and the mouse cursor changing to an hour-glass. If you right-click on any button with the control key down, that button will disappear; the 'U' will hide the visible buttons and show the hidden ones, and control-u will hide/show all buttons at once.





In the upper right corner of the screen are the four main buttons that control motion. The top one is labeled “Significance”; by clicking it (if you are connected to the Internet) you will be presented with many paragraphs describing what you see one the screen. See the section Interpretation later for more details.

The button below this shows the step size and allows you to increase or decrease the step size. The left and right ends of this button are the ones that are sensitive to mouse clicks. The left end decreases the step size, and the right end increases it. The step size will also be shown on the Status Bar at the bottom of the window.

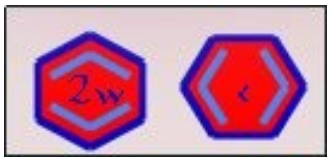
The button below is an arrow that points either left or right: the smallest of the three hexes on the button is the head of the arrow. The left and right ends of the bottom are the sensitive areas, and control in which direction the DTC flies. When the DTC is stopped, this button allow single stepping in either direction.

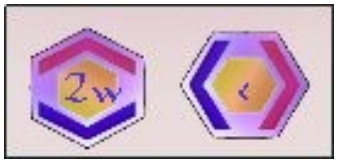
The bottom of these four buttons is labeled either “Start Time” or “Stop Time” depending on whether the the program is stopped or moving. Click this button to start the motion if stopped, or stop it if it is moving. This button will also allow you to changes ***modes***, which you will learn about later. But if you shift click the button, the natal chart will be displayed; an unmodified click on the button will return you to the transit display.

In the upper left near the name is a group of three small hex buttons. Each has a different function, related to changing the chart displayed. The two buttons on the right of this triad allow you to scroll through all the charts in the current chart file, in either a reverse or forward direction. With no modified key, the new charts will replace the current chart; with the shift key, the charts will be put in a new register. See the later sections on ***Registers*** and ***Chart File*** for more details. The upper hex, when clicked with the right mouse button, will allow you to open another chart. Tths is is the same as a Control-O. The lower hex, when clicked with the right mouse button, will allow you to create a new chart. This is the same as a Control-N. The third hex, the one closest to the name, allow you to page through the registers, in either a forward or a reverse direction if the shift key is used. If this hex is right-clicked, a list of all registers is shown, and you can go directly to any one of them or delete them. This is the same a pushing the F8 key.

In the lower left are a series of three buttons, close together but not touching. The one labeled “Help” will overlay the current display with several screens of help text. The button labeled “Macros” is used for running Macros, described later.. The third button shows the Orb. The orb is the distance from exact that two planets can be and still be considered in aspect. For example, if the sun is at 10 Leo and Mercury is a 10 Leo, they are exactly conjunct. If the orb is 2 degrees and mercury is at 11 Leo, they will still be within orb of a conjunction. But if Mercury is at 13 Leo, it will be outside of orb. The amount of orb is shown on the button – in the examples above it is 2 degrees. You can increase or decrease this orb by clicking the upper or lower part of this button. The modifier keys change the amount each click changes the orb. Clicking the upper arrow increases the orb by one degree, to a preset maximum. Using the shift key increases the orb by 30 minutes; with the control key by 15 minutes and with the alternate key by 5 minutes. The lower part decreases the orb in the same way. The inside of this button, where the orb amount is shown, has other functions when clicked. With a standard left click, you can set a bookmark that allows you to return to that time; see ***Bookmarks*** later for more details. A right click will allow you to go to the various bookmarks. A shift left click in this area will toggle the “fading” of the aspect lines; see ***Aspect Fading*** later for more details. A shift-right click will toggle aspect stippling, when the amount of dashing of the aspect line shows how far the aspect is from exact.

There are also two optional buttons, that duplicate the functions of the four large buttons in the upper right corner.



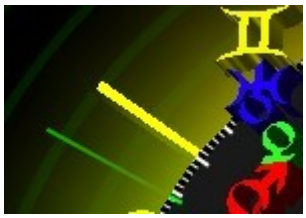


The buttons on the left allows you to increase or decrease the Step Rate, which is shown in the center. If you click in the center of this button, the motion will start if it is stopped, and stopped if it is moving. Right clicking in the center will reverse the direction of motion. The button on the right shows the direction of motion (here it is reverse) and allows you to change the direction by clicking on either arrowhead. If the wheel is stopped, either arrow head acts for single stepping, with auto-repeat. If you click with the right button, you will single single step in the opposite direction. Finally, if you Middle click an arrow head, you will single step without auto-repeating. If you click in the center, you will get an interpretation. These buttons can be turned on with the `Stylist,` which is described later.

As described later, all buttons can be moved and turned on or off.

The Wheel

The main feature of the DTC is the colored zodiacal wheel, in the center of the screen. The colors vary along the spectrum from red with Aries to Violet with Aquarius and then back to red with the tail end of Pisces. The wheel is oriented so that the Ascendant is at 9 o'clock which makes the Midheaven somewhat at the top of the wheel. The angles are indicated by red/orange lines and arrowheads. The cusp between signs is a slightly darker line, and the house cusps are indicated by green lines – this color can be changed. When a planet is within one degree of a sign cusp, the wheel grows a colored line near the cusp to indicate this; when the planet is within one degree of a house cusp, a longer blue line appears to show that. This one degree can be changed also.



Mars in last degree of Gemini

Mars in first degree of Cancer

Mars in last degree of 11th House

Mars in first degree of 12th House

If you click one of the red arrowheads for an angle, green circles will appear to show each non-angular house. The same circles will appear if you push F11. If you place the mouse cursor over any of the circles or the red arrowheads, a tooltip will pop up showing the value of that house cusp. When you change house system, these values will also change. F11 again will replace the circle with the cusp position.

Bars

On the left side of the wheel are several colored bar that rise and fall as the transiting planets move. These bars measure the strength of the planetary activity, at several different levels, using the aspects and house positions. To see the difference that house position makes, stop the motion, change the house type, and notice the changes in the height of bars.

In the following description, we will refer to a "purple bar", even though in the default configuration of DTC this bar does not appear. The purple bar only appears when the "esoteric" aspects – semisextile, quincunx. quintile, septile – appear. These aspects are shown by either hitting the "a" key or clicking the space where the bar would be.

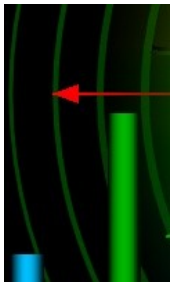
There is a scale to the left of the bars, to measure the relative height of the bars. This scale can vary if the height of the tallest bar is very high. The scale at least goes to 6, but sometimes can be as high as 20. There is a zone to the left of the scale that can be used to change the activity of the atoms and rings, discussed later, which depend on the highest bar. The scale can be turned off.

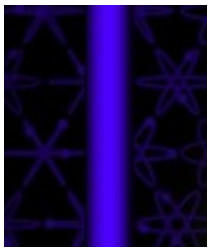
The bar farthest left is the yellow bar. This bar measures confidence and vitality, and has been used during testing to predict horse races. The next bar is red, and shows action and forced action. This can be though as a measure of the "hard" aspects, semisquares, squares, sesquiquadrates and oppositions. The third bar is blue; it measures harmony and communication. This bar can be thought of as a measure of "soft" aspects, sextiles and trines. The fourth purple bar measures spiritual energy and fate; as indicated before it is based on the "esoteric" aspects, which are not usually shown. These first four bars do not change if the house system changes, other than houses that do not used the Ascendant and Midheaven as the first and tenth house cusps, such as the Equal House system.

The last bars, which are doubled, do depend on the house system. In each set of these bars, there is a dark bar and a lighter bar. The lower of the two is the front of the pair of bars. The lighter bar represents the easy manifestation of the energy involved, and the darker bar represents the harder manifestation; one can think of this as involved with "soft" or "hard" aspects. The pink bars show love and relationship energy, and the set of bars to the right, the green bars, represent career and money.

As discussed later, the factors that go into computations of these bars, and even the colors of the bars themselves can be changed. There are also other types of bars that can be shown, and this to is discussed later.

Atoms and Rings





On systems that show the graphic buttons, colored atoms are displaying in the background. If your computer uses line buttons, concentric colored rings are shown. The atoms take more graphic horsepower to display, which is why they are not used in all cases. But by using the Control-F6 button, you can have any combination of buttons and rings/atoms. The color of the atoms/rings change, depending on which bar is highest at any given time. The pictures above are suppose to illustrate the atoms and rings, but they are very faint and difficult to see. They show up much better on the computer screen.

The minimum height of a bar before triggering atoms/rings can be controlled by clicking along the left of the bar scale. The higher you click, the higher the bar will have to be before the atoms/rings show. You can also control the intensity of the atoms/rings when they finally do display by control clicking in the same place. The higher you click the more intense will be the colors. Finally, if you control click beneath the scale the atoms/rings will not be shown. All these values can be saved as a setting to become a default.

The bars can also be drawn in three smaller sizes, and three other types of bars, showing either the closeness of aspects or the separation of the planets, can be displayed instead of the default bars described above. These will be given more detail later.

List of Planets

To the lower right of the wheel are one or two lists of planets, depending on what is displayed in the wheel. If bars are hidden, one list will replace the bars on the left side. The left of the two columns, separated by the planet's glyphs, are the natal planets. The right column is the list of transiting planets. You will notice as you fly the DTC this column will change rapidly. The top five planets are Sun, Moon, Mercury, Venus, and Mars. Then there is a gap, followed by Jupiter, Saturn, Uranus, Neptune, and Pluto. There is another gap, and the the positions of the Node, Ascendant, and Midheaven. All of these positions are sensitive to mouse clicks. See the section on ***Hot Zones*** later for more details. Seconds of arc are listed for the sun and moon positions, and a retrograde indicator for the other planets. If you control click either of those columns, the list of positions will disappear. A lower case "p" will make the transiting positions disappear, while an upper case "P" will make the natal positions disappear.

The size of these lists can be varied by using the PageUp and PageDown keys. Note that if the bars and transits are displayed, the font size can only be made so big.

There are three options for how the planet lists are displayed. These options also apply to the on-screen tool tips, described later. This is controlled by the Glyphs tab of the Stylist, also described later. The default option is to show these lists with alphabetic characters. These use a Courier (monospace) font so everything lines up properly. Another option is to use an astrological font that comes with DTC. In this case the positions and glyphs do not line up precisely. A third option uses the same font as the first option, but the zodiacal glyph is the same style as the planet glyph, something built into the DTC. In this case the lists line up as well as in the first case.

Name

The name of the chart, and various other information, appears in the upper left corner. Normally, the name and birth data – date, time, time zone, place, latitude, and longitude – type of display (transit, natal, etc.) house system, and register are displayed. The bottom part of this information is a hot zone, and if you control click here (or hit the "N" key) you can toggle showing only the name, only the name and non-birth data, name and birth data, or displaying nothing. The "w"key will hide the birth date and age or just the age.

Date and Time

In the lower right corner are shown the date and time of the current transit, and the age of the native. The time is normally shown as hours and minutes, with a morning/afternoon indicator, followed by "st" for standard time, or "dt" for daylight time. You can switch between the two with control-D. If you are using Realtime, where the transit time is synchronized to the computer's clock, or have a step size less than 1 minute, seconds will also be shown. Most of the date and time is a hot zone. By control-clicking here you can show only the date or neither the date or the time. Hitting 'D' will do the same thing.

Menus

Much of the items in the menus are duplicated elsewhere, and get a fuller description there. But here is a guide to the menus.

File

New

Creates a new chart; Key is Control-N. See Chart section.

Open

Brings up a list of charts, and allows you to move, copy, edit, or delete charts. Key is Control-O. This is described fully in the Chart section.

Save Image

You can save the current chart as an image. Choose "Save Image" from the File menu, or use Control S. You will see the following dialog. Give a name for the file, excluding extension, which is determined by the type of file, either a jpeg (at 95% quality), PNG, BMP, or TIFF. The latter two will give the biggest files. You can also specify if you want the colors turned into shades of gray before being saved, better for magazine reproduction. The buttons and aspect list are hidden before the image is saved.

Save Chart

This allows you to save the current chart into the file of your choice, with the name you choose. New chart can be constructed by the Copy Transit Chart, under Features, among other methods.

Save As Startup

This saves the current arrangements of charts as the default project, and will be loaded automatically when the program starts. See Projects under Customization later for more details.

Save Project

Saves the current arrangement of charts as a project. The name of the style associated with each chart is also saved. For any chart that is not a natal, you can choose to save the current transiting time with the chart also. Normally, when a transits chart is reloaded, it goes to the current date and time. With this option you can cause a particular chart to be set for the date shown when it was made part of the project

Load Project

Loads a project previously created. When the project is loaded, you can choose either to replace the charts in memory, add the new project to the charts in memory, or add the charts from the new project only if they are not already in registers.

Save Settings

There are many things you can do to change the appearance of the chart. Once you are happy with how the chart looks, you can save the specific configurations so that it will be a default for next time. Use the option under File menu called "Save Settings". These settings are saved as a default styles in the file config.tcs in the folder styles. See the section on Styles for more information.

Save Style

This option allows you to save the current settings as a named style which can be loaded later. If it was saved with the project, the style is loaded with each chart. The style can also be saved from the Stylist menu. See Styles section later for more details

Load Style

This loads a names style and applies it to the current chart. It allows you to preview each style before you close the dialog.

Stylist

This bring up the Stylist, where you can modify many things you see. The key for this is Control-F11. See description of the Stylist (under Customization) later.

Exit

Closes the program. You can also use the Close button in the upper right corner, use Control-Q, or hit the ESCape key. With the latter, you will be asked if you really want to exit.

Extras

Import Chart From Another Program

This option allows you to import charts stored in a Quick*Charts file (extension qck) into DTC as a new file. First you are asked for the name of the new file which will hold the imported charts, and then shown a list of the Quick*Chart files to import.

Dump Chart for 3D Time Capsule

Only if you have the 3D version of the Time Capsule program will this option be useful. This option will write a file with data for the current natal chart in a format that can be read by the 3D version.

Speed

Change Direction

Changes direction of motion from Forward to Back, or vice versa. The Backspace key will do this also.

Stop/Start

If the wheel is stopped, start motion; if the wheel is moving, stop it. The Space Bar has this function, as well as clicking in the center or using the “Start Time” button.

RealTime

Makes the wheel follow the computer clock, or removes this following of the computer clock. The key to do this is 'R'.

Faster

Brings up a menu for increasing the Step Rate. The up arrow does this.

Slower

Brings up a menu for decreasing the Step Rate The down arrow does this.

Custom Step Size

This allows you to define the period between successive frames of the moving wheel. See a further description, as well as other ways of accomplishing this, later under the section Moving Around. For a Transit Graph, sets the period, in days or years, displayed.

Increase Frame Rate

This allows the program to display individual frames faster. The period between frames is shown on the Status Bar, second section, called Period, and can be increased until it is as fast as possible. Note that computer can only support a certain frame rate, and after that there is no change in the apparent speed. But with a low frame rate, some things, such as the closing of dialog boxes, may not work. Note that the frame rate is different from the Step Rate, which is the length of time between two frame and is controlled by the up and down arrows. The frame rate is increased with the '>' key.

Decrease Frame Rate

Performs the opposite operation. The key for this is '<'.

Features

Interpretations

This gets an interpretation of the current chart from our server. The key is 'i'. This is the same as clicking the "Significance" button.

Transit Graph

This bring up a Transit Graph – see that section for description. The 'g' or 'G' keys will do this.

AstroMap

This bring of an experimental Astrocartography map for the current person.

Compare

This compares the current chart with another chart in memory. See further description later. The key for this is 'C'.

Composites

This makes a composite chart with the current chart and another chart in memory. See further description later. The key for this is 'c'.

Relationship

This computes a Davidson Relationship chart instead of a composite chart.

Dual Display

This allows you to show another natal or transiting chart along with the current charts. See section later for more details. The key for this is Control-C.

Multiple Composites

This will allow you to compute the composite of up to 25 charts. The charts are from the chart files, and so are not in memory. They are loaded in memory after being selected.

Load Macro

The loads a macro. See Macro section later for full details. The hotkey for this is Control-F9, or Control-click on the Macro button.

Macro: Next Period

Once a macro is loaded, the program can move to the next period defined by the macro. The key for this is F9, or you can click the Macro button.

Macro: Previous Period

This moves the chart to the previous position defined by the macro. The key is Shift-F9, or Shift-click on the Macro button.

Macro: To Position

This brings up a small dialog box that allows you to create an Instant Macro. See the description later in the Macro section.

GenerateMacro

This brings up a dialog box that allows you to create your own macro, and save it so it can be loaded later. See description later. Right click on the Macro button will also bring up this dialog.

ChartMacro

This brings up a dialog box that defines a macro to create a completely new chart. See description later in the Macro section.

Record KB Action

Records the following keystrokes until you choose this item again. The shortcut is control-x, a. This is discussed later in the manual.

Record Session

This item will record all actions and the relative time for playback later. The shortcut is control-x, f.

Save KB Action

This will save the actions or sessions ? Just recorded to a file. The shortcut is control-x, B.

Load KB Action

This item will load a file save in the previous item. The shortcut is control-x, b.

Save Session

Saves a Session as recorded above. The shortcut is control-x,g.

Load Session

Loads a Session previously recorded. The shortcut is control-x,h. There can be several sessions loaded at any one time. See further discussion for complete details.

List KB Action

This will list the Actions record. Shortcut is either control-x,c or control-shift-F2.

Copy Natal Chart

This option allows you to make a copy of the current natal chart into another register, with another name. You might want to do this if you are going to have a comparison of the current chart with another chart, and you also want a copy of the natal chart itself to play with. You can save the natal chart, with a new name, with the Save Chart option discussed above.

Copy Transit Chart

This options takes the transits of the current chart and makes it a natal chart in another register. Use this, for example, if you want to look at the current solar return as a chart by itself instead of comparing it to the natal chart. You can also use the keys '.', 'z' to look at the transits by themselves. Another reason to use this option if to look at transits to a progressed chart.

Reset Chart

This reloads the chart from disk again. If you've made too many changes to the current natal chart and don't remember how to get back to the original chart, you may wish to use this option.

Go

To Date

This brings up a dialog box, which allows you to go to a certain date. The key for this is F7, or click on the date in the lower right corner. This is described further in the Moving Around section.

Forward

This brings up a menu that allows you to move forward a given amount. The right arrow keys will do much the same thing.

Backward

This brings up a menu that allows you to move backward a given amount. The left arrow keys will do much the same thing.

To Hour

The action of this option – duplicated by an Alternate click on the date in the lower right corner -- depends on the Step Rate. If the step rate is less than six hours, this moves to the nearest hour; if the step rate is less than one day, it goes to the nearest 12 hour – noon or midnight; if it is less than one month, it goes to midnight of the current day; if it is less than one year, it goes to midnight on the first of that month; finally, if the step rate is one year or greater, it goes to midnight on the first of January for that year. This option allows you to "round-off" the date and time without changing the step rate, get to an even time, and then reset the sept rate back to what it initially was.

Given Amount

This brings up a dialog box to move a certain amount forward of backward. It is described later in Moving Around. The key is Control-Shift-F7, or a right click on the date in the lower right corner of the screen

To Register

This brings up a list of registers and you can go to any one. The key is F8 or right click on the hex closest to the name.

To Last Register

This returns you to the previous register you were looking at. The key is Shift-F8.

To Bookmark

This brings up a list of bookmarks and allows you to go to any of them. See further description under Moving Around. The key is "'" (apostrophe) or right click on the Orb button.

Set Bookmark

This allow you to name and set a bookmark for the current chart. It will only work if you have a non-natal chart. The key is "`" (reverse grave) or click on the orb button.

Undo

You have the ability to revers most actions. Complete details are given in the Advanced Features section. The key is Control-Z,

Undo Single Step

Motion is undone as one step, but you can also each step of the motion. The key to do this is Alternate-Z.

Drop Breadcrumbs

You can drop a temporary bookmark to remember where you've been. This is described under Advanced Features. The key for this is Control-Y.

Back Breadcrumb

Once you've dropped some breadcrumbs, you can return back to them. The key for this is Control-W.

Forward Breadcrumb

You can also move forward to the next breadcrumb in a circular fashion. The key for this is Control-F.

Clear Breadcrumb Trail

This removes all breadcrumbs already dropped.

List Breadcrumbs

This will show of all breadcrumbs dropped, and allow you to go to any or save them as a Bookmark file. The shortcuts keys are either Control-x, d or Control-Shift-F3.

Charts

Chart Type

This allows you to chose natal, transits, intra-transits, and single chart. See Modes for more details. There are many places to click and keys to go to any of these modes; the 'd' key will step through them all.

Progressions

This allows you to choose various directions. See details under Features. The keys are 'y', and 'r'.

Directions

This allows you to choose various directions. See details under Features. The keys are 'y', 'Y' and 'r'.

Coordinates

This allows you to pick a coordinate system in the horizontal or vertical dimension. See details under Advanced Features. The keys to use are 'e', 'E', and Control-E.

Harmonics

This allow you to choose a harmonic for the current chart. See the section on Harmonics for more details. Alternate-Shift up and down arrows change the harmonic, as well as right-clicking on the orb increase/decrease arrows..

House Systems

This allows you to choose a house system. You can also use either 'h' or 'H' keys for this function.

Aspects

Type

This menu allow you to display aspects or two types of midpoints. The same menu is on the Aspect List, or you can use the 'm' key or by control-right click on the Name field.

Sort By

This allows you to sort the display of aspects in the Aspect List, which has the same menu. By clicking on a column on the Aspect List, you can achieve the same effect.

Aspects To Natal

This determines which natal planets are displayed. You can use the number keys --- when you have a natal chart – or click on a natal planet in the list.

Aspects From Transits

This determines which transiting planets are displayed. You can use the number keys --- when you have a transit chart – or click on a transiting planet in the list.

View

Hide

This menu has a submenu which allows you to hide various parts of the screen. You can Control-Right Click a item to hide it also.

Colors

This menu item gives you various choices for changing the colors of the chart and its elements. The key Shift-F11 brings up the color change dialog, which is one of the choices here.

Full Screen

This shows the chart full screen, without a title bar, menu bar, or status bar. Use the key 'S' to achieve this. Hit 'S' again or Escape to return to non-full screen.

Use Ephemeris

If you have an ephemeris files for DTC, this option will allow you to use them for geocentric positions. If not, calculated positions are used. With the ephemeris, positions are to the nearest second, instead of minute. Once you choose this option, you must Save Settings (or Save Style), exit, and restart the program. The easiest way to see the difference is use the Hep Menu or the Stylist to turn on On-Screen Planet Tips. Then when the cursor is over the planet, the position will show with or without seconds of arc.

Change Bars

This brings up a dialog to change various elements that define the bars. This is described later in full.

Help

Tool Tips

This option allows you to turn on or off various yellow tooltips. This same can be done with the Stylist. The '[' key will turn on the Hot Zone tooltips, and the '{' will turn on the Aspect tooltips.

Toggle On Screen Planet Tips

This duplicates an option in the Stylist. With this on, when the mouse cursor is over a planet, the position will show on the screen. The default position is in the upper right corner, but this can be changed with the Stylist.

Toggle On Screen Aspect Tips

Indicates the aspect and orb when the mouse pointer is over an aspect.

Quick Start

This will load some images of the screen that will identify various parts and actions when clicking in certain zones.

Keyboard Help

This gives you a list of keys and what they do.

Tip of the Day

This option will show the Tip of the Day even if it is turned off.

Eye Candy

This gives some ideas of using the DTC for pretty pictures.

Register

If you have a trial version of the program and have been given a TID (Transaction ID) you can convert the program into a full version with this dialog.

About

This will give the version of the program – important for updates -- and the registration information.

Status Bar

There is a Status Bar along the bottom of the DTC screen, consisting of four parts. The largest section, on the left, shows the same information that the ToolTip does, even if tooltips are turned off. These Status /tips can be altered separately from the Help menu or the Stylist. It also shows the daily speed of the moon. The second section shows the orb and ***Frame Rate,*** and if the buttons are turned off it will also show the step size. Try using the "<" and ">" keys to change the frame rate. The third section shows the harmonic. The fourth section shows the aspect families. To see it change, hit the "a" key or click between the blue and doubled pink bars.

Tool Tips

Tooltips are written information about the location on the screen where your mouse cursor is. Not only do they give information, but sometimes actions will occur at that area of the screen if you can see the tooltip. For the Digital Time Capsule, there are four types of tooltips depending on what screen object causes the tip – hot zones/buttons, house cusps, planets, and aspects, and three locations: pop-up box, status bar message, or on screen. Note that the first type of tooltip – for a hot zone -- can not appear on screen.

When the mouse cursor is over a "hot" zone, the mouse cursor changes to a pointing hand. At the same time a small yellow box, know as a tool tip, pops up, displaying a message indicating what the hot zone does if you click there. The same message appears on the Status Bar at the bottom of the screen. The tools tips can be turned off either with the "[" key or by using an item on the Help menu or in the Stylist. Note that when a tool tip is displayed, the keyboard is not active. If you ***Save Settings*** (described later) you can make the hiding of tool tips permanent.

There are other types of tooltips, called "House Tooltip", "Planet Tooltip", or "Aspect Tooltip". When the mouse cursor is over a a house cusp circle, natal or transiting planets, or aspect, the value of the house cusp, the name of the planet and its positions, or the aspect and its orb will be shown. This behavior can be turned off with the "{" key or with an item on the Help menu.

When aspect tips are active, you can turn on/off the aspects by clicking on them. The first step to showing a certain group of aspects – say a T-square – is to left-click each aspect in the group. When you click on an aspect, it disappears, so that you can see the others and click on them. Once the aspects in question have been selected, right-click on an aspect. This will show the aspects previously hidden, and hide all others, thus showing only the aspects selected. You can hide some of these aspects, if you selected too many initially, by clicking on them. Finally, to show all aspects again, shift-left click on an aspect. A similar process works with the planets: If you can see the planet tip and click on the planet, it will be hidden, and if you shift-click on it all other planets will be hidden. There are other ways of hiding planets and aspects, which will be discussed later.

These various types of tips are displayed as a small pop-up window and on the status bar. The first are formally called Tooltips, and the latter are called Status Tips. But you can display the Tooltips without the Status Tips, or the Status Tips without the popup tooltip. Tooltip settings can be changes in the Stylist, Tooltip tab.

On ScreenTips

There is another option for displaying planet, house, and aspect information: the On-Screen Tip. This information appears, by default, in the upper right corner of the screen. This position can be changed so that it appears in different locations, and even a custom position can be given for the position of the ToolTip by modifying the style file with extension tcs. Configuration of these tips can be done on the Tooltip tab of the Stylist. The size of the fonts for these tool tips can be changed with Shift-Page-Up/Down, or by an option on the same tab of the Stylist.

There are three options for how the OnScreen ToolTips are displayed. These options also apply to the planet lists. This is controlled by the Glyphs tab of the Stylist. The default option is to show these list with alphabetic characters. These use a Courier (monospace) font so everything lines up properly, when the tip is shown for more than one planet in the default position. Another option is to use an astrological font that comes with DTC. In this case the positions and glyphs do not line up precisely. A third option uses the same font as the first option, and the zodiacal glyph is the same as the planet glyph, something built into the DTC. In this case the lists line up as well as in the first case.

On Screen Aspect List

Instead of have the aspect list shown in a separate window, you can show the aspect list on the screen in the upper right corner. This makes it easier to show the aspect list when you save an image of the screen, but you do not have the same control as you do with the separate window, and you can only show a limited number of aspects. The use of this feature is controlled by the Aspects tab of Stylist. The font used for this aspect list is controlled by the Glyphs tab of the Stylist, the same as the On Screen Tip described above. If the Aspect List window is shown, these on screen aspects will not be shown. The size of the font used is controlled by Shift-PageUp/Page-Down, and also by OS ToolTip Size from the ToolTip tab of the Stylist. This aspect list can be shown with Shift-F4.

This list of aspects can be sorted, similar to what you do when you click one of the column labels in the Aspect list. To sort by Orb, use Alternate-O, to sort by aspect, use Alternate-A, to sort by natal planet, use Alternate-N, and to sort by transiting planet, use Alternate-T.

Hot Zones

Various areas of the screen are “hot”, that is, when you click on that area something special happens. In most cases, the mouse cursor changes shape when it is over a hot area, and a tooltip pops up and the same message that appears in the tooltip also is shown on the Status Bar. The various buttons themselves are obviously hot zones, but they are clearly marked. The other hot zones are only shown by whatever graphic appears there. Starting in the upper left and moving counterclockwise here is a tour of the non-button hot zones. Note that when you use the Help button (F1) the zones are clearly outlined.

Part of the name field in the upper left corner is hot. This area is the lines containing the latitude and longitude through the line containing the house system, when all the information is shown. This is approximately the sixth line down. Clicking here repeatedly will toggle through the ***four modes,*** which are described below under Modes. If you hold down the shift key while clicking there, you will change from transits through various progressions and directions. The use of control click on this hot zone toggles through various amounts of information being shown; a 'N' key does the same thing. Control-right clicking here shows aspects or midpoints.

Below the name field are the ***bars***, which have been described earlier. Normally, there is a gap where the purple bar would appear. If you click in this spot, the purple bar will appear and the aspects represented by the bar appear. These are the aspects we call "esoteric" and include semisextiles, quincunxes, septiles, and quintiles. The other single bars are also hot: If you click on the yellow bar, aspects shown in yellow are toggled: these are the conjunctions and oppositions. If you click on the red bar, the red aspects will be toggled: these are the squares, semisquares and sesquiquadrates. If you click on the blue bar the blue aspects will be toggled: these are the sextiles and trines. If you control click in the bar zone, the bars will disappear and the list of natal planets will move to the left of the wheel. You can achieve a similar effect by using 'B' or 'b'. Along the left of the bar scale is another hot zone that controls the atoms/rings. The higher along the scale you click, the higher the bars will have to be before the atoms/rings display. The higher you control click along the scale, the more intense the atoms/rings will be when they display. If you control click below the scale, the atoms/rings will be turned off.

In the lower right corner are the date and time. Most of that region is a hot zone. If you click there you will bring up the ***Goto Date*** dialog box, described later. This will allow you to either return to toady's date, or go to a specified date. If you shift click the area, you will toggle Realtime mode, where the wheel follows the computer's clock. If you control click you will toggle display of the date, time, and age, the same as if you had hit 'D'. If you alternate click this area, you will, depending on the step size, go to the nearest hour, midnight, first of the month, or first of the year. This is useful, for instance, if the display is showing 13 minutes after the hour and you wish to have the display on the exact hour, without adjusting the step size to 1 minute, single stepping to an even hour, and the readjusting the step size to what it was originally. If you right click this area, you will bring up the Move Date dialog box, which is also described later.

Right above the date and time are a list of natal and transiting planets. Each individual planet is a separate hot zone, but for the most part they operate in the same manner. If you (left) click on a planet, either natal or transiting, all other planets will "disappear" -- the same effect is achieved by pushing the appropriate number key: 1 is sun and so forth; if you shift left-click on a planet, that planet will disappear – this is the same as hitting shift-number for the planet. If you right click on a planet, only the aspects to that planet will remain showing but all planets will remain visible. Shift right clicking a planet hides aspects to that planet only. The functions of shift-left-click and right-click can be interchanges in the Stylist, Display tab. If you control click the planet list, the list will disappear. If you control shift click on the natal Ascendant or Midheaven, you will toggle ***Moving Zodiac,*** the same as if you had hit the 'z' key. If you control shift click the transiting Ascendant or Midheaven, you will toggle an "A" and "M" that show the position of the transiting angles, the same as if you had hit the 'M' key.

Examples of how this actually works will illustrate what was explained in the previous paragraph. You need to actually work with the above clicks in order to really understand what you are doing. When looking at transits to natals, clicking on the natal Venus will show only Venus; clicking on the transiting moon (after clicking again on the natal Venus to restore all natal planets) will show only aspects from transiting moon, and hide other transiting planets; clicking on the sun and then shift-clicking on both the transiting Mercury and Venus will show just aspect from those three transiting planets. If you do the same action, but replace left mouse button with right, all the transiting planets will remain visible. The use of these hot zones allow you to focus attention on a given planet, without being overwhelmed by other information.

The aspect lines themselves, and the planets themselves, can also be hot zones. To enable this feature, you need to turn on Aspect or Planet Tooltips. When this is done and the mouse pointer is near a planet or aspect, a tooltip will tell you tell you the location of the planet or the type and orb of the aspect.

Help

There are several forms of help built into DTC, besides this manual. The best way to learn the program is just to play with it – try something and see what happens. The more you play with it the more you will learn how to use it to the fullest extent. But there are some things that will aid your learning.

Tip of Day

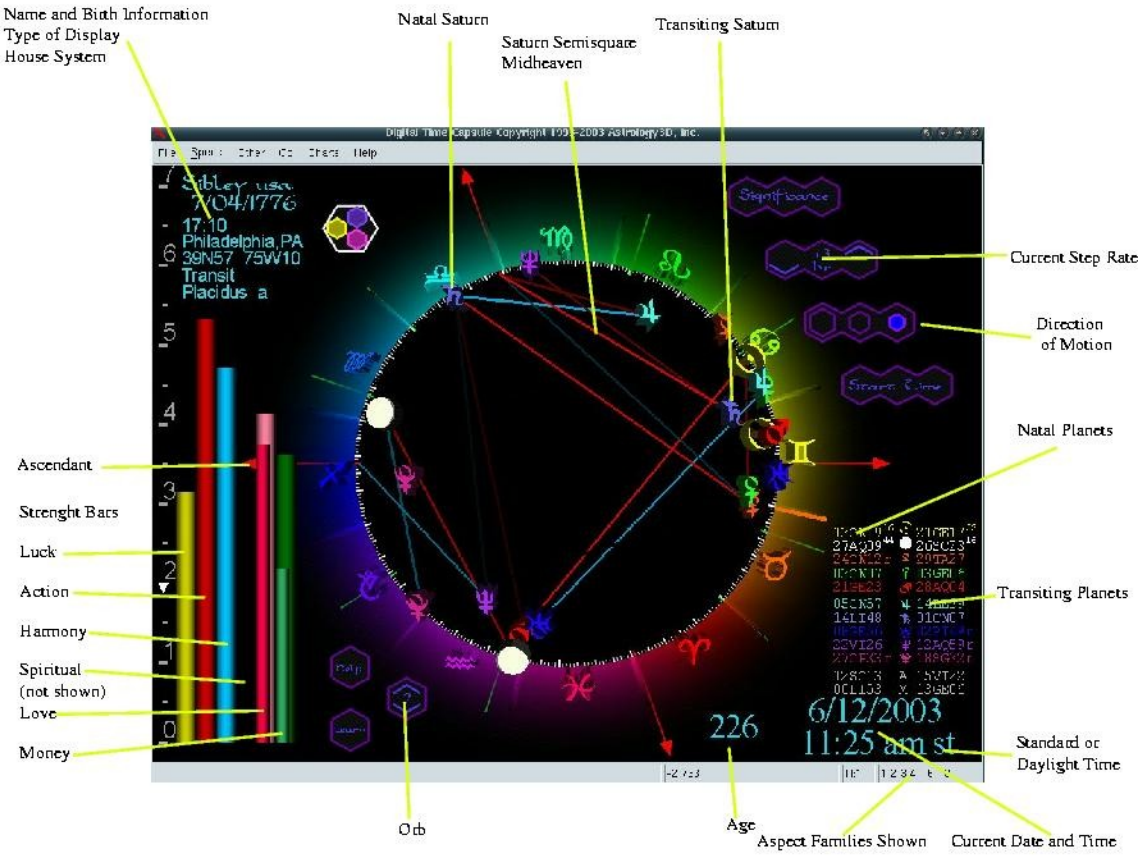
After you have used DTC a few times, a box called "Tip of the Day" will start to appear when you start the program. There are over 100 tips that will be shown, in order, starting with basic ones and moving on. When you have seen enough tips, you can turn them off by the check box on the tip window. Even if they are turned off, you can see them by using an item on the Help menu.

Help Overlay

If you click the help button, or hit F1, you will see the help overlay over the current screen. At the bottom right corner there is an indication of how many pages there is to this help; by clicking the Help button again you will either see the next page or remove the help overlay. The first page will indicate what various parts of the screen are. The second page shows the various hot zones with a bounding box, and indicates what each zone does. The third page shows extra functions for the hot buttons, and operations available with a scroll wheel. The fourth page shows the functions of the keys, with and without modifiers. The keys and what they are are also shown in an overlay. This can be very handy for reminding yourself of some keys not often used. The fifth pages shows the Function keys, and a few other keys. The sixth page shows actions with the Aspect List. You can reverse the direction of Help with Alt-F1 or Alt-click of the Help button.

Quick Help

There is a graphical Quick Help, available from the Help menu. This help consists of a series of images of DTC, labeled to show what each feature is and what clicking on various sections of the screen does. The example below, which is the first page of Quick Help, will give you an idea of what is there. This first image only shows what the various features of the screen are; the next image will show you what different regions do.

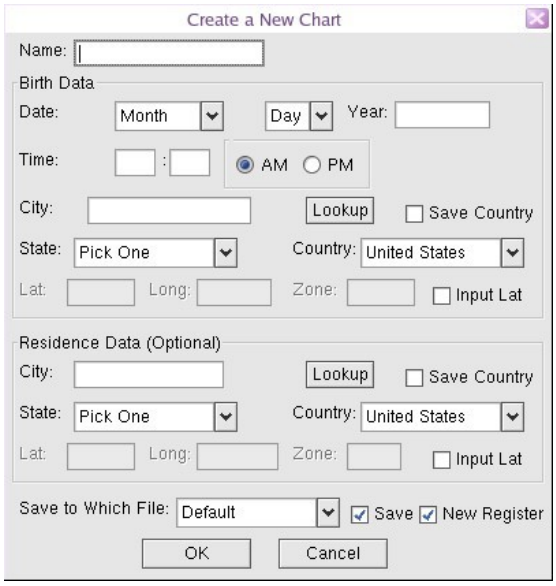


Charts

The item that an astrological program deals with are charts – natal charts, transit charts, progressed charts. But to start the whole thing out, you must create a natal chart. Once you have created a natal chart, you want to be able to load it into the program the next time you start, without recalculating it. This requires some type of chart storage on the hard disk of your computer.

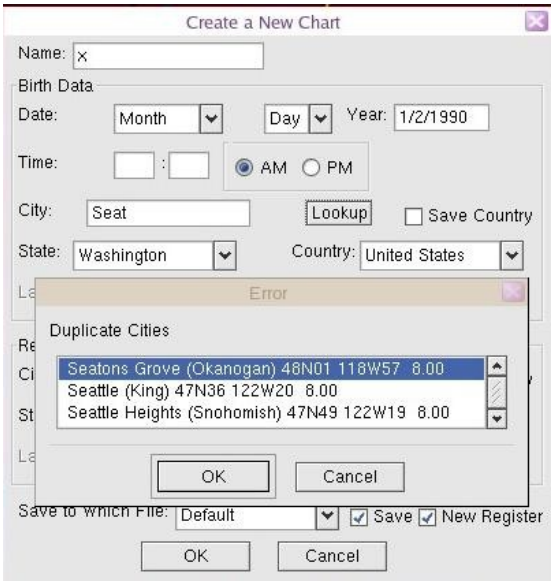
Create New Chart

You can create a new chart by either choosing that "New" from the File menu or using the control-N key. You can also right click the lower right of the three hexes nearest the name in the upper left corner. All of these actions do the same thing, and you will see the following dialog box.



Above is the New Chart dialog box. It may seem to have many places to type in stuff, but when looked at closely it is not so intimidating. Notice first the bottom half that is labeled "Residence Data (Optional)". If this is not filled out the residence defaults to the birth location.

The first field required is the name. This is necessary to identify the chart. The next line is for the birth date. There are drop down menus for the month and day, and you fill in the year in the third field. But after using this awhile, you might want a faster way of putting in the birth date. You can just skip the drop downs and type the whole birth date into the year field: mm/dd/yyyy. (There is a choice in the Stylist that allows you to input the date in European style: dd/mm/yyyy.) And if the birth is in the Twentieth Century, you can type mm/dd/yy. The next line is for the birth time. If you do not know the time, use 12 PM, half way through the day. The two fields are for hours and minutes. If you know the seconds of birth, you can type for the minutes mm:ss. If it is a morning birth, you click the AM button. After this you type in a city name, and choose a state or country from the drop down menus. Most cities are in our atlas – over the Internet – so you will probably find the city. If not, you will get an error message. If the are several cities with the same name, you get a list of all the cities along with the counties (for the United States) they are in, and the latitude and longitude, and you select the proper one. You can use this feature if you do not know the full name of the city: just type in the first few characters.



Here is an example where we typed in "Seat" Washington, and we are shown all the cities in Washington state that begin with those four letters.

After you fill in both the city and the state or country, click the "Lookup" button. This will cause the location to be looked up, and latitude, longitude, time zone fields below to be filled out. Depending on the speed of your connection, this might take many seconds. Notice that the fields are grayed, so you can not type anything into them. If you want to type something into them, either because you know the location is wrong, or you are not on line and know the location yourself, click the "Input Lat" but and the fields will be usable.

There is also a "Save Country" check box. If you are doing a number of charts for people who reside in a country other than the United States, and you have done a location for that country, check this box. That country will then become the default for future charts. To return the default of the United States, choose a state and check "Save Country".

Finally the bottom of the form is an area to specify what to do with the chart. The "New Register" check box is checked by default: the chart will be put in a new register, but if you would rather overwrite the chart you already have, uncheck this box. Then there is the "Save" check box, also checked. This chart will automatically be saved to a file, but if you would rather not save it, if it is a chart you are only going to use once, uncheck the box. But you do not have to remember to save the charts you make, you will not by accident make a chart and only later realize that you should have saved it. The third feature at the bottom is a drop down list of available files into which you can save charts. See the discussion later about ***Chart Files*** to understand why you would want several files. Without choosing anything, the chart will be put in the Default chart file. At the bottom of the list is a "New File" option. Choose this and soon you will be asked the name of the new file to put this new chart into.

Note that as soon as you create a chart, it is saved, if that option is chosen, to the disk file. Thus if something should happen to the program, your data has already been saved.

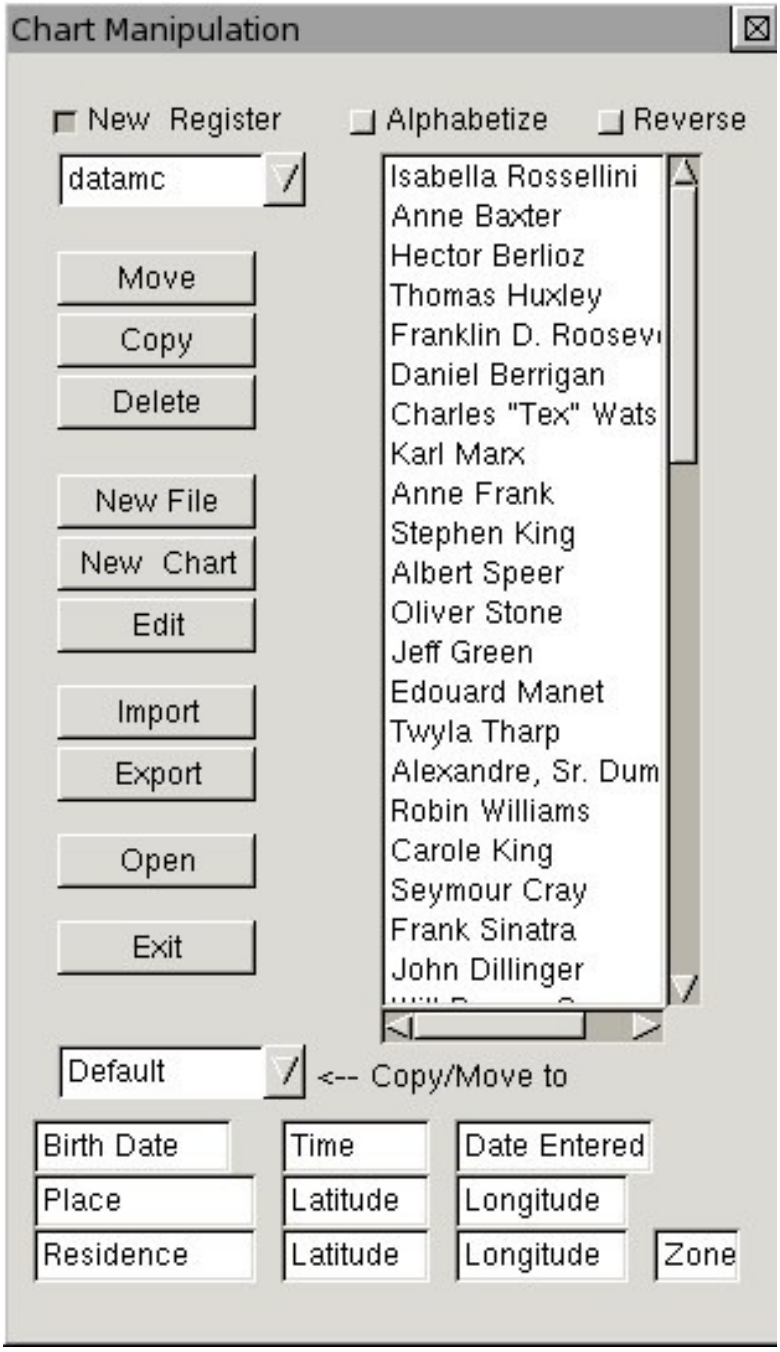
Open Old Chart

You can open a chart you have already created by using the menu item under File, pressing control-O, or right clicking the upper right hex of the three hexes near the name. All of these actions do the same thing, and that is to bring up the open a chart dialog box.

Near the top is a pull-down list of all available chart files, and the first one shown is the default one (named on the disk as "infile.cin"). The column on the right shows the names of all charts in that file. When you select a chart in that list, the data for that chart is shown near the bottom of the dialog. The first row shows the birth date and time and the date the chart was created. This last field may help you if you know about when you made the chart but forget the name. The next row shows the birth location data, and the third row shows the residence location data.

This dialog will remain open until you close it with the "Exit" button. This means that you can open charts and watch them move and then either replace them or load other charts. If you have made any changes, these will be written to disk when you exit this dialog.

Along the top are three checkboxes. The first, if checked, indicates that when you open a chart it will be put into a new register; this is the default. If you uncheck this box, the chart you open will replace the one shown, or if you open several charts they will replace as many registers as possible. The second and third checkboxes determine the way the charts are displayed. Normally, the charts are listed as entered: the first chart you created is at the top of the list and the last chart you created is at the bottom. But you can show the latest first by checking the "Reverse" checkbox, and show them alphabetically by checking the "Alphabetize" box. If both are checked, the charts will be shown in reverse alphabetic order. If you save settings, these values will become the default.



You can open several charts at once by selecting multiple charts. If you control-click other names, they will be selected in addition to the first selected. If you shift-click a chart, all charts from the first until that one will be selected.

Along the left are ten buttons. The first three allow you to manipulate the charts without affecting their contents. To use the first two buttons you need to select a file in the bottom pull-down labeled "Copy/Move to". Once you have done this you can select some charts and either copy them to another file or move them to another file, deleting them from the current file. This is useful when you realize that you have too many charts in the current file and many of them fit a different category than the current one. The third button, "Delete" just deletes the charts from the current file.

The next three buttons either create a new, blank file that you can later add charts to, creates a new chart, or allows you to edit the chart currently selected. Note that when you create a chart using this dialog, as opposed to the "New Chart" dialog discussed above, it adds the chart to the file but does not open it until you use the "Open" button. The "Edit" button allows you to use a new chart dialog to modify the data, and also look up a new location. You can also edit the data as shown at the bottom of the dialog. You may want to edit the data if there is an error in it or the residence changes. If a residence is not initially added, it will default to the birth location.

The next two buttons, labeled "Import" and "Export" allow you to import charts from a Quick*Chart format file. Quick*Charts has become the standard for data interchange among astrological programs, and is created by most astrological programs. It will import the charts from the file into the current DTC chart file, so if you want the new charts in a new file, first create a new file. You are then asked the name of the Quick*Charts (extension qck) chart to import. Export will do the opposite, exporting the selected charts into a Quick*Chart format file which can be read by other programs.

The next button is "Open" which will display selected charts. If you open a chart and it is not what you want, you can uncheck the new register box and open another chart, overwriting the first.

The final button is "Exit" which will remove the dialog.

Scrolling Through Charts

You can load the charts in a file other then by using the Open Chart dialog. The two hexes on the right in the group of three near the name allow you to scroll through all the charts in the file from which the chart showing was loaded. The top hex allows you to load older charts, that is charts appearing earlier in the list shown in the Open Chart dialog, and the bottom hex allows you to load newer charts. Just a click replaces the chart in the current register, and a click with the shift key down puts the chart into a new register. To load some other chart in the file into new register, first click one hex with the shift key down to create the new register, and then click either hex many times without the shift key until you find the chart you are looking for.

Chart File

Each chart is saved in a chart file. The default chart file is called “infile.cin”, and other files have the extension “cin”. These files are ASCII, so you can look at them and even modify them with a text editor. You can see the birth data without starting the program.

If you have more than a few charts, it makes sense to put the charts in several files. As an example, you could have one for relatives, one for friends, one for people you work with, one for clients, one for politicians, and so forth. As a file gets more and more charts, it becomes harder to find the chart you want. As explained above, you can easily move charts to another file, even if that file doesn't exist yet.

Save As Startup

After the first time DTC is used, the chart you did is automatically saved so that the next time you start the program you are looking at that chart. But you can automatically open many charts when you start the program, and they can be natal, transits, or even Realtime. The key to all of this is the item “Save As Startup” under the File menu. First you load the charts you want into memory. Then you set each chart the way you want: some will be the natal, some will be transits, and possibly some will be Realtime. They may even have different styles. When you are satisfied, use this menu item. Next time you start the program, that arrangement of charts will be shown. For any transits charts, the time shown will be the current time. This saves a default project startup.tcp.

Modes

One of the fundamental features of DTC are the four different modes possible. When you first start the program you see the Natal mode, unless otherwise set to a different mode at startup. This simply shows the natal chart. You can reach Natal mode from other modes by hitting the "n" key or shift clicking the center of the wheel or the "Stop Time" button. If you click either in the center of the wheel or on the "Start Time" Button you will be in the Transit mode. This shows the transiting planets inside the circle, and their aspects to the natal planets along the inner rim of the zodiac wheel. This is the mode you will most use. You can replace the transiting planets with the secondary progressed planets, but in both cases this is considered Transit mode You can reach this mode from any other by using the "v" key. The third mode is called Transits Only. At first glance this is the same as the Transit mode, with natals along the rim and transits in the center. But in this case the aspects shown are between transiting planets, and the natals are shown just for reference. You can use this mode to quickly see what the transiting planets are doing to one another while seeing your natal planets. You can show this mode by either hitting the "T" key, hitting the "," key, or alternate clicking the center of the wheel or the "Stop Time" button. The final mode is Single Chart. This shows the current transits along the rim of the zodiac circle, and a natural zodiac, with 0 Aries due left, since in general there is no location, and thus no ascendant when your just looking at the current position of the planets. Of course, you can see the current transiting Ascendant for your birth location by showing the ***Moving Zodiac***. You can toggle Single Chart mode by using the "." key or control clicking in the center of the wheel or the "Start Time" button. Note that when in Transit Only or Single Chart mode, clicking in the center will start motion, and not toggle Transit mode. To return to Transit mode, first go the Natal mode (shift click) and then click to return to Transit mode.

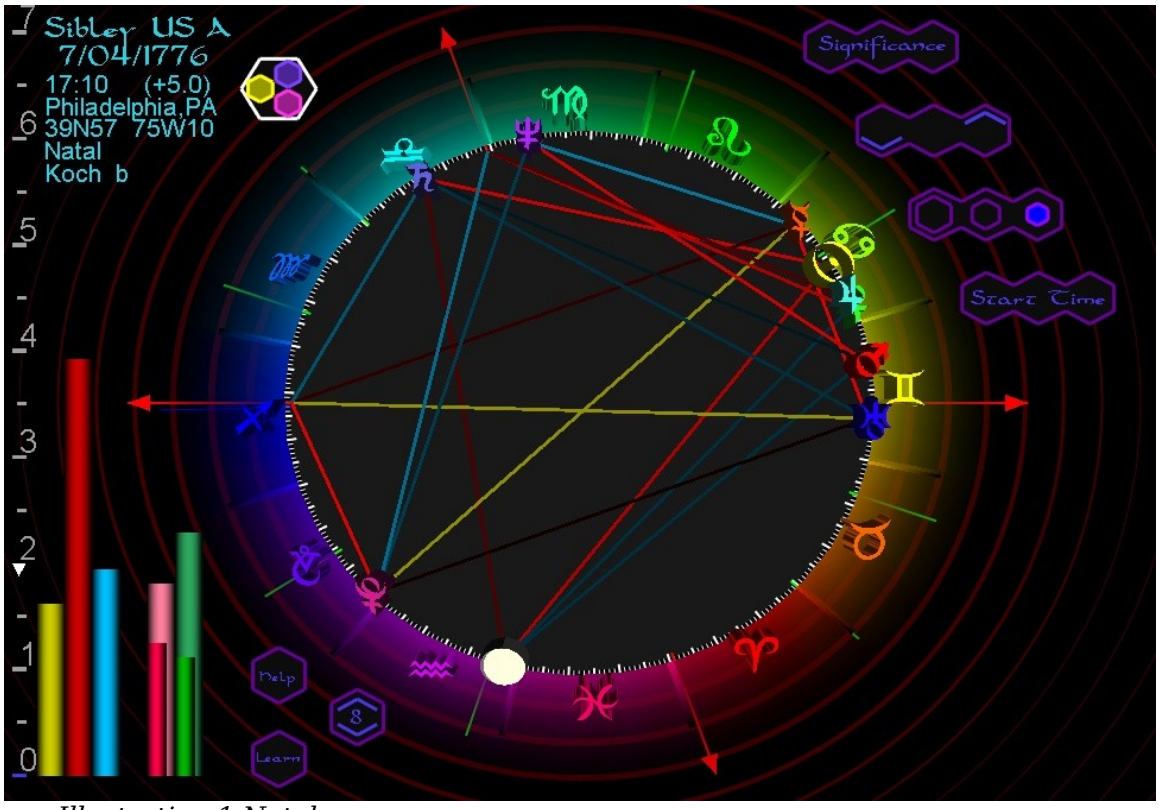


Illustration 1 Natal

There are a couple of ways that of running through all modes. Each time you click on the hot zone in the name field, another mode will be shown, in the order Transits, Transits Only, Single Chart, and Natal. The “d” key will also take you through all these modes in the order given.

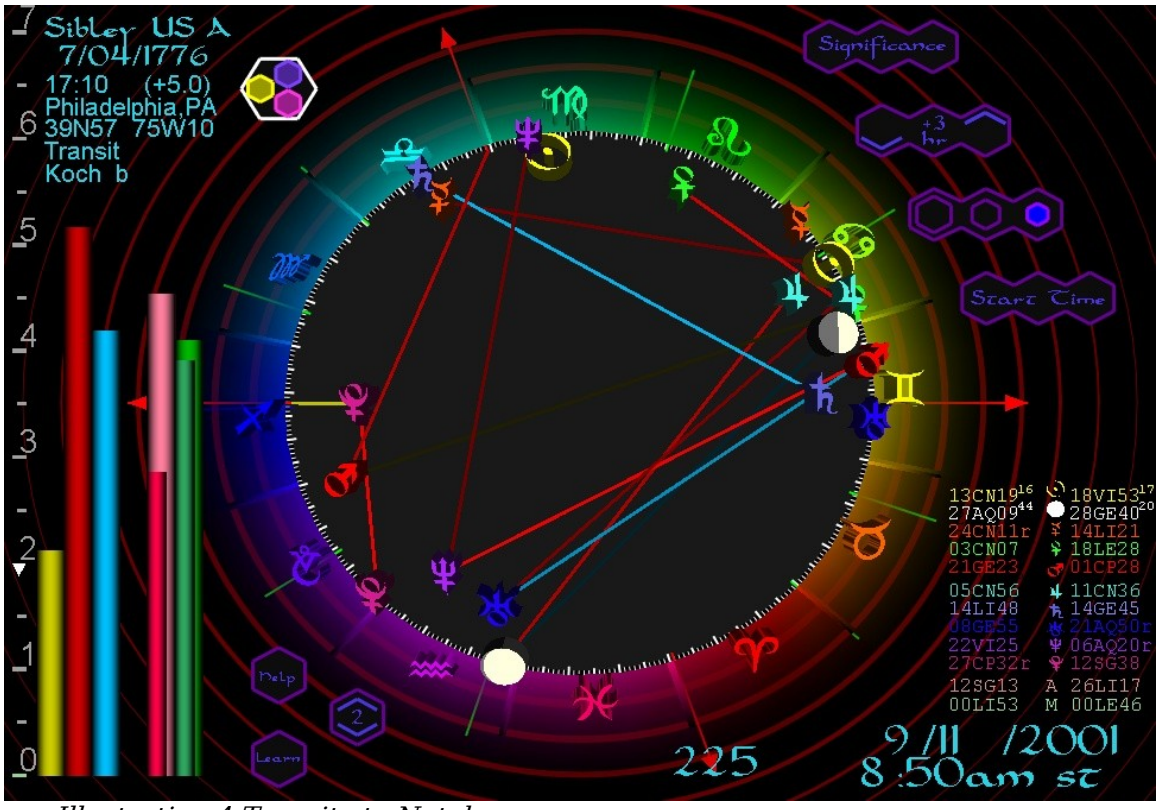


Illustration 4 Transits to Natal

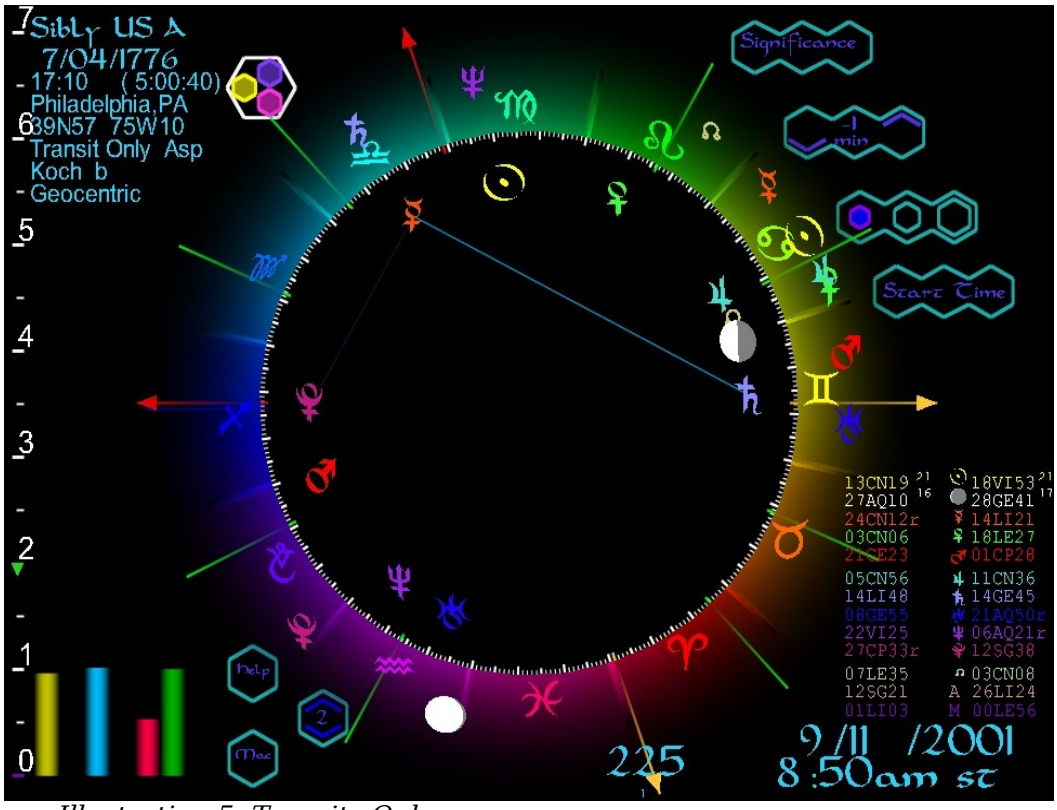


Illustration 5: Transits Only

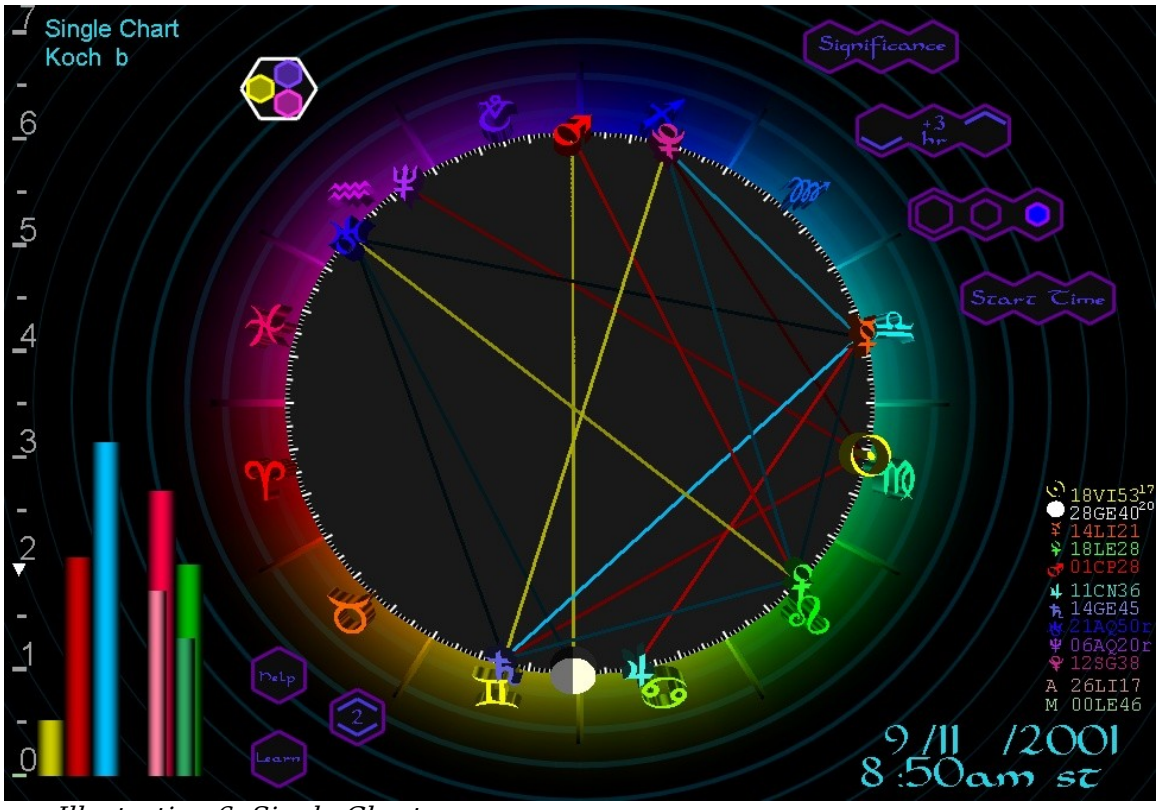


Illustration 6: Single Chart

Registers

Registers are an important concept with DTC if you have more than one chart. Each chart you create or open can have its own register. Each register can have a different mode, and each register can have different view characteristics, for example you could show the bars in one register and not in another. For comparing or compositing two charts, they must be in two different registers. Of course, you can have the same chart in several registers, for example one could be showing current transits, another could be showing the natal, another could have transits ten years ago, a fourth could show progressions, and another could be a comparison with someone else. By default, when you create or open a chart it will be put in a new register, but this is not necessary. You can move between registers using the "t" key, by clicking the hex nearest the name, or by using control-shift right arrow. To move through the registers in the opposite order, use Alt-T, shift-click the same hex, or control-shift left. By right-clicking that hex you will see a list of registers and can go directly to any one of them, or delete a register. F8 will also bring up this list of registers. You can have as many registers as your memory allows, so there is no practical limit to the number of registers. If you have many registers, you may want to return to the register you last looked at. This is done by shift-F8 or by an alternate click to the hex closest the name.

Interpretations

For almost any chart that you see on the in the wheel, you can get an interpretation of it if you are connected to the Internet. You should stop the motion if you see something of interest, and click on the Significance button in the upper right. Depending on how fast your Internet connection is, you will soon see a blue box pop up in the center of the screen with an interpretation in it. Every interpretation that you download is automatically saved onto the disk, with a name that indicates the chart name, date, and time of interpretation, in an web compatible file with the extension HTML. You can look at this interpretation any time with your browser, and print it out with your browser. You can also get interpretations from the Features menu, or use the hot-key "i".

Moving Around

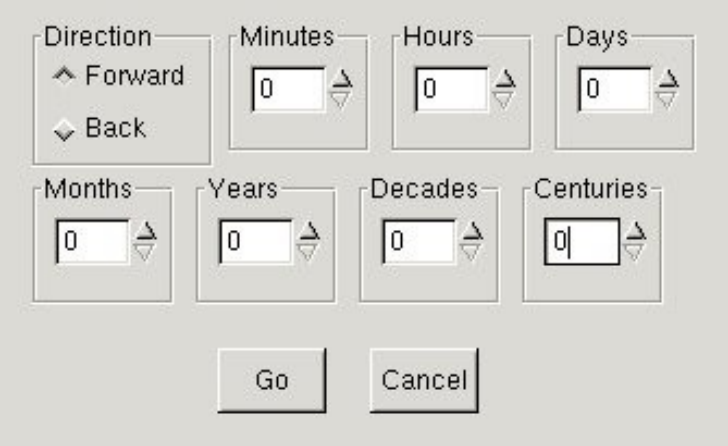
There are several ways you can move through time. The Stop/Start button, a click in the center, or hitting the Space bar causes the wheel to move at the Step Rate, which can be changed by the up and down arrow keys, as well as other ways. But suppose you want to move to a certain date, or return to today's date. There is a special dialog that does that.

Goto Date

There is a goto date dialog box, which allow you to go quickly to any date. To show this dialog, click the date/time in the lower right or hit F7. This dialog box has three buttons: The left most is labeled “NOW”, and pushing it allow you to go to today's date, which is also shown at the top of the dialog box. There is a set of radio buttons for the month, for the day, for the century, for the decade, and for the year. If you just want to move to a different day in the same month, you just need to click the proper day radio button; if you just want to move to a different month in the same year, and don't care about the day, just click the proper month. And if you want to move to different year, not in this decade but in this century, just click the buttons for decade and year. Once you have selected the date, click the date button to go there. The previous date used is shown, so if you want to look at the same date for a number of charts, this is easy to do. .

Move Date

There is also a similar dialog to move the date by a certain amount. This dialog will show if you right click the date in the lower right cornet of the screen, or hit Alt-F7.



You adjust the direction and the values, and when you hit Go the display will move by the given amount. To repeat that motion, either shift-right click the date, or use shift-F7. To move the same amount in the opposite direction, use control-right click on the date, or control-F7.

Custom Step Size

There are a large number of Step Sizes available, from one second to 20 years. But this may not be enough for a specialized application. You can specify the exact Step Size in minutes and fractions of a minute. For example, 10.5 is 10 minutes 30 seconds. This value will show as the Step Size, which will remain in effect until you change it by either defining a new Step Size or using the arrows to change the Step Size to one near to the previous current Step Size.

Bookmarks

Bookmarks in DTC operate very much like bookmarks in your browser: they allow you to return to an area of interest quickly. Once you have a time of interest, say a solar return or a serious accident, you can bookmark that and then at some other time you can instantly return to those same conditions. Bookmarks are kept in a separate file that is associated with a given chart and chart file, so it is wise to have unique names for each chart in a given ***Chart File***.

You can set a bookmark when looking at any non-natal chart. Since it makes no sense to put a bookmark on a natal chart, this is no limitation. To set a bookmark, click on the orb value below the chart, or hit the "`" (reverse grauve) key, usually located on the tilde (~) key. A dialog box will come up asking you to name the bookmark, so later you can remember why you set it. To go to a bookmark, even if in Natal mode, right click the orb value, or hit the "'" (apostrophe) key. A list of bookmarks will appear in the upper right corner. The first bookmark listed is "Current" which is the date currently shown on the wheel. You can use this to return to what you were looking at before using bookmarks. Next is Natal, which is the point the transits were at at birth. Below this is a list of the bookmarks you have set for this chart. If you click on any of them the chart will go to that date and time, and the bookmark list will stay open. You can click on other bookmarks. When done with the list, click "Done" to remove it. Using this list of bookmarks, you can also delete bookmarks that you no longer want, or need to replace with the current time. The Sort button sorts the bookmarks by time either newest first or newest last. The bookmarks are stored in a file with the extension "tcb".

The bookmarks will keep track of not only the date and time, but the mode and type of chart, such as a progression. In other program you need to store every chart of interest, such as a solar return or a progression for an important date. With DTC you just store the natal chart, and everything else is stored with bookmarks.

Aspects

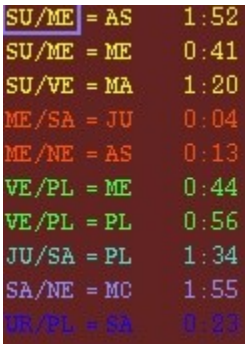
Aspect List

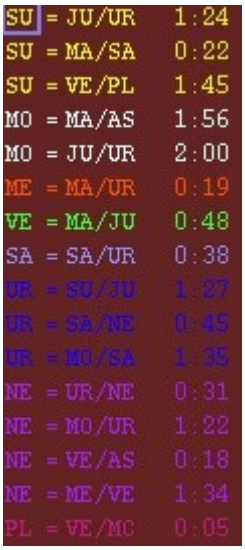
The Aspect List shows the aspects or midpoints of a chart. This will be the aspects between the transiting planets and the natal planets if the program is in that mode; otherwise they will just be the aspects between the natal planets or between the transiting planets. You can use this list to show all angles between any two points. The list can be sorted in various ways, and the colors shown in the list can be changed.

Here are six examples of the aspect list display, shown by hitting the F4 key. The first one shows the column headers, for Transits, Aspect Name, Natals, and Orb. When looking at midpoints, the Aspect column doesn't show anything. The first picture – top, left -- is the most common view, showing aspects. This shows that transiting Pluto is trine natal Midheaven (MC) with an orb of 1 degree, 30 minutes, and it is applying. As you step though time you will see the applying symbol (>) change to an exact symbol (|) and then to a separating symbol (<).

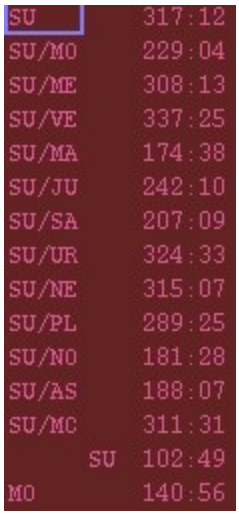
The second image shows transiting midpoints. The first line shows that the transiting sun/Mercury midpoint is on the natal ascendant with orb or 1 degree 52 minutes. The applying/separating symbol doesn't show up until you've step a bit.

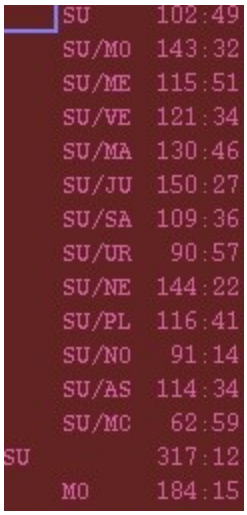
The third image shows transits to natal midpoints, and the first line tells that the transiting sun is on the Jupiter Uranus midpoint with orb 1 degree 24 minutes.





Note that you can change the sorting of the aspect list by left clicking on a column header: To sort by transits, click on the first column header. You can also sort by aspect, natals, and orb. For midpoints you can not sort by aspect. Clicking the first time sorts in ascending order, clicking again sorts in descending order. By right clicking on a column





you can determine the color shown. Right clicking on the first column uses the color of the transiting planets, or in the case of a midpoint the color of the first of the midpoint. Clicking on the second column – the default – will use the color of the aspect, or in the case of midpoints, white. Right clicking on the third column will use the color of the natal planet.

You can also determine which aspects are shown by clicking on an aspect in the list. For example, if you click on the first line in the aspect list above, all aspects except the trine between Pluto and MC will be hidden. If you click on the next line, the Pluto sesquiquadrate the Ascendant will also be displayed. You can repeat this behavior, showing various aspects that you are interested in. If you right click an aspect, the aspects hidden will be shown and the aspects already showing will be hidden. To show all aspects again, shift-left click an aspect.

A similar method will work with the actual aspects, as opposed to the aspect list. But when working with the actual aspect – Aspect Tips must be on -- you click the aspect to select it, but when you click it disappears. The other, non-selected aspects remain showing so that you can select them. Once you have selected all the aspects you are interested in, right click an aspect to turn on the selected ones and to hide the non-selected ones. But to show all aspects, shift-click an aspect. Note that if you just want to show one aspect, you can shift-right click it to hide all the others.

This is a good way of showing aspect formations. When you click on the aspect, the listing will change color to indicate that that aspect is selected. If you click on that aspect again, the aspect will no longer be shown. If you shift-left click on the aspect list, all aspects will be shown again. The same effect will happen with midpoints. The limit on how many aspects can be shown this way is 25.

The bottom row of images shows the result of choosing “All” instead of “Within Orb” from the Display menu of the Aspect List. For Aspects, the Aspect List will show the angular separation between all planets. In the picture above, the angle between the transiting sun and the natal sun is 145 degrees 41 minutes. The second example on the bottom row shows the All display when transiting midpoints are shown. This shows that transiting sun is at 317:12, the transiting sun/moon midpoint is at 229:04 and, further down, the natal sun at 102:49. You can sort by amount of separation by clicking the “Orb” column. The third image is for natal midpoints. At the top the natal sun is 102:49, the natal sun-moon midpoint is 143:32 and further on the transiting sun is at 317:12. Note that in the examples given, the sorting is by transiting planet.

There also the option for Both. This work similarly to All, but instead of just the angle less that 180º, shows also the angle or midpoint greater than 180º. Note that with All and Both, if you have some planets hidden, they will not be shown in the list. Thus if you want to see the exact angle between the Sun and Jupiter, click the Sun in the list of planets, and then shift-click the position of Jupiter, and then choose All

Finally, if you control-click on an aspect in the list, all aspects of that type will be hidden. For example, if you control-click on a trine, all trines will be hidden. Alternate-click on an aspect will show only that aspect in the list. To display all aspects again, use "Aspects On" from the File menu of the Aspect List.

You can also just show one aspect within the wheel and also in the Aspect list. While this can be seen from the above descriptions, you need to take two actions to accomplish this. First, click on the aspect in the list, so only it is shown. Next Alternate-click that same aspect, which has changed color, so that all the other aspects in the list are hidden. You can then watch the aspect and orb change as you fly the DTC. When you want to restore all aspect, use the menu item under File, and then Shift click on an aspect in the List to show all the aspects in the wheel again.

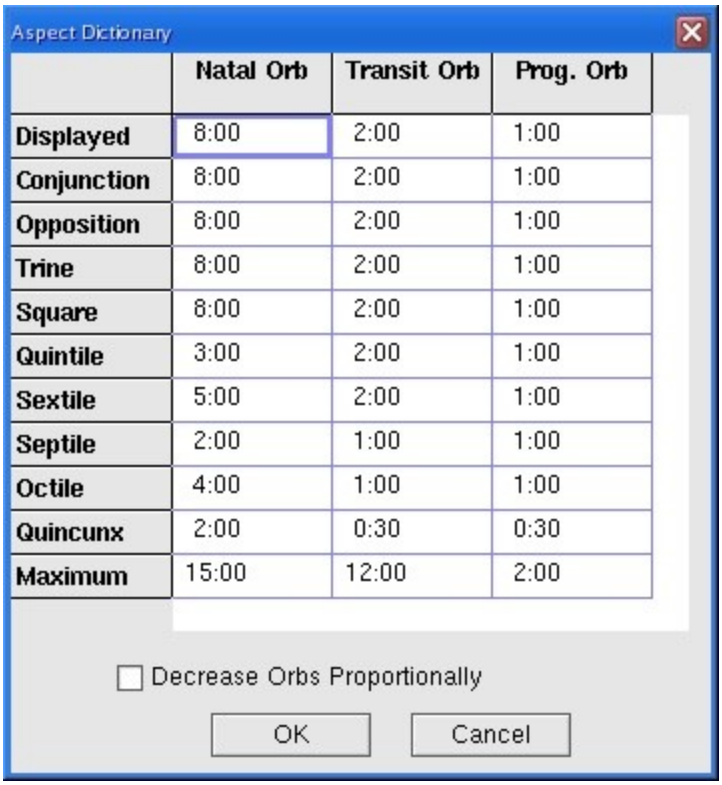
Aspect Fading

When you start the program, the aspect lines are shown "faded". This means that the color of the line is shown at full intensity when the aspect is exact, and the wider the distance from exact, the less pure the color and the closer to black it is. With a black background, some wide aspects can not be seen. To see a full color aspect line no matter how wide the aspect, turn off aspect fading. To do so, use either the "f" key or shift click the orb value. Doing so again will turn back on aspect fading. Faded aspect allow you to see visually how close the aspect is to aspect, and you can watch the line get darker and then lighter as the aspect gets closer to exact and the departs.

There is another method of visually showing the orb of the aspect: aspect stippling. This show the aspect with a dotted/dashed line, depending on how close the aspect is to partile, through eight levels. There is also a variation of this which show the orb between 0 and 7 or more degrees. This is most useful for natal charts. This function is controlled by the "F" key, or also by shift-right click on the orb value.

Aspect Dictionaries

An Aspect Dictionary is a list of allowable orbs for each aspect used. The aspects semisextile and quincunx have the same orb, as do semisquare and sesquiquadrate, quintile and biquintile, and septile, biseptile and triseptile. Orbs are increased or decreased proportionally when the Orb button is used. There are three Orb Dictionaries: one for natal charts, one for transits, and one for progressions and directions. You can look at all three by using the Orb menu on the Aspect List. You will see something like this.



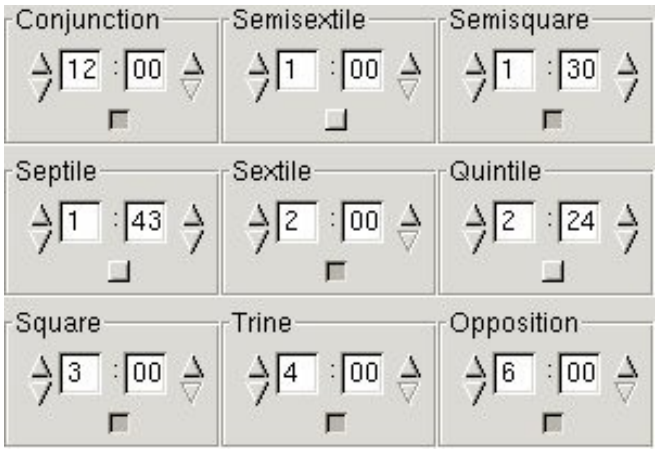
The first row is Displayed. This is the value shown on the screen in the orb button. When you start the program, this value is 8 for a natal chart, 2 for a transit chart, and 1 for a progressed chart, but these values can be changed by using the orb arrows or the O/o keys.

The next nine rows show the orbs for various types of aspects. Note that the orbs are not the same for every aspect, even though only one value is shown in the orb button. The final row is Maximum. This is the largest values you can make the displayed value.

For example, in a transit chart the orb display is two degrees, and this applies to all aspects except for the Esoterics (i.e., quintiles, septiles, semisextile and quincunx). The largest value you can make the orb is 12 degrees, in which case the orb for all non-esoteric aspects will also be 12 degrees and the other orbs will increase proportionally.

From this same menu you can also modify the Aspect Dictionary and Load a different Aspect Dictionary. You may have one Dictionary for harmonic orbs and another with wider orbs that some clients prefer.

But there is another way of modifying the allowable orbs of the type of chart you are viewing, and increase/decrease the orbs in a non-proportional way. To see this dialog, use Alternate-F11 or Alternate-Click in the center of the Orb button. You will see this, which shows Orb Styles:

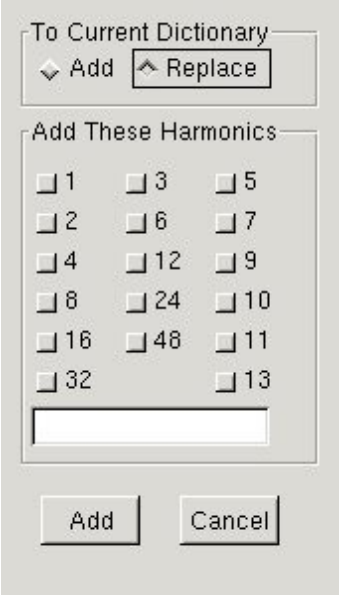


For each aspect the current orb is shown, as well as a checkbox indicating whether the aspect is actually shown. You can vary the orb by using the arrows besides the degrees and minutes, as well as the keyboard arrows or by tying in a new value. You can click the checkbox below each aspect to determine if aspects of that type are shown or not. Once the orbs are set with this dialog box, the orb button will change all orbs proportionally.

Once you have changed the orbs using any method, choosing Define Orbs and then hitting OK will allow you to save the current orbs under a dictionary of you own choosing. The extension is “tca”, but you don't need to include that. Aspect Dictionaries are also saved when you save a Style, and also from the Orb Style menu there is an option to Save Aspects..

Other Types of Aspects

You are not limited to the set of aspects, based on 9 harmonics, that come with the program. You can add other aspects based on other harmonics, modify the orbs, and save the results as a new Aspect Dictionary. To do this you must first bring up the current orb display shown just above, with an Alternate-F11. From its menu choose “New Aspects”. You will see the following dialog:



There are two radio buttons on the first line that allow you to either add the aspects you are about to define to the current dictionary, or to create a new dictionary. Below that are a number of check boxes for harmonics to add to the dictionary you are creating or modifying. You cab choose as many as you want. For a given harmonic, all aspects for that harmonic will be chosen. For example, if you choose harmonic 9, all noviles will be added to the dictionary. These will be angles 40, 80, 120, and 160. If the trine is already part of the dictionary, the 120 will not be added. By modifying the resultant aspect dictionary – a file in styles subdirectory with the extension tca, you can turn off any of the aspects of a given harmonic, and even set a color for each aspect with the same harmonic.

Not all harmonics are listed. To add any others you can type them in, separated by commas, to the space right above the buttons. For example, to add aspects based on the thirteenth and fourteenth harmonics, type in “13,14” (no quotes).

After you add various harmonics, the Orb Style dialog will be updated to show the current aspects and their orbs. The default orbs are the 12º divided by the harmonic added, but these can be modified using the Orb Style.

Features

Transits and Progressions

The Digital Time Capsule can show either transits and several types of progressions and directions, and compare them to the natal chart.

Transits are where the planets are at the time of the transits. In other words, the transits today are where the planets are today. When you are looking at today's transits, you are comparing the position of the planets now to where they were when you were born.

Secondary progressions, usually just called progressions, are the positions of the planets in the days following your birth, using the rule one day after birth equals one year after birth, so that your tenth birthday would be represented by the position of the planets exactly ten day after you were born.

To toggle progressions from transits, use either the menu Charts/Progressions/Secondary or the “y” key, or shift click the hot zone in the name field. To return to transits, use Charts/Progressions/Transits or the 'r' key, which reverses the action of the 'y' key.

Notice that when you go to progressions, the step rate changes to 1 day if it were at 3 hours, since progressions change much less rapidly than transits. The orb is reset to one degree.

More Progressions, Directions

There are other types of progressions and several types of directions you can use in addition to (secondary) progressions and transits. In addition, you can look at quotidian and converse progressions. In “standard” progressions, the angles – Ascendant and Midheaven – do not move as they would in a normal chart, but rather the Midheaven is progressed the same amount as the progressed Sun has moved, and the progressed Ascendant is calculated based on the new Midheaven and the location. For quotidians, the progressed angles are the ones originally calculated. An example will make this clearer: The secondary progressed Sun moves about one degree per year, the same rate as the transiting Sun moves in one day, because in secondaries one day of ephemeris time is equal to one year of real time. But of course in one day, the Midheaven moves about 360 degrees, and not one degree. In quotidian, the progressed Midheaven moves 360 degrees, Thus in a quotidian secondary progression, the progressed Ascendant will move about 180 degrees in six months, whereas without quotidian the progressed Ascendant will only move about one-half degree.

The progressions/directions available are secondary, minor, tertiary, solar arc direction, double solar arc, half solar arc, ascendant arc and vertical arc. The most used of these are available by using the “y” and “r” keys – moving forward and back through this list, and all of them are available from the menus Chart/Progressions and Chart/Directions or by using “Y”. Also available here are Quotidian and Converse. Quotidian can also be toggled by using the “q” key. You can also reach many of these by shift-clicking the hot zone in the upper left corner.

Converse applies to progressions, directions, and transits. The idea for all is the same: instead of moving forward in time, that is the transits for age 10 are the planets 10 years after you were born, you can also move back in time so that the converse transits for age 10 are 10 years **before** you were born. There are two variations for converse directions, which can be toggled with the "V" key: in one the negative solar arc, the amount the sun move a day for a year in reverse is subtracted from the natal positions; in the other the amount the sun moves in a positive direction is subtracted from the natal positions. The difference in these two methods of converse directions can vary by up to two degrees.

Other Coordinate Systems

The default display shows planets in one coordinate system, geocentric longitude. This is the one used by most astrologers, and is the common positions featured in astrological articles, but it is not the only one. The others available are Heliocentric – the positions of the planets as seen from the sun, with no moon or ascendant and the earth replacing the sun – Equatorial – the planets measured along the celestial equator rather than the ecliptic – and Local – the planets measured along the horizon from south to west and around to south.

The local space coordinate system is different from any of the others; it is based on where you are located on the earth more than the other systems, and shows the planets as seen from your location. Azimuth is the name for the measure along the horizon. When the planet is at the top of the chart it is (for the northern hemisphere) due south, in the local space chart. Planets move 360 degrees in a day, every day, so the motion is much faster than in the other coordinate systems. With this coordinate system, you will probably want to slow the step rate down to something on the order of one minute.

For each of the horizontal or longitudinal coordinate systems, there is the corresponding vertical or latitudinal system. The vertical dimension for geocentric or heliocentric is called latitude. Most of the planets, except for the moon and Pluto travel close to the ecliptic so they have very little latitude. The vertical coordinate corresponding to right ascension is declination, which is commonly used in astrology. For transits in declination, the natals are shown on the left of the wheel, and the transits on the right. Planets with a northerly declination are in the upper half of the chart, and south is the lower half of the chart.

There are two vertical systems corresponding to azimuth: altitude and mundane altitude. Altitude is the distance a planet is above or below the horizon. In most regions of the world, a planet can not be directly overhead, so you will notice when it reaches its maximum altitude it then shifts to the other (from left to right) side of the chart without moving through the intervening space. This measures what the planet actually does, but may be it bit disconcerting. To solve this problem we have mundane altitude, where a planet of 0 altitude is on the horizon, and a planet of 90 altitude is at it's maximum altitude – crossing the prime meridian. When you look at the transits in mundane altitude, they will travel around the circle continuously.

For latitude, both geocentric and heliocentric, because Pluto can possibly have a very large latitude, in the default there are 18° per quadrant, so that a planet at 18° of latitude will be at the very top of the chart, and if it has greater than 18° latitude it will be over in the other hemisphere, mingling with the transiting planets. Since Pluto never has a latitude that great, this is no problem, but since the planets usually have a small latitude, there are clumped together near 0 latitude. But you can expand the scale, use the Stylist, Display tab, or the key 'L'. The next setting is 9° per quadrant, and the third setting is 6° per quadrant. Remember that is some cases Pluto can be in the next quadrant, but this is fairly easy to judge.

For declination, all the planets can have a large, north or south, declination, so there is not the problem as with latitudes. For declination, there is 30° per quadrant.

Midpoints

The DTC allows you to look at midpoints within or between charts. For single charts – every mode except transits to natal – there is only one type of midpoint chart, but for the transits (and also a chart comparison) there are two types of midpoint charts: the first shows transiting midpoints to the natal chart (shown in the aspect list – see above – as PL/PL=PL) and the second shows transits to natal midpoints (shown as PL=PL/PL).

You can toggle these two types of midpoints by either using the menu on the aspect list or the “m” key or by Control-right clicking the name field hot zone, which will toggle first transiting midpoints, transits to midpoints, and then aspects. If you want to see all midpoints, even if there is nothing hitting that midpoint, and thus filling out the midpoint tree, use the aspect lists. If you select the type of midpoint you are interested in, as indicated in the above paragraph, and then select "All" from the Display menu of the Aspect List window, the value of all midpoints will be shown, as illustrated in the Aspect List section above, and you can sort them by any column.

Harmonics

Harmonics are like a microscope for the chart – they don't show anything new, but they do allow you to see things that you might not notice. The "normal" chart is the first harmonic chart – this is the one you are use to seeing. But you can quickly see other harmonics. You can use the same arrow keys that are used to change the orb, only use the right mouse button instead of the left. If you click either of these arrows with the right mouse button and the shift key held down, you will double or halve the harmonic. This is useful for going quickly to, for example, the eight harmonic. Finally if you alternate-right click the center of the orb arrows, where the orb value is shown, you will exchange to current harmonic with the first harmonic, and vice versa. This is useful for quickly checking the actual sign positions and actual aspect of planets that are conjunct in a harmonic chart. You can go to the first ten harmonics by using Alternate with the number of the harmonic desired. For example, Alt-4 will give you the fourth harmonic. Hit that same combination again will give you the previous harmonic you were looking at. If you went to the fourth harmonic from the first, hitting Alt-4 again will show the first harmonic. In the normal chart, you can not see such aspects as a half of a semisquare – 22.5° and odd multiples – but in the fourth harmonic chart, these show up as squares.

You can also reach the first 13 harmonics by using the menu under Charts/Harmonics. Using the up and down arrow keys with the alternate and shift keys will move you through the harmonics just as a right click on the orb button arrows will do.

The most commonly used harmonic, after the first, is the fourth. In this chart all conjunctions, oppositions, and squares are seen as conjunctions, and the orb is quadrupled. Thus planet which appear really close in the first harmonic are revealed to be not so close or in fact really close when blown up in the fourth harmonic. The fourth harmonic chart is also called the 90° dial, and is used in cosmobiology and Uranian astrology. An option in the Stylist, Glyphs tab allow you to show a wheel reflecting 360/ harmonic, rather than a full 360 degrees.

Using harmonic charts allow you to see when non-conjunction aspect become exact more easily. For example, using the 7th harmonic chart shows us when septile aspects are exact. In this harmonic, septiles look like conjunctions. Since everything is expanded by 7, transits move faster, and what was a one degree orb in the first harmonic chart is now a seven degree orb.

Comparisons and Composites

The Digital Time Capsule allows you to compare two charts for two different people. The charts must first have been loaded into registers. When looking at one chart you then either choose Feature/Compare from the menu, or hit the "C" key, or control right click the lower hex by the name. If you have only one chart loaded you will be given an error message; if you have two charts, those two will be compared, and if you have more than two, you will be shown a list of the other charts and you must choose one to compare.

The two charts will be shown, with the first in the natal position and the second in the transiting position. The label will say One with Two (One being the chart you were originally looking at) and Natal Comparison. The list of transiting positions will now be the list of Two. You will see the aspects of Two to One, including the Ascendant and Mindheaven of Two. You can switch the positions of One and Two (which are in the two separate registers) by using either Control-T or by alternate clicking the small hex closest to the name. If you want to look at the aspects within a natal chart, instead of aspects between two charts, use the "T" or "," key. This will leave the natal positions of one person along the wheel, and show the aspects within the other chart inside the circle. This is very similar to the "Transit Only" mode, except the transiting positions are replaced by the other person. Using "T" or "," again will toggle back to a comparison of the two charts.

It makes little sense to look at the transits to a person while comparing charts, but you can look at progressions. To see this, use the "y" key to show progressions. But in this case, the progressions are for the other person. For example, if you originally have One in the natal position and Two in the transit position, and then shift to progressions, the inner planets will be the progressions for Two. If you toggle the chart in the natal position to be Two, the the planets in the center will be the progressions of One.

To make a composite chart from two charts already loaded, use either the menu option – under Features – or use the key 'c' or shift right click the upper small hex.. You will be asked for the two charts to compose, if there are more than two charts in memory. This will make a third chart, the midpoint composite of the two base charts. If you look at a progression to this chart, it will be the composite of the progressions of the two base charts.

By default, the composite chart is the midpoint composite chart, but you can also make a Davidson Relationship synastry chart, which uses the midpoint in time and space between the two base charts. This type of chart is a real chart, drawn for a time and place, and so the progressions are the actual progressions. To get the Relationship chart when you make a composite, use the menu item under Features, or toggle Relationship charts with Shift-F10. A small 'R' will show at the bottom of the screen. After that, make a composite chart as indicated above.

Dual Display

You can display up to two extra charts on a wheel, using a feature called Dual Display. This is found on the Features menu, or you can use the hot key Control-C or shift right click the small hex nearest the name. If a natal chart only is currently displayed, the selected chart – from another register – will be another natal. In this way you can look at the transits to two natal charts at the same time, and also see how the two natal charts look like overlaid on one another. The color for the second chart is the color chosen for Single Color Planets (see Stylist/Colors and Color Selector dialog). If you hit 'P' you will see the positions and aspects for the second chart rather than the first, and you turn off the list of planets in the first chart.

If transits are showing for the chart, then when you choose Dual Display, the planets will be the transits for the other chart, and they will be put in the center. Since the transits of another person will be the same (unless that other chart starts at a different date than the current chart), it make more sense to have the “transits” for the other chart be progressions or directions. If both natal charts are for the same person, you can look at the transits and progressions to a natal chart at the same time. When you connect two chart in this way, the Step Rate is set the same for both charts, and so they will show “transits” for the same date from both charts, assuming both charts started at the same date, which they will unless you set then to different dates. You can look at the other chart and aspects from those planets by using the 'p' key.

Other Bar Types

There are a few modifications you can make to bar display from the Screen tab of the Stylist. You can choose the combination of bars, atoms (or rings) and central picture. This can also be changed by using the 'B'/'b' keys.

You can also control the size of the bars. Normal bars are full width, and fill up most of the left side of the screen. But you also have the choice of two-thirds, half width, or one-third width bars, that will take up less room. These will allow you to have a larger zodiac wheel.

You can also set up three completely different types of bars, Aspect Bars and two types of Separation Bars.

The Aspect Bars – in the color of the appropriate aspects – show the number and closeness to exact of each type of aspect, with a weighting for each aspect. Those aspects that only occur once per 360º are given twice the weight as other aspects, which can occur in both waxing and waning. Those aspects that are grouped together, such as semisquares and sesquiquadrates, are, in this case, only given half the weight. The bars from left to right with the default aspects show conjunctiions, semisextiles and quincunxes, semisquares and sesquiquadrates, septiles and biseptile and triseptiles, sextiles, quintiles and biquintiles, squares, trines, and oppositions. If any of these aspects are not shown, the bar will be missing. The color of the atoms/rings is based on which bar is highest. You can use these bars to judge the strength of the aspects. By clicking on the bar or where the bar would be, you can hide/show that family of aspects.

The Separation Bars use the same colors as the traditional bars, and thus you can alter them in the same way. These bars measure the separation of the planets. The first bar on the left – the yellow bar unless it has been changed – measures the separation of all planets that are being shown. This is the only bar that depends on the planets that are displayed; the other bars depend on certain planets, and are the same whether the planets are shown or not. The first type show the maximum separation between the farthest planets; the Alternate Separation shows the average of all the angular separations of the planets.

The next bar – the red bar – measures the angular separation of the sun and the moon. You will notice this bar is maximum at full moon, and zero at new moon. The third bar – green – measures the separation of Mercury, Venus, and Mars. The next bar – purple – measures the separation of Jupiter and Saturn. The final bar, the color of the darker red love bar, indicates the angular separation of the outer planets Uranus, Neptune, and Pluto. With bars measuring more than two planets, the closer the planets are together, the smaller the bar will be, and the more spread out the planets are, the higher the bar will be. The gap in this case is the largest separation amongst all planets . For example, if Uranus is at 10 Pisces, Neptune at 10 Aquarius, and Pluto at 10 Sagittarius, the reported separation will be the 90º between Pluto and Uranus.

Other

Kiosk Mode

Normally the program has a a title bar, a menu bar, and a status bar. Everything else is the chart wheel and associated buttons and printing. The menu allows you to perform certain operations, and the Status Bar gives valuable information. But perhaps you would rather just see the chart and watch it move. If you know the program, you can operate without the menus. For this purpose we have kiosk mode, which will start with only the chart window and maximized to fill the whole screen. Use Control-Q or Escape to leave the program. To start in kiosk mode, use the command line argument "-k" (lower case k -- no quotes).

You can also shift into full-screen, kiosk mode at any time, by using the 'S' key. To return back to non-full-screen mode, hit Escape or 'S' again. Unlike kiosk mode, this does not work with all graphic cards.

There is also "mini-kiosk" mode. This has only the title bar, and is not started maximized. You can maximize or close using buttons on the title bar. To start as a mini-kiosk, use the command line argument "-K" (upper case k).

Realtime

Normally the transits are shown every n units of time, where n can vary from 1 second to 20 years. And each transit is shown as often as the frame rate and clock speed of the computer allow. But there is also Realtime mode, which moves the transits one second every second, and is the same as your computer clock. If your computer clock shows Daylight Time, the transits also are in Daylight Time. Realtime shows the sky as it is that second.

To toggle into or out of Realtime, use the “R” key or shift click the date/time in the lower right corner. The step rate, shown on the second button on the right, disappears, and the time at the lower right shows seconds. If the seconds are not changing, it is stopped and you need to start the motion.

Moving Zodiac

Normally the natal chart is fixed and the transits move within it. You can see the current transiting Ascendant and Midheaven by pushing the 'M' key or control shift clicking on the listed positions of transiting Ascendant or Midheaven. But perhaps you would like the zodiacal circle to move as the Ascendant moves. For this use Moving Zodiac, achieved with the 'z' key or control shift clicking the natal Ascendant or Midheaven. How smooth the moving zodiac appears is a test of the quality of your graphics card. For best result in doing this the step size should be low, say 15 minutes. With Moving Zodiac you can see how the houses and angle between Ascendant and Midheaven change during a day. You will also see the phenomena of Signs of Long and Short Ascension. For births in the Northern Hemisphere, the signs around Aries move over the Ascendant much faster than the signs around Libra. As the wheel turns you will be able to see the speeding up and slowing down of the turning wheel.

Customization

Projects

Whenever you start the Digital Time Capsule, you load the default project, in a file called “startup.tcp”. This file is created when you choose “Save As Startup” from the File menu. This indicates a number of charts that should be loaded at the start, perhaps only one, and whether they are natal, transits, or whatever. But you can create other projects and load them at any time from the File menu. Just load the charts you want, and delete the registers you don't want, and then save the project and give it a name. Then you can reload it later and the computer will return to that state with the same charts showing. You can have different projects for different clients, for your family, for your friends, and so forth. Projects allows you to load a group of charts together at any one time. For each non-natal chart in a saved project, you can determine whether, when it is reloaded, it shows the current date or the date it had when the project was saved.

You can open a new project in three different ways, as indicated by the radio buttons at the bottom of the Open Project dialog box. The default method is Replace. In this case the chart of the new project replace the charts already in memory. But you can also choose Add+. This loads all the charts in the new project in addition to the charts already in memory. A third option is Add-. In the case the charts in the new project are loaded only if they are not already in memory. In this way you will not get several versions of the same chart.

Styles

The Digital Time Capsule offers Styles, which are somewhat similar to styles in a word processing program, but of course this is an astrology program. The are a number of things that can be changed in the DTC . Some concern what is displayed, such as bars, buttons, lists, aspects, size of zodiacal and planet glyphs. Others concern the color of the background and of all the planets and aspects and how the aspects are shown. The number of combinations is almost limitless. You may want different styles for different purposes, or just to express your creative urges. Once you have designed the wheel to look the way you want, you may save that configuration as a named style, and the load that style at any time. You can also associate a style with a register in a project, so that whenever you load that project that particular chart will have a certain look of the style. Note that when you Save Settings from the File menu, you create a default style, called config.tcs. Styles are saved in the subdirectory styles.

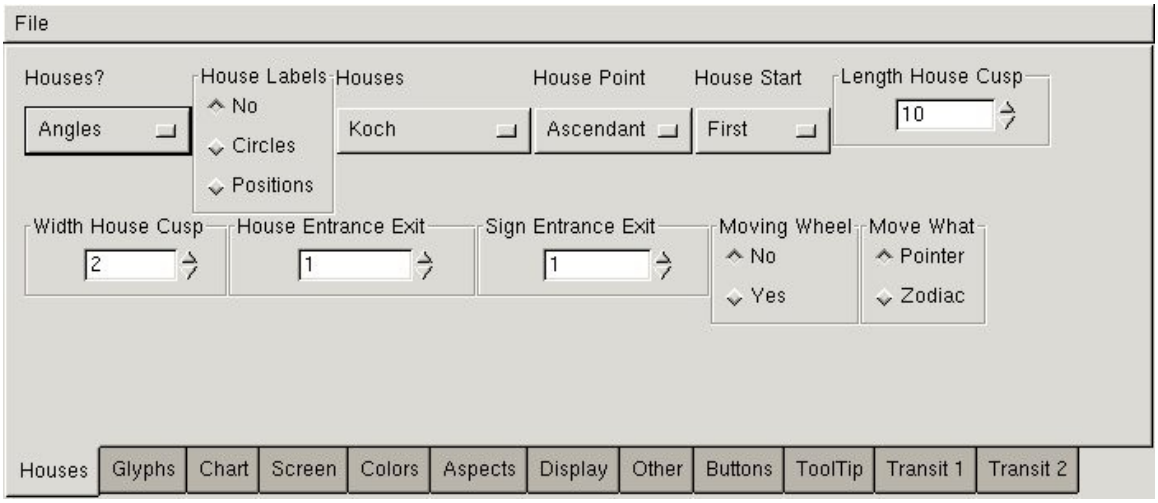
There are three main components of styles, plus a few minor ones, such as which planets are showing, the positions of the buttons, and the size of the columns in the Aspect List. Those three main components are 1) the colors of the background, planets, and aspects -- this is described in the section entitles Modifying Colors; 2) the aspects used with the orbs allowed -- this is controlled by Aspect Dictionary and described in the appropriate section; and 3) most of the other style components, which are changed in the Stylist, described below.

The Stylist

While various features which make up styles can be varied with keystokes or menu items, the ability to change all these features is within the Stylist. The Stylist can be found on the File menu, or you can use the keystroke Control-F11 or right click on the Help button to bring it up. This is a window consisting of twelve tabs which group the changeable functions by category. It is worth playing with the various options of the Stylist to see what they actually do. These functions are all live, meaning that as you change them the changes can be observed on the wheel below it. Here is the Stylist opened with the first tab displayed, the way it comes up originally.

Houses

Houses?



This gives you the choice of showing no house structure, just the angles -- Ascendant and Midheaven, the angles plus the house cusps, and remember in some house systems the angles will not be house cusps, or the angles and the midpoints of the angles, dividing he wheel into eight sections. The key to do this is the ';'.

House Labels

This option will either show just the house cusps, which of course need to be allowed by the previous option, the lines with a circle showing the house number; when the cursor is over the number the value of the cusp will be shown as a tooltip, or the actual value is shown at the end of the house cusp. The key to control this is F11.

Houses

This drop-down menu will allow you to set the house system. The key to step through house types is 'h' or 'H'. You can also change the houses with menu choices under Chart, that provides some more choices, which are controlled by the next two options in this tab of the Stylist.

House Point

This and the next option are used for setting specialized house systems. To use them, you need to first choose “Equal House” from the Houses option. After that you can create an equal house based with any planet on any house cusp. Choose the planet or point with this option. Use the next option to choose the point that planet should occupy.

House Start

Suppose you want the Sun on the fourth house cusp. Choose Equal Houses in the Houses Option (or with the keyboard or menu) then choose Sun with the House Point Option, and finally choose Fourth in this House Start Option.

Length House Cusp

The default for the length of the green (the color can be changed, see later) house cusp line is 10, as shown in the illustration above, but this can be changed. As this is changed you can see the lines lengthened or shorten. This will only happen if the lines themselves are shown, no circles or cusp values.

Width House Cusp

You can also make the lines representing the house cusps thicker. You may think that thicker lines show up better.

House Entrance Exit

Normally indications are shown when the planets come within one degree of a house cusp, but his can be changed using this option.

Sign Entrance Exit

Normally indications are shown when a planet comes within one degree of a sign cusp, but this can be changed using this option.

Moving Wheel

This and the next option are used for the "Moving Wheel" mode which is discussed later in its own section. This particular option turns on or off this mode. The key to switch modes in this case is F3.

Move What

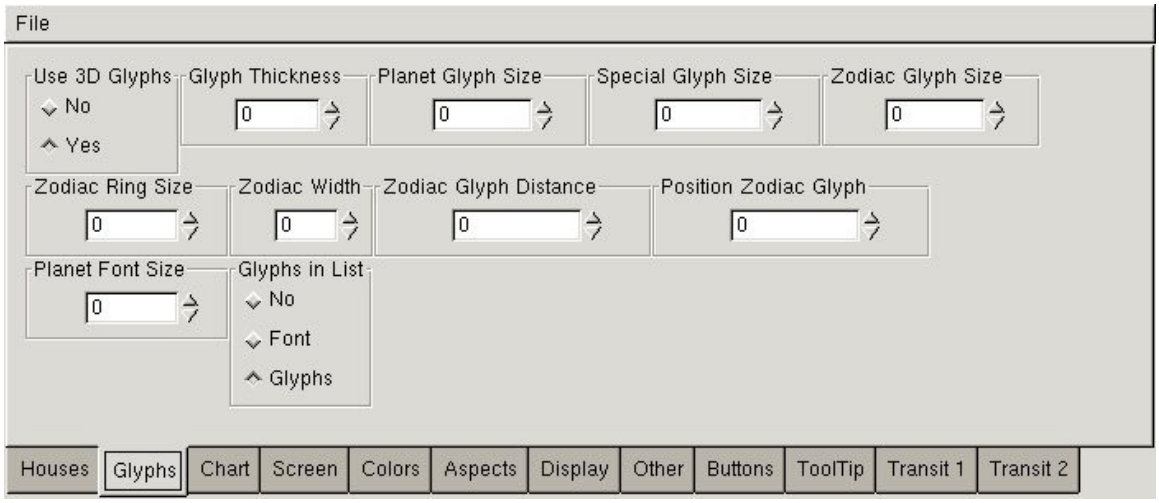
With the Moving Wheel Option, either the pointer moves and the zodiacal ring stays fixed, or the pointer stays fixed and the zodiac ring below it moves. This option gives you a choice.

Aries At Top

With this option you have three choices which only apply if the zodiac does not move: If No, the Ascendant is at the left; if Yes, Aries is at the top; and if Use Pointer, the original value of the Pointer is at the Top. In this case you can set the pointer to some value – say 0 Cancer – hit F3 to leave the Moving Wheel Mode and the hit F3 to return. Now 0 Cancer will be at the top.

Glyphs

The size of the zodiac wheel and the glyphs can be changed. When the wheel is enlarged very much, it overlaps other things, so in that case you may want to hide those features, such as the bars or the buttons. When the bars are eliminated, the list of natal planets moves over to the left where the bars were, so they don't crowd the wheel from the right. Once the wheel is enlarged, the new size can be save in the configuration file. The wheel can be increased in diameter by using the "=" key (which is the unshifted "+" key) and decreased with the "-" key. You may want to look at just the wheel and planets without any printing or other distracting features. In this case you would probably enlarge the wheel to be the largest possible, or even larger. You may also want to enlarge the planet's glyphs, as explained below. You can also change this size by using the scroll wheel over the “Help” button.



Use 3D Glyphs

This allows you to toggle between 3-D glyphs for the planets and signs, and 2-D. In addition, you can change the thickness of the glyphs with the next option. The hotkey for this is F5.

Glyph Thickness

If you have a 3-D glyph, you can vary the thickness of the glyph to have it match you taste.

PlanetGlyph Size

The size of the planetary glyphs can be varied from very large – good for seeing from across the room – to very small. You can also change this dimension by having the mouse over the Help button and, with the shift key held, using the scroll wheel of the mouse. You may also have to hit the Insert key first. You can also use the up and down arrow keys with the mouse in this position to accomplish to same thing.

Zodiac Glyph Size

The size of the glyph for the zodiac signs can also be changed. You can do this without the Stylist by using the mouse over the Help key and holding Control.

Special Glyph Size

Planets can be defined as "special" by Alternate-clicking the planet in the list. These special planets can have a different size that other planets. These planets are emphasized.

Zodiac Ring Size

The size of the Zodiac ring can be enlarged with this option. You can also use the Help button as explained above, with no modifier key held down, or by using the '=' (unsifted '+') or '-' keys.

Zodiac Width

The width of the zodiac ring can be increased or decreased with this option.

Zodiac Glyph Distance

This allows you to control the distance of the zodiacal glyph from the center of the circle.

Position Zodiac Glyph

This controls the angular distance of the glyph from the center of the sign.

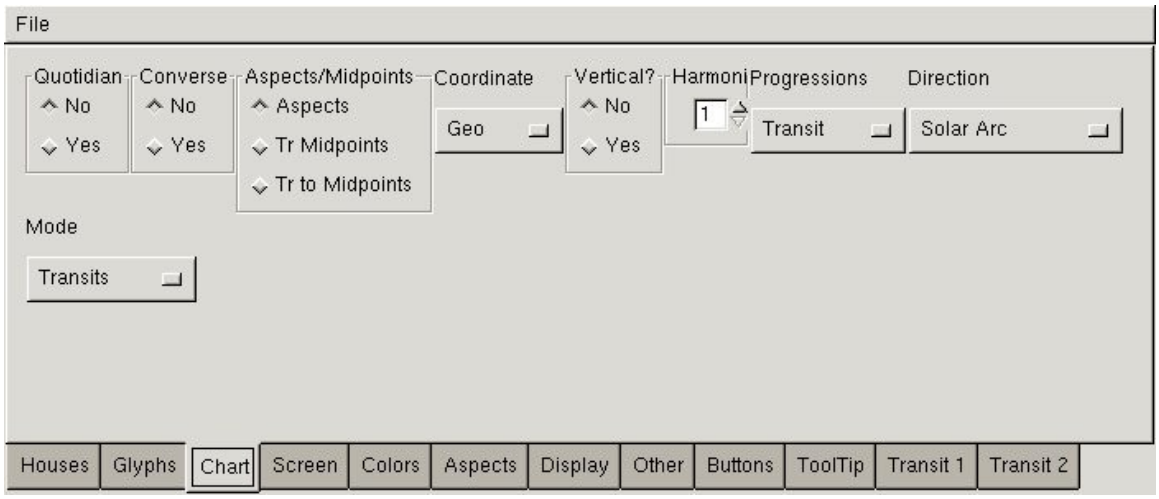
PlanetFont Size

This controls the size of the font for planetary lists. You can also use the PageUp and PageDown keys for the same thing. This will only function fully if the bars are not displayed.

Glyphs in List

You have three choices for how the planetary lists and on-screen tooltips are displayed: either with English abbreviations, a special astrological font, or using the OpenGL astrological glyphs.

Chart



Quotidian

Toggles quotidian progressions, where the Midheaven moves at the real rate, and not at an artificial rate of, for example, one degree per year. The keystroke for this is 'q'. This is used with progressions, and can offer a totally different secondary progression. With standard secondaries, the Midheaven moves at the rate of about one degree per year. It is difficult to see much change, except the Moon, over the course of a year. All of the planets show their symbolic motion during one day, but not the angles. With quotidian, the angles move during one progressed year the amount they would move during the one symbolic day, 361°. Thus the angles can be used to distinguish one month from the next. When quotidians are being used, a small 'q' will appear at the center bottom of the screen.

Converse

This will toggle transits or progressions in the reverse direction, so that, for example, the progressions for 30 will be shown by the positions 30 days before your birth. This same options is on the menus under Chart. When Converse is being used, a small 'c' will appear in the center bottom of the screen.

Aspects/Midpoints

This select aspects, midpoints to natal planets or transits to natal midpoints. This can be accomplished more easily with the 'm' key, or a menu item on the Aspect List.

Coordinates

This option selects the geocentric coordinate system, or heliocentric, or equatorial, or local. The same thing can be done with the 'e' and 'E' keys, use can use a menu item under Chart, or right-click on the hot zone in the name in the upper right corner. Note that with the local, called azimuth, or altitude, the step rate must be very low.

Vertical?

This toggles the vertical dimension to coordinates, for example if you are looking at the geocentric longitude – the default – clicking the vertical choice will show latitude. You can also use a menu item, Alternate-Shift right click in the name hot zone, or use Control-E. Note that there are two types of altitude, the vertical coordinate to azimuth, one which shows the real altitude, and the other which show the mundane altitude, which goes to 90°.

Harmonic

This changes the harmonic of the current chart. You can also use a right click or shift-right click on the orb increase/decrease arrow, use a menu item under chart, use Alternate-Shift up or down arrow, or use Alternate-number for harmonics one through ten.

Progressions

Toggle through the progressions. This duplicates the functionality of the menu item under Chart. You can also do this, but including the directions, with the 'y', 'Y', or 'r' keys or Shift-click on the name hot zone.

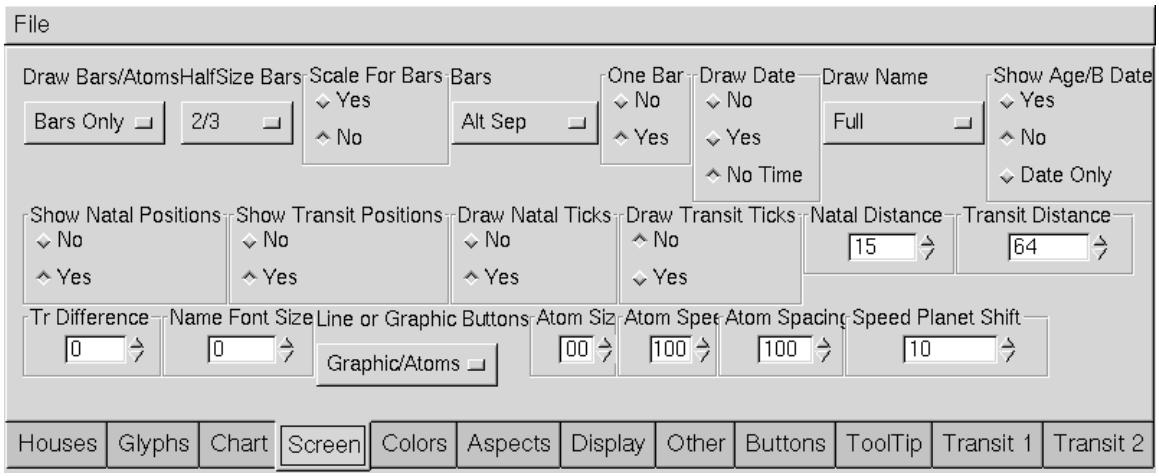
Directions

Toggle through the directions. This duplicates the functionality of the menu item.

Mode

This switches through the four basic modes of display: Natal, Transits, Intra-transits, and Single-Chart. This duplicates a menu item; you can also use the 'd' key or click on the hot-zone in the name field.

Screen



Draw Bars/Atoms

You can choose to have various combination of bars, rings or atoms, and picture in the center of the circle. You can step through these combinations with the keys 'B' and 'b'. If you flip through the various options, you will see how they all combine.

HalfSize Bars

You have a choice of full-width bars, two-thirds width, half-width, or one-third width, depending on how much of the left screen you wish to take up.

Scale For Bars

You can choose not to show the scale at the left of the bars. The is especially useful for bars that don't change the height of the scale, which are aspect bars and separation bars.

Bars

Besides the standard bars, showing the strength of some aspects and planets in houses, you can also have bars showing the strength of just the various types of aspects, or two types of bars showing the angular separation of the planets. These are described in a their own section.

One Bar

For separation bars, you can choose to show only the bar for total separation. If you also choose to not show the scale, both the bar and the list of natal planets will be on the left of the wheel.

Draw Date

You can show the date and time of the transit, the date only, or nothing. Use the 'D' key to accomplish the same from the keyboard.

Draw Name

You can display various amounts of birth data and chart data in the upper left corner, using the various settings here. You can do the same by Control-clicking on the hot zone in the name field. The key 'N' will also switch through the various options.

Show Age

This allows you the choice of turning off display of the birthdate – in the upper left – or the age – in the lower right or both. The hot-key equivalent is 'w'. This is in addition to the options offered in the choice above.

Show Natal Positions

This allows you to turn off the display of natal positions. The hot-key is 'P'. Each of these positions are “hot”. If you click them the corresponding planet will be displayed or hidden. See section Hot Zones above for more details.

Show Transit Positions

This option allows you to turn on or off the display of transiting positions. The hot-key to do this is 'p'. These positions are also sensitive.

Draw Natal Ticks

This allows you to turn on a short line from the natal planet to its position on the zodiac. The natal positions need to be moved out from the zodiac circle for this tick to be seen.

Draw Transit Ticks

This allows you to turn on a tick from the transiting position to the inside of the zodiac circle. You may need to move these transits further in to see the tick line.

Natal Distance

This controls the distance from the natal planet to the inside of the zodiacal circle. This distance must be made greater than 0 for the natal ticks to be seen.

Transit Distance

This controls the distance from the transiting position to the inside of the zodiac circle.

Tr Difference

Normally, the transiting positions are offset so they are not all the same distance from the zodiac circle. This difference value can be changed.

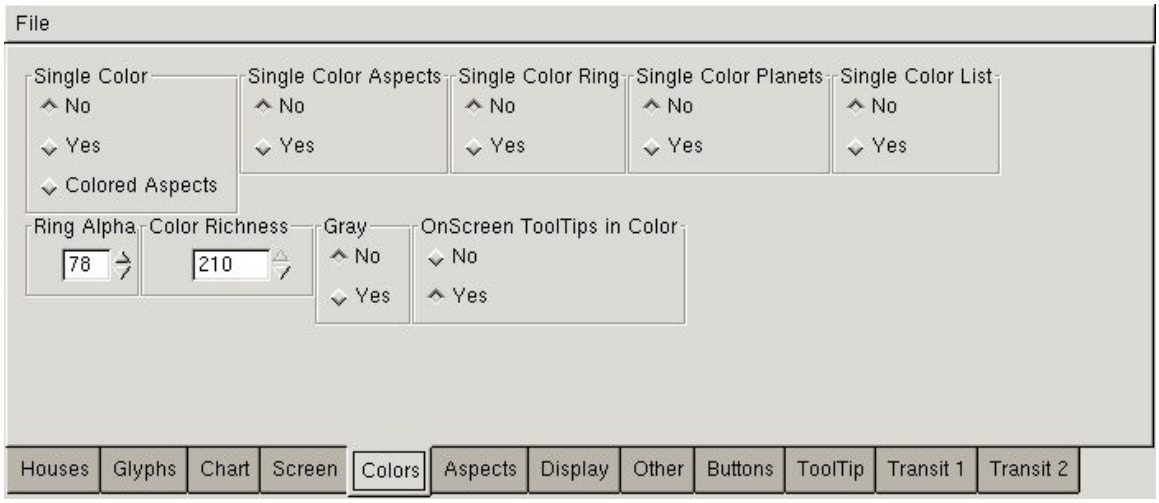
Name Font Size

This allows you to change the size of the name and date in the upper left corner.

Line or Graphic Buttons

This gives you four choices of various combination of line or graphic buttons, atoms or rings in the background. Of course, you can turn off the display of atoms and rings in this tab, and also the display of buttons on the Buttons tab. Control-F6 will step through the same options.

Colors



Single Color

Instead of having a multi-colored chart, you can chose to have one with only two colors – the background and everything else. You can also have that with colored aspect lines.

Single Color Aspects

The aspects have various colors, but this option allows you to have all aspects the same color. The keystroke to accomplish this is Alt-/.

Single Color Ring

The zodiac is multi-colored, but you can have it a single color. For example, if you are making a black and while image of the chart, a single color might look better.

Single Color Planets

You can also have the planets within the wheel be a single color, as opposed to a different color for each planet. The actual color is set in the Color Dialog, described below.

Single Color List

The list of planetary positions can also be a single color, instead of the color of the planets (even if the planets are chosen to be single color in the option above).

Ring Alpha

The opacity (alpha) of the color ring can vary between 0 – transparent – to 255 – completely opaque. You can use this along with the next value to change how colorful the zodiac ring looks. What this value should be depends on the settings of your monitor, the color of the background, and your own tastes. In general, a higher alpha is needed with a black background, and a lower alpha with a white background. The keys to change the alpha are ']' and '}'.

Color Richness

This does exactly what it says, determines the color richness of the zodiac ring. The values can vary from 0 – no color – to 2.5. The keys for this are 'k' and 'K'.

Gray

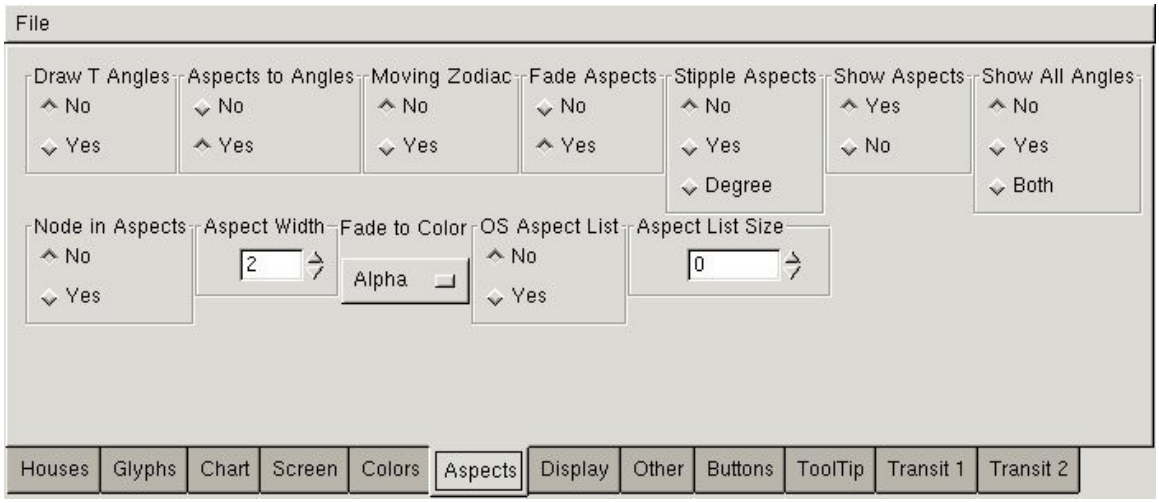
The zodiac ring and background can be rendered in the shade of gray corresponding to the colors. This is one way of previewing what the final image will look like if save in black and white. The planets are shown with the chosen single color s.

OnScreen ToolTips in Color

Normally, the on screen tooltips are a single color, the color of the name and date, but this can be change so they are the color of the planet (for Planet tips) or the color of the aspect.

Aspects

These various choices determine how aspects are drawn.



Draw T Angles

When transits are shown, the transiting Ascendant and Midheaven will also be shown by a 'A' and and 'M'. These will be extremely fast, so you should have the step rate very low. The key to do this is 'M' or Control-Shift-click on the transiting Ascendant or Midheaven positions.

Aspects to Angles

This determines whether aspects are drawn to the Ascendant and Midheaven as well as the planets. The key to do this is 'Z'.

Moving Zodiac

This option only operates when transits are showing. It shows as Ascendant for the chart the actual moving Ascendant (the one which would be shown with an 'M') instead of the natal Ascendant. The key stroke for this is 'z' or Control-Shift-click on the natal Ascendant or Midheaven in the list of positions.

Fade Aspects

Fading aspects means that they are more transparent the further they are from exact. This makes it easy to judge how exact the aspect is, but with a black background a wide aspect disappears. This can be toggle with 'f' or by a Shift-Left-click on the center of the orb button.

Stipple Aspects

Another way of showing the exactness of the orb is by stippling. In the first type, there are eight levels of dotted line. The closer the line is to solid, the more exact the line is. In the second type, the degrees of orb is shown by the amount of stippling, from one to eight degrees. This is useful only for natal chart. Stippling can be used with or without fading. You can use the 'F' key or Shift-Right-click on the orb button.

Show Aspects

This option turns off the display of any aspects. The key that does the same thing is 'A'.

Show All Angles

This is the same as the menu item from the Aspect List. No shows aspects only in the List; Yes shows the angles between the planets. See example under Aspect List (above). Both show both the angles less than 180° and the angle greater than 180° - its complement with 360°.

Node in Aspects

Determine if aspects to Node are shown.

Aries in Aspects

Shows aspects to the Aries Point. The keystrokes Control-x, z will show only aspects to the Aries Point and Control-x, Control-x, z wil show all aspects except those to the Aries Point.

Aspect Width

On some displays and at some distances, the aspects can show up better if they are thicker, This option can make the aspect lines thicker.

Fade to Color

This option controls how the aspects fade. The default is Alpha, which means the aspect color always stays the same, but the transparency of the line varies from totally opaque if the aspect is exact – alpha 255 – to totally transparent if the aspect is as wide as it can be – alpha 0. The next three choices vary the color of the aspect according to the exactitude, where aspect fades to either the background color (similar to Alpha), black, or white.

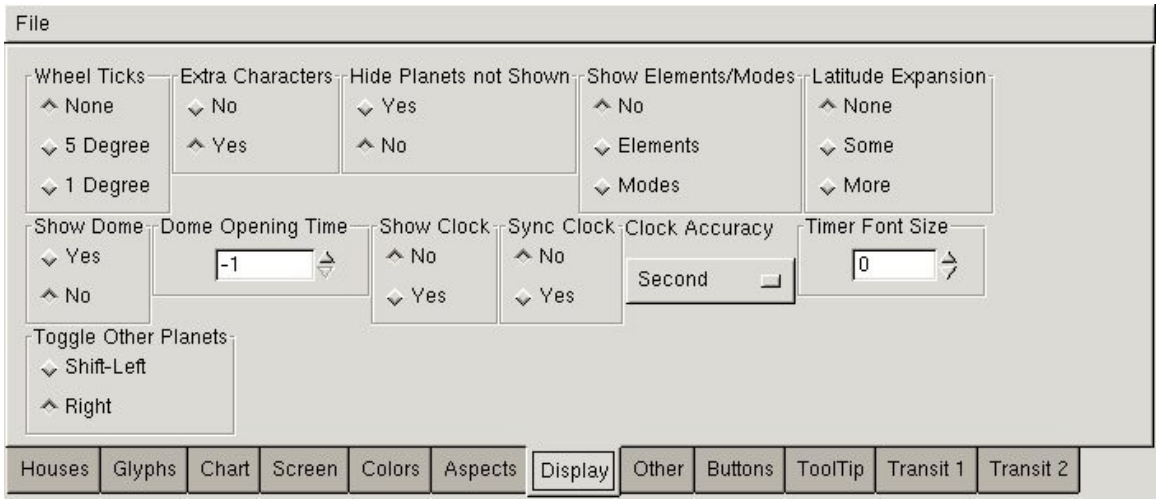
OS Aspect List

If the Aspect List window is not shown, should the aspect list be shown on the screen. The key for this is Shift-F4; the Aspect List in a window must be hidden. You can sort by orb with Alt-o, by natal by Alt-n, by transit with Alt-t, and by aspects with Alt-Shift-a. (Alt-a decreases al the colors of the background equally.)

Aspect List Size

Use this control to increase the font size in the Aspect List, either in the Window on on the screen.

Display



WheelTicks

This control the small tick marks inside the zodiacal circle. You have the choice of no tick marks, ticks every five degrees, or ticks every degree. The Key is ':'

ExtraCharacters

There are characters on the screen that are usually on button, like the orb, but if the buttons are off the characters remain. This can turn them off. The key is '~'.

HidePlanetsnotShown

Normally when you click on a planet in a list to hide the planet, the color of the listing changes, but if you'd rather the planet listing not show at all, this option will solve the problem.

ShowElements/Modes

Normally the planet are listed with the color assigned t o them, but you can show the planets color-coded by element or modality. The key is 'x'.

LatitudeExpansion

When the vertical dimension of longitude – latitude -- is shown, it takes up little room, and the planets crowd together near 0 – the middle of the wheel. This is because occasionally Pluto can have hight latitude, but Pluto moves so slowly that that is not often the case. Use this option to expand the display of latitude so you can see the differences of planets, but occasionally Pluto and possibly Venus will be into the opposite hemisphere. There are three levels. The key for this is 'L'.

ShowDome

When the DTC is first started, a done shows and remains there for a fixed time or until you click it. By setting this option to “No”, you will not see the dome, and the program will start faster since all the graphics for the dome will not be loaded.

Dome Opening Time

By default, the dome will remain for 20 seconds before it opens, but you can change this to be shorter, or longer so that it will remain on the screen until you click on it. If the value is -1, the dome will remain until you click it.

Show Clock

The is the option for an on-screen count-up/count-down timer. This is descried in it's own section.

Sync Clock

The timer can be synchronized to the transit chart. This means that the clock will run only when the chart is moving. If it is a countdown timer, when it reaches zero the chart will stop.

Clock Accuracy

This clock works in milliseconds, but by displaying all the timer changes very fast. If you want last precision to be displayed, you can use this option.

Timer Font Size

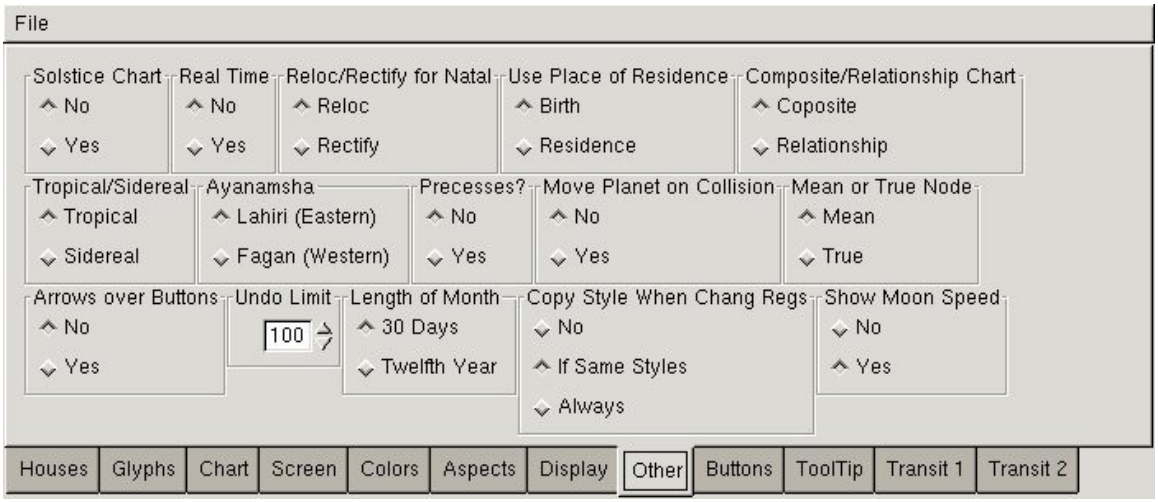
This controls the size of the font user to display the clock.

Toggle Other Planets

Normally, when you shift-click a planet in a planet list, it will be hidden if it is shown, and shown if it is hidden, but with this option, you can assign that action t o the right click. This means you can show a few planets without using the shift key. Normally with a right click, all aspects to other planets will be hidden, but the other planets remain visible. But if the right click has been reassigned, the shift-left click on a planet will hide the aspects to other planets.

Other

These are options that didn't fit anyplace else.



Solstice Chart

This reflects the chart around an angle. The default angle is 90° -- 0 Cancer – in which case the reflected chart is the solstice chart. But you can reflect around any point. The point is the axis found with the Moving Wheel option; see that section for more information. Moving Wheel is set with F3, or you can use the option on the Houses tab. The key for solstice chart is 'u'.

Real Time

Normally, the transits are at whatever time it says, but you can make the transits follow your computer clock and the timezone of the current chart, using Realtime. The key for this is 'R', or you can Shift-click the date/time in the lower right corner.

Reloc/Rectify for Natal

When looking at the natal chart, you can adjust the time or the location. See the section under Other Features for details. This switches from one to the other. The key for this is the spacebar.

Use Place of Residence

When you create a new chart , you fill out the birth data and, optionally, the residence data. This data defaults to the birth location, but you can make it completely different. Normally when a chart is shown, it is shown at the place of birth. But by using this option you can create a relocated chart, to the place of residence. The key for this is 'l'.

Composite/Relationship Chart

When you create a composite chart, it can be either the standard composite chart using the midpoints of the planets of the two natal charts, or else a Davidson Relationship chart, using the midpoint in time and space between the the two natal charts. This option chooses between the two. The key to do this is Shift-F10.

Tropical/Sidereal

You have your choice of showing the planets in a tropical or sidereal zodiac. The key for this is 's'. A small 's' will appear in the bottom center of the screen to indicate that the sidereal zodiac has been chosen.

Ayanamsha

Thee are several types of sidereal zodiacs, determined by the distance between the Aries Point in that sidereal zodiac and the tropical Aries Point. This distance is called the ayanamsha. You have your choice of the Lahiri ayanamsha, used by Vedic (Eastern) sidereal astrology, or the ayanamsha of Fagan and Bradley, used by Western siderealists. By modifying the style file by changing the value of Ob1900 to the radian ayanamsha in 1900 you can use other sidereal zodiacs.

Precess?

You are given the choice to use a precession correction for the transits. This is the amount of precession that has taken place since birth, and involves reducing the position of the transiting planets. The key for this is Control-P, and its use is indicate by a small 'p' and the bottom center of the screen.

Move Planet on Collision

The transiting planets move at about the same distance from the center of the zodiacal circle (see discussion above about TrDiff) and so when t hey conjoin one planet may obscure another. With this option, when planets cross, one planet will move further in towards the center so you can see it. But when the planets move they will appear to jump in and out. The choice is up to you. This also applies to natal planets.

Mean or True Node

There are two commonly used lunar nodes, the so-called True node, which can move both retrograde and direct, and the Mean node, which always moves retrograde. This option gives you the choice.

Arrows over Buttons

With this option on, the arrows or scroll wheel have special actions when over hot zones. For example, Shift-Up arrow will cause the planet glyphs to increase when the mouse cursor is over the Help button. On the downside, if you expect the Up arrow to increase the step rate, having it do something different can be confusing. The choice is up to you. The key for this action is Insert, and when on a small 'A' will be shown at the center bottom of the screen.

Undo Limit

By default, the last five actions are undoable, but you can change this to be as large as memory will allow. If the value is -1, there will be no limit. If you plan on recording the Session, this limit should be highter.

Length of Month

When the Step Rate is set to 1 month, and the length of a month is 30 days, as the planets move the date always go back since several months have 31 days, but the time remands the same. If you choose a month to be one-twelfth of a year, the date per month won't always get smaller. But the time will change.

Copy Style When Changing Regs

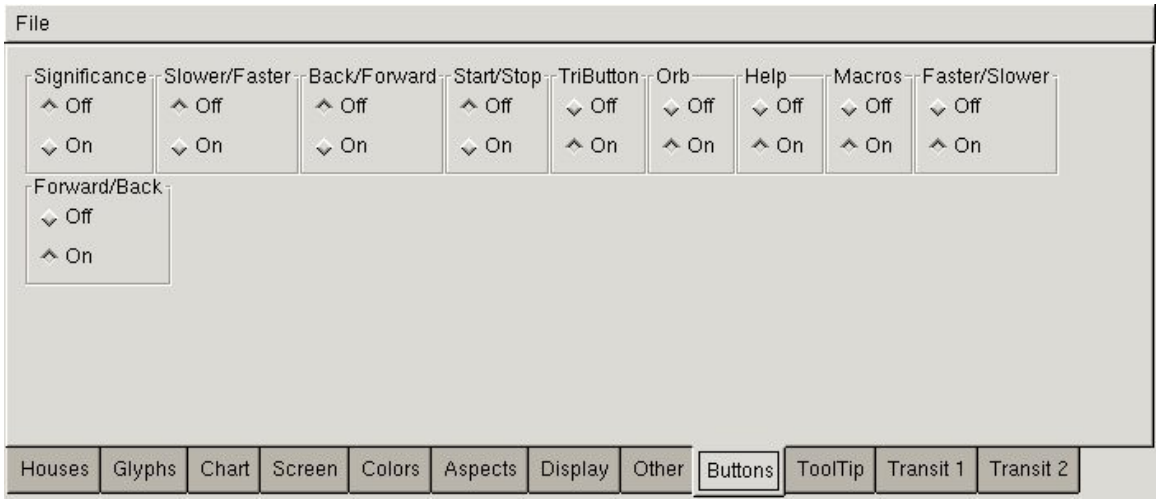
If you make some changes to the style of a register and then change to another register, should those changes be reflected in the new register? This option allows you to determine when this happens.

Show Moon Speed

If the Step ate is between two minutes and one day, the average daily travel for the moon is calculated. This option determines is that value is displayed on the Status Bar.

Buttons

This tab control the appearance of the various buttons on the screen. You can turn off the buttons with a Control-Right click or use this tab.



Significance

This button will get interpretations from our server of the chart currently displayed. Registration is required to use this service. The keyboard equivalent is 'i'.

Slower/Faster

This button allows you to increase or decrease the step rate if the chart being shown.. The rate is shown in the middle of this button. The keyboard equivalents are up-arrow and down-arrow. If your mouse has a scroll wheel, you can change the speed with that if the wheel is moving. If the wheel is stopped, you have to hold down the shift key to change the rate of motion.

Back/Forward

By clicking on one end of this button or the other, the direction of motion can be changed, The direction of the arrow – point is the narrow end – indicates the direction of motion. The keys to do this are the right and left arrows. If the wheel is stopped, these arrows/button give a single step in the given direction, or the scroll wheel will do the same.

Start/Stop

Clicking on the button starts of stops motion. A shift click gives the natal chart, and a right click gives the Transit Graph. The keyboard equivalents are the spacebar, the 'n' key, or the 'g' respectively.

TriButton

This button consists of three smaller buttons, which all have different functions. Clicking on the leftmost of the three gives the next register, shift-clicking it gives the previous register, and right clicking it gives a list of registers. The keys to do these things are 't', Alternate-T, and F8, respectively. A Shift-Right-Click here will allow use of Dual Display mode, the same as Control-c.

The upper right sub-button allows you to scroll through the file in a backwards direction – toward older charts. The key Control-Shift up-arrow will do the same thing. If you hold the shift key while clicking that button, the chart will be put in a new register; otherwise, it will overwrite the current chart. Right-clicking this button will bring up the Open Charts dialog. The keystroke for this is Control-O. A Shift-Right click will allow you to make a composite of this chart with another chart in another register. The key for this is 'c'.

The lower right button allow you to scroll forward in the file that the current chart is from. You can also use the Control-Shift down-arrow. Right-clicking will allow you to create a new chart, as will Control-N. A Shift-Right-click will allow you to compare this chart with the chart in another register.

Orb

There are three section to the orb button. The top and bottom section work the same -- they increase or decrease the value. If you click on them with the left mouse button, the orb is increased/decreased by one degree. The keystroke to do this is 'O' and 'o'. If you click with the shift key held, the orb is changed by 30', if with the control key by 15' and with the alternate key by 5'. Thus you can vary the orb in minute amounts. The value shown is the maximum orb, and is the orb for a conjunction, but in a natal chart the other orbs are less. To see the actual orb, use the Orb Selector (Alternate-F11 or see below) or use the View Current Orbs from the Orb menu on the Aspect List. You can also change individual orbs with either of these.

If you right click these regions, the harmonic number is increased or decreased. The value is shown on the Status Line and at the bottom of the screen in a small number. By Shift-Right clicking those regions, the harmonic is doubled of halved.

The center of the button shows the (maximum) orb. If you left click that region while in transit mode, you can set a bookmark. The key is '`' (back grauve). If you right click you can go to a previously set bookmark. The key to do this is '" (apostrophe). Shift left click on this region toggles aspect fading – key for this is 'f'. Shift right click toggles aspect stippling – key is 'F'. Alternate left shift brings up the Orb Selector, mentioned above -- see section on Aspect Dictionaries above. Finally, Control-Shift-Right click will switch between harmonic 1 and whatever harmonic you are presently looking at.

Help

Clicking the help button bring up a help overlay that explains parts of the screen and the functions of various keys. Alternative click moves the help overlays backwards. A right click brings up the Stylist, a shift right bring up the Color Dialog, and Alternate right brings up the Orb Selector.

Macros

To us a macro, you first have to load it. Use Control click on this button for a list of macros. The keystroke to do this is Control-F9. Once you have macro loaded, you can run it forward with a click on this button, or run it backward with a shift click on this button. The keystrokes are F9 and shift-F9. If you right click on this button you will get the dialog to generate a macro, shift right click will allow you to define an Instant Macro, and alternate right wlll bring up the Chart Macro dialog. All these macro options are also available from the Features menu, and are discussed in their own section.

Faster/Slower

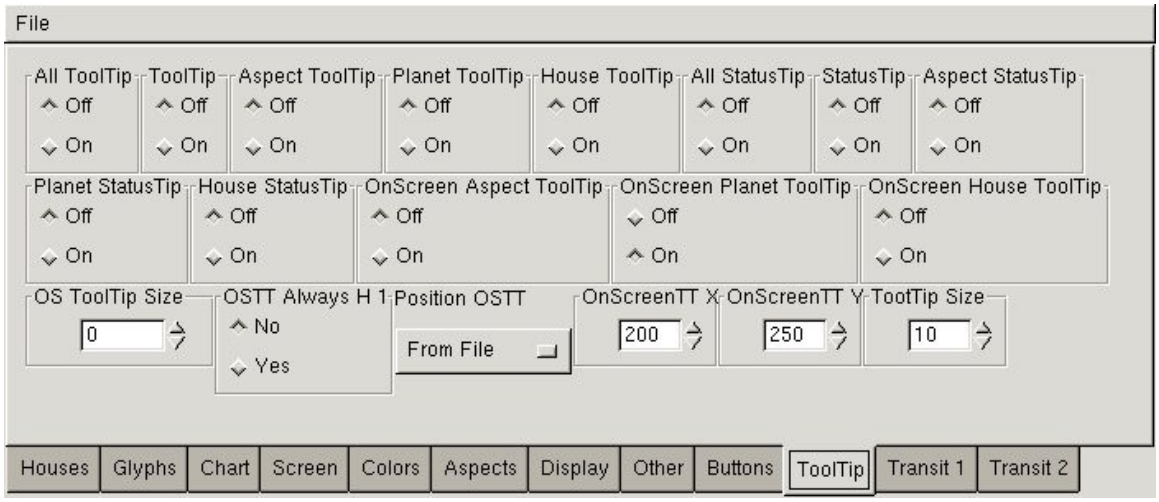
This button is optional, since it duplicates the functions of two other buttons, but takes up less room. This button looks like the orb button. There are three zones: the upper and lower control increasing or decreasing the Step Rate of the motion, just like the up and down arrows. The center region allows you to start and stop the motion. If you click this region with the right button, you will reverse the direction of travel, just like the backspace key. The center indicates the step rate.

Forward/Back

This has the same function as the direction travel button, but is smaller. The symbol in the center indicates the direction of motion. You can set the direction by clicking the appropriate end of this button. When the program is stopped, it action like a single step button -- like the right and left arrows. This button has auto-repeat, like the keys, so that if you hold down the left mouse button (but not the right) the wheel will continue moving in the direction indicated until you release the mouse button.

ToolTip

The options on this tab turn on or off various tooltips. Many of these also can be controlled from the Help menu. Tooltips are the smalll yellow boxes that pop up indicating that something can be done if you click where the mouse cursor is. Status tips appear on the status line at the botton, of the window, and display the same information as the tooltip. The OnScreen tips appear on the screen, in the upper right or lower left corner, and contain information about the house cusp, planet, or aspect under the mouse cursor.



All ToolTip

This option turns on or off all the tooltips: the ones over hot zones, the ones over aspects, the ones over planets, and the ones over house cusp circles.

ToolTip

This option just turns on or off the tooltips over t he hot zones. The keystroke to do this is '['.

Aspect ToolTip

This option turns on (or off) the tooltips that pop up when th mouse cursor is over an aspect, giving the aspect name and orb. The key for this is '{'.

PlanetToolTip

The option controls the tooltips over a natal or transiting planet, giving the planet name and position.

HouseToolTip

This options controls the tooltip that show the name of the house cusp and its position, when the mouse cursor is over the circles at the end of the house cusps. You must be showing house cusps and the circle must be displayed with F11.

All StatusTip

This option turns on or off all the tips that appear on the Status Bar at the bottom of the screen.

StatusTip

This control the tip on the status line when the mouse cursor is over a hot zone.

AspectStatusTip

This controls a tip on the status line when the mouse is over an aspect.

PlanetStatusTip

This control a tip on the status line when the mouse is over a planet.

HouseStatusTip

This controls a tip when the mouse is over a house number.

OnScreenAspectToolTip

On Screen Tool Tips appear wherever the mouse cursor is over an aspect, planet, or house cusp circle. These can appear in several places on the screen, determined by a later option; the size of the font used to display the message can be controlled with with Shift-PageUp/PageDown or a later option on this tab. This option controls such tips for the aspect lines.

OnScreenPlanetToolTip

This option controls on screen tips for the natal and transiting planets.

OnScreenHouseToolTip

This controls the on screen tips for the house cusps.

OnScreenTooltipSize

This controls the size of the OnScrren Tooltip. The key to do this is Shift-PageUp/PageDown. To see the effects of this change, you must be showing an onscreen tooltip.

OSTT Always H1

When a chart with harmonic greater than one is on the screen, he planet tooltip can either be the current position of the planet or the position in harmonic one.

Position OSTT

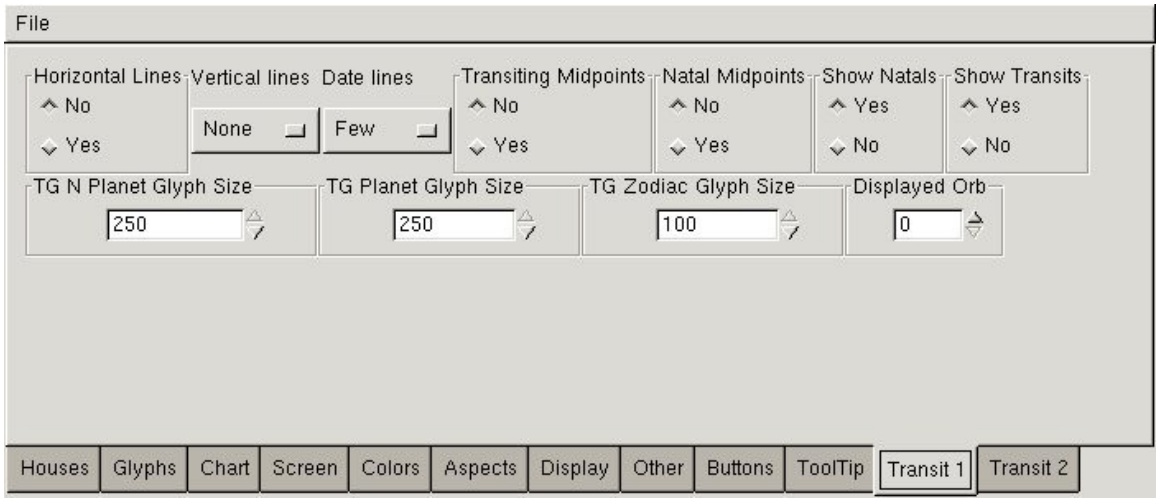
There are several predefined positions for the onscreen tooltips. If center or upper left are chosen, and multiple planets are under the mouse cursor, the positions will be vertically stacked instead of on one line. If the "From File" choice is selected, the next two field for X and Y position must be filled out, with 0,0 at the lower left corner.

Tooltip Size

This controls the size of the font within the popup yellow tooltips.

Transit1

The first of two tabs controlling the Transit Graph display.



Horizontal Lines

This option select horizontal lines. The key for this is 'h', The more you hit 'h' the more lines there are.

Vertical Lines

This option selects how many vertical lines – if any – you want. There are seven levels of lines available, each at a fixed number of days, including no lines. The key for this is 'v', and 'V' will turn off all the lines.

Date Lines

This option selects how many vertical lines – if any – you want. There are seven levels of lines available, each a fixed number of months apart, including no lines. The key for this is Control-v.

Transiting Midpoints

This option draws the transiting midpoints for all the transiting planets shown. If you have too many transiting planets, the screen will be filled with lines, and you will not be able to make any sense of it. The key to do this is 'm'. Remember that occasionally the midpoints shift by 180°.

Natal Midpoints

This option draw horizontal lines for the natal midpoints. The screen will fill up if you have too many natals showing. The key for this is 'M'.

Show Natals

This will turn on or off the display of natal planets. After you hide all the natal planets, you can show some with Alternate-number. The key to do this is 'n'.

Show Transits

This will show of hide the transiting planets. You can toggle individual planets with Shift-number. The key to toggle all transiting planets is 't'.

TG Natal Planet Glyph Size

This determines the size if the natal planet glyphs at the left of the graph, in the zodiac bar.

TG Planet Glyph Size

This determines the size of the glyph for the transiting planet.

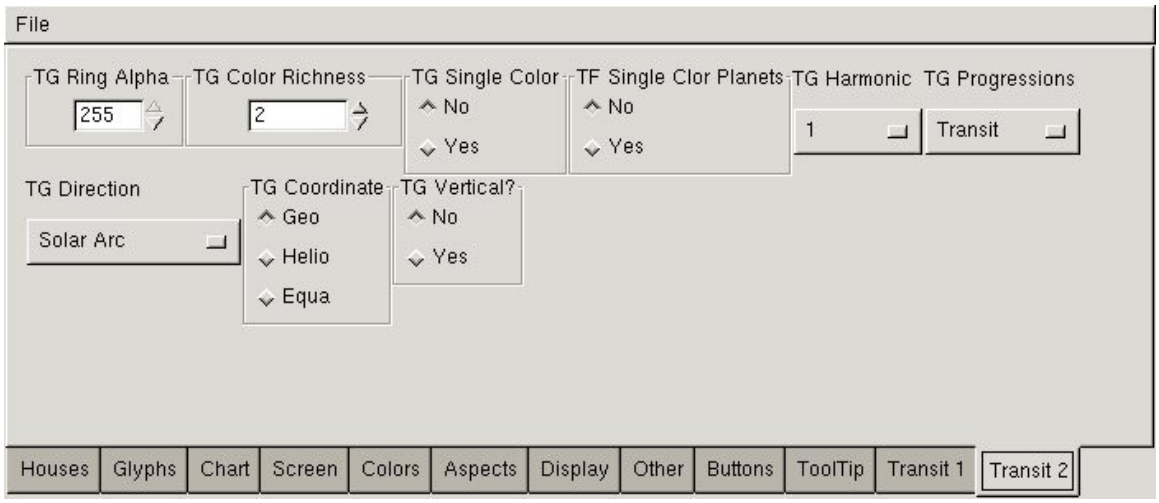
TG Zodiac Glyph Size

This determines the size of the zodiac glyph in the zodiac bar at the left of the graph.

Displayed Orb

Normally, the lines representing the natal planet indicate just the planet. But it is possible to have a wider line indicating an orb on either side of the line, so that you can judge when a transiting planet is within orb of a natal planet, even though it doesn't cross it. This control increases and decreases the width of the line, in increments of one-half degree orb on either side of the natal line. The keys to do this are 'o' and 'O'.

Transit2



TG Ring Alpha

Just like the opacity of the wheel ring can be varied, the opacity – alpha – of the zodiac bar can be varied from 0 – transparent – to 255 – fully opaque. The keys for this are ']' and '}'.

TG Color Richness

The richness of the color can be modified also. The keys for this are 'k' and 'K'.

TG Single Color

The Transit Graph can be shown in single color, using this option.

TG Single Color Planets

By default, the planets in the Transit Graph each have a different color, but you can easily make them all have the same color, set in the Color Dialog, with this option.

TG Harmonic

This option will choose the harmonic. You can also use the number '1' through '0' to reach the first 10 harmonics, and can also use Control-Up and Control-Down to increase/decrease the harmonic, and Control-Shift up and down respectively double and halve the harmonic.

TG Progressions

This allow you to chose a progression for the Transit Graph. The keys are 'y' and 'r',

TG Directions

This allows you t o chose the direction for the Transit Graph. The keys are 'y' and 'r'.

TG Coordinate

This allows you to charge the coordinate shown in the Transit Graph, geocentric, heliocentric, and equatorial. The keys for this are 'e' and 'E'.

TG Vertical?

this allows you to flip from horizontal to vertical of any of the three coordinates. The key is Control-E.

Modifying Bars

The various factors used to compute the height of the bars can be changed and customized to you own requirements, and then saved with the current style so you can reuse them (see Styles above) or with Save Settings so you can reuse one bar configuration. To see how this dialog box works, modifying values and seeing the results is very helpful. When values are changed, the results are immediately reflected in the bars.

The menu item to modify the bars is under the View menu. Once you choose this item, you see a large dialog box with four tabs that can be chosen by clicking the appropriate tab at the bottom of the dialog box. The first panel you see, labeled “Bar Colors”, is the only panel with buttons to close the box, so this should be your final visit before closing the dialog box.

The “Bar Colors” area allows you to chooses one of the eight possible bars from the drop down choices. Once you choose a bar to work with, as you move the sliders on the Red, Green, and Blue controls, you will see the bar change color. When you change bar colors, the corresponding atoms/rings color change also.

The second tab, called “Aspect Weights” allows you to change the weight given to each of 14 aspects controlling the leftmost four bars, including the esoteric bar which is not visible unless the 'a' key is hit. Note that the columns labeled “2” and “3” also control the hard and soft bars of the paired bars at the right of the bars. By changing these values, you can have a bar respond to only certain aspects. An example would help:

	Left
Conjunction	5.0
Sextile	2.0
Square	0.0
Trine	4.0
Opposition	5.0

Here is part of the grid shown for “Aspect Weights”. It tells us that only conjunctions, sextiles, trines, and oppositions are counted for this bar; any squares are not considered for this leftmost bar. Conjunctions and oppositions count the most, trines count at 80%, and sextiles count at 40% of conjunctions, and squares don't count at all. Of course an aspect gets its maximum weight if it is exact, and is proportional less the further it is from exact, just like the aspect lines fade. These bars can be further modified on the “Bar Planets” tab.

The third tab is “Bar Weights”. This is used to modify the four (two pairs) of bars on the right that show house influence. The first and third rows show which houses to use, and the second and fourth rows show the relative weight given to those houses. An example:

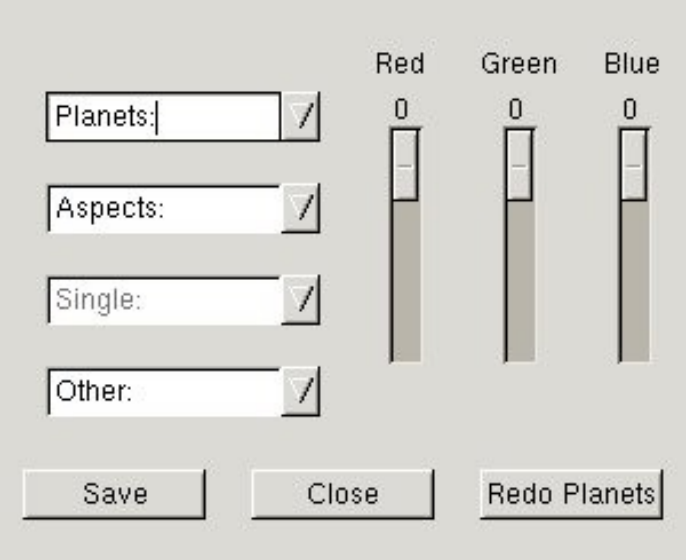
	A	***B***	***C***	***D***	***E***
L Bar Houses	7	5	1	11	
L Bar Weights	1.3	1.0	1.3	1.0	
R Bar Houses	2	10	8	6	
R Bar Weights	1.0	1.3	1.0	1.0	

For the left pair of bars, only four houses are considered, 1, 5,7, and 11. The angular houses 1 and 7 are given more weight (1.3) than the houses 5 and 11. For the right bars we consider houses 2, 6 ,8, 10, and the one angular house is given more weight.

The final tab, “Bar Planets”, is used to modify the values in the “Aspect Weights” . In this tab, for each of the four bars, a checkbox is given for each of 13 points, Sun through Midheaven. If an aspect is formed that is counted, based on the values under “Aspect Weights”, it also must involved a planet that is checked. In the default shown, the second, third, an fourth bars are counted no matter what planet forms an aspect, as long as the aspect has a non-zero weight in the “Aspect Weights” table. But for the first bar, which is yellow by default, only aspects involving Sun, Mars, Jupiter, Neptune, Aspecdant, or Midheaven are counted. If there is a valid aspect, say an opposition, but none of those listed planets is involved in that opposition, then that aspect is not counted to make the yellow bar higher.

Modifying Colors

The standard background color is black, but there are reasons to change this. If aspect fading is on, when the aspects are far from partile they will appear almost black, and can't be seen against a black background. Also, a certain color of background may be more appealing to your tastes. Note that while the rings or atoms show, you can not change the color of the center of the circle. By turning off the rings/bars (control click below the scale to the left) the center can have a color. You can change the color of the background by using the dialog found under the menu View, Colors, Change Colors or you can use the keystroke Shift-F11 or Shift-Right-Click on the Help button. By moving the three sliders, you can see in real time what the background looks like. There is also the option to Save Colors. If you save the current colors with the name "config" (no quotes; it becomes the file config.tcc) the next time the program loads those will be the standard colors. You can also have other color schemes with you can load using the menu item "Load Colors." You can also change the colors of planets, aspects, and other things from this dialog. Note that when a style is saved, the current colors are also saved. Colors are saved in the styles subdirectory.



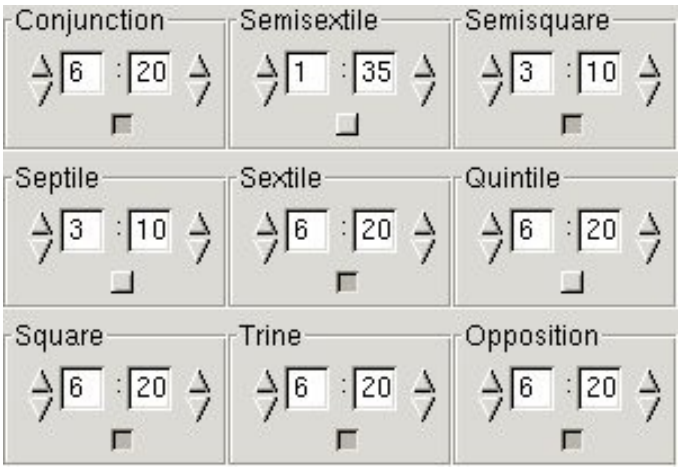
You can change the colors of the planets, of the aspect lines, and other items. When you have chosen a single color option in the Stylist, you can vary the various Single colors. There is a separate color scheme for the wheel and for the Transit Graph.

Under the Others drop-down, you can choose Background, Name and Date, House Cusps, or Dark of the Moon. Background was discussed in the preceding paragraph; the Name and Date is the color for the information in the top left and lower right corners of the screen; the lines that divide the non-angular houses have a color which can be set here. the moon has two colors: the full color is the one set in the Planets drop down, and the new or shadow color is set in Dark of the Moon.

Under the Single drop down, you can set both the color for the planets, lines of the chart, and so forth under Single Color, as well as the Single Color Background. These two operate together when you choose Single Color in the Color/Stylist. The next four options are are set in the same tab of the Stylist, but are independent of Single Color mode. Instead of being different color, the Aspects, Zodiacal Ring, Planets, and Planet Lists can all be a monochrome color, and that color for each of these four elements can be chosen here.

Modifying Aspects

You can change the orb of any aspect at any time, by using the Orb Selector, shown below. This dialog is brought up with an Alternate-F11 or an Alternate click in the center of the Orb button.



With this dialog, you can change the orb for any aspect -- semisquares and sesquiquadrates, semisextiles and quincunxes have the same orb. You can also turn the aspects on or off with the checkbox for each aspect. In the example above, septiles are not displayed, but if they were the would have an orb of 3°`10'. Sextiles are shown with an orb of 6°20'. All orbs can be increased or decreased proportionally using the orb button or 'O'/'o'. The current orbs are saved with the Style. Depending whether you are viewing a natal, transit, or progressed chart, you will see a different orb selection. To see all orbs at once, use the item from the Orb menu on the Aspect List. For more details, see the section above concert Aspect Dictionaries.

Moving Buttons

You have seen how the buttons can be shown of hidden, using the Stylist/Buttons tab or by a Control-Right click to the button. But the buttons can also be positioned where you want them on the screen. The positions will be saved with "Save Settings" or in any other Style.

To move a button requires some motions that aren't often to be duplicated if you don't want this specific action, which makes it more difficult for you to move the button accidentally. First move the mouse cursor over the button – it will probably be highlighted -- and then hold down the Alternate and Shift keys. Then right click the button and release the keys. The button is then attached to the mouse cursor, and will move as the mouse does. You can also move the button with the arrow keys. Once you are satisfied with the position of the button, press and hold the Alternate and Shift keys again. At this time you can move the mouse cursor so it is directly over the button again. When this is so, right click the button again and release the keys. The button will stay where it was placed.

Frame Rate

When the program is installed on your computer the Installer tries to guess the best frame rate depending on your clock speed. But this might not necessarily be the optimal frame rate. The frame rate is the length of time between subsequent transit pictures, how often the screen is redrawn. This depends on not only the clock speed of your computer but the graphics acceleration of you graphics card. Up until recently the DTC was only shown on high end workstations that are used for making computer movies. It is only recently that personal computers and their graphics cards have become fast enough for this program.

The time between frames can vary down to 5 milliseconds; there is one faster rate, which basically uses all available time. Depending on your computer, many of the frame rates will not make any difference. For example, on a laptop with a 120 Mhz Pentium I achieved 1400 ms (that is 1.4 seconds) frame rate. Anything faster would not be faster. Another sign that your frame rate is too high is if the menus do not come down correctly. When you pick a menu, the menu should just drop down. But if your frame rate is too high, the program does not have enough time to show a menu before it is off displaying another frame. In this case the menu will not drop down until you pull the mouse down. There may be other problems, such as windows not disappearing. Remember that this is a very advanced program, and could use all of you computer's CPU.

With faster, newer computers, it is possible that the frame rate is too high. You may think that you can never be too fast, but this is not always the case. Movies appear at 25 frames a second, or less, and this is calculated by 1000 divided by the frame rate, so it is possible for DTC to move faster that the eye thinks is smooth motion. When the program is using all time, there is not any left for other programs, and all your CPU is being used. This may be unacceptable to you. And the program may be just too fast for you to enjoy it, with the date and time becoming blurs. For all these reasons you may want to slow the program down.

The frame rate can be adjusted by using the "<" and ">" keys. The "<" increases the frame rate, making the program move more slowly, and ">" decreases the frame rate, making the program move faster. The frame rate will be shown on the status bar. When you have the frame rate adjusted the way you want, use "Save Setting" from the File menu to make this a new default. When certain dialogs appear, such as the Stylist, the frame rate is doubled; when the dialog disappears the frame rate returns to what it was.

Change Font Size of List

The size of planet lists can be changed, using either the Stylist – described elsewhere – or by using the Page Up and Page Down keys. The new values will be saved as a Style, and also with Save Settings, both from the File menu. This can allow the planets position to be seen from a distance. Because of the layout of the Screen, with both natal and transiting positions shown, you can increase the size only somewhat as long as the bars are displayed.

Tooltip Font Size

The size of the font in either t he Popup Tooltip or the on screen tip and be changed. Both of this have adjustments in the Stylist, Glyph tab, and in addition the size of the font of the Screen Tip can be adjusterd with Shift-PageUp and Shift-PageDown. If they are too big, they will not fit on the screen successfully. The size of the popup tooltip font can be changed with Control PageUp, PageDown.

Advanced Features

Drag and Drop Planets

With DTC, you have the ability to pick up a transiting planet and drop in where you want, and the chart will be adjusted to the time that that planet was in that position. To select a planet, control click on that planet. A small ghost planet will then be shown following the mouse cursor. You can then move the planet to wherever you want it, not necessarily inside the circle, and then drop it with another control-click. The other planets with be recalculated for that time and the chart redrawn. The ghost planet still is shown, so you can continue to move and drop the planet. When you are done, just click without the control key and the ghost planet will disappear. If you drop the planet with a control-left click, the time calculated will be before the previous time, in other words it will move backward. If the drop is with a control-right click, the time will be after the previous time, it will move forward. If you find that you dropped the planet with the wrong mouse button down, and it is nowhere near the time you expected, put Control-Z to undo the action and try again.

Macros

Macros are short "programs" that command the DTC to move to a certain date and time when certain conditions are exact. The simplest prototype of this is the Solar Return. A solar return happens when the transiting sun is the same place as the natal sun. With DTC is is quite easy to find this yourself, by letting the transiting sun move until it is almost at the natal sun, then reducing the step size to make the match exact. But this is a computer, so there should be a way for the computer to do this itself. And there is.

There are several forms that macros take -- the drag and drop planets illustrated above are one example, and several macros are included for your use. You can even write them yourself. But there is a Macro Generator, discussed below, that allows you to generate a macro and try it out. If you like it you can even save it so it can be run again.

Another form of macro does not move to any fixed time, but rather displays a value on the status bar as the transits move. The default display on the status bar is the moon's daily motion, but this can be changed with a macro.

The are also Chart Macros, discussed later, that calculate a whole new chart based on the current natal chart.

When you pick a macro from the list you see after control-F9, the macro is loaded. For some macros, as described later, this is all you need to do. The value of the second and third lines are shown on the status bar, along with the comment for each line. But if you hit F9, the DTC will move to the first date/time where the first line is equal the second line. For the example in the previous paragraph, this is the first time the transiting sun is equal to the natal sun. If you hit shift-F9, you will see the first date/time before the current date when there was a solar return. You can keep hitting the keys to find the next – in whichever direction – solar return.

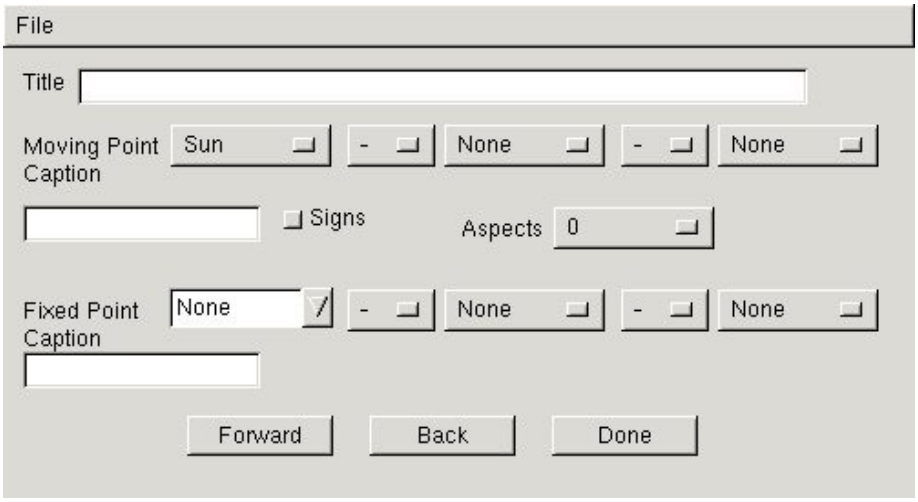
Note that when going from direct to reverse (F9 to shift F9) or vice versa, the first change will not seem to go any place; it is merely repeating the position, but in the opposite direction.

The other use of macros is provide extra information on the Status Bar; for these you do not need Forward (F9) or Back (shift-F9) but merely to load the macros. For example, you could show the transiting moon/Saturn midpoint.

Instant Macros

The Drag and Drop Planets are one form of Instant Macro, but there are others that you type in. To get to this option, use Features/Macro:To Position. A dialog box opens to allow you to type in the motion you want. While this is not as easy as Drag and Drop Planets, it allows you more control. Note that lower case and upper case abbreviation for the signs and planets are the same. The planets recognized are SU, MO, ME, VE, MA, JU, SA, UR, NE, PL, NO, AS, MC and the signs are AR, TA, GE, CN, LE, VI, LI, SC, SG, CP, AQ, PI. You can type in a two planets, separated by spaces, commanding the program to move the first planet -- transiting -- to the position of the second planet-- natal. An example of this is “mo as” which will show the next time the transiting Moon is conjunct the natal Ascendant. To find th previous time, use “mo -as”. After this you can use F9 and shift-F9 to find the next/previous position. You can also use “mo 5cp12” to find when the Moon will be at 5 degrees and 12 minutes of Capricorn. You can also get the same motion by “mo 275:12”. Finally, to find the time before the current date, use “mo -5cp12”.

Macro Generator



The Macro Generator allow you to define a macro and run it. If you are happy with the macro, you can save it in the directory under the DTC subdirectory. Thereafter you can load and run th macro with Control-F9. But lets take a tour through this form and see how it is used.

The first line is labeled Title. This is the line shown when you do a Control-F9, and so should be something that tells you what the macro does. The macro consists of at most two lines, the first for the transiting planet, here called Moving Point, and the other for the natal planet, called here Fixed Point. Each can have a caption, which will appear on the status line, along with the value of the point.

For the Moving Point, you can specify a point (from the first drop down), a midpoint (use both the first drop down and the second drop down to specify the two point involved in the midpoint). If you use a second point, you must specify how you want them related, in the dropdown between “Sun” and “None” in the illustration above. Or you can specify the difference of two planets, to look for conjunctions. You can also add a third point for a planetary picture or Arabic parts, but in this case you can't specify a fixed point, or in other words you can only display the value of the Part on the status line. The examples below will make this clear. You can also specify if you want the value displayed in 1 to 360 notation or degree sign minute notation.

For the Fixed Point, you can either specify point, midpoint, or planetary part. In addition, you can specify an absolute value, other than Aries, which is already in the list as 0. This Fixed Point is a combination of natal points for which the program will stop when the Moving Point is equal to it, as determined by the Aspect setting.

The Aspect drop down allows you to indicate the type of aspects you wish to look for. Note that if you had specified a midpoint, the only aspect allowed is a conjunction, since the transiting midpoints can shift by 180° at certain times. The aspects you can select are conjunction; conjunction and opposition; conjunction, opposition, square; every thirty degrees; conjunction, sextile, square, trine, opposition; and every 45°. Note that these aspects include both opening and closing version, that is a square is both 90° and 270°.

Finally there are the buttons Forward, Back, and Done. Forward is the equivalent to F9 for a macro, and after Forward had been hit once, the dialog can be dismissed and F9/shift-F9 can be used. Likewise with Back, the same as shift-F9. Finally Done dismisses the dialog.

You can also close the dialog from the File menu on the dialog box, as well as to save the macro under a name you choose.

That is a general description of this Macro Generator dialog. But to really understand it you have to use it. Here are a few example that you can try and see how it actually works.

In one of the simplest macros, choose Sun for the Moving Point – it is already chosen as the default, and choose Sun for the Fixed Point, You may want to put Solar Return as the title also. Then hit Forward. The transiting Sun moves to the next date when it is at the same place as the natal Sun -- a Solar Return. Hit Forward again. The wheel moves forward to the next year's solar return. Then hit Back. The wheel moves to the previous solar return, the one you were just at. You can save this, but since there already is a Solar Return Macro, just click Done.

Next, lets make a macro for a Cap Ingress. The Capricorn Ingress is a chart used in mundane astrology to forecast the next year. It is set for when the Sun enters the sign Capricorn, which is the closest to the New Years. Open the Macro Generator. Leave the Moving Point as the Sun. In the spot for the Fixed Point, where it says None, type in over the word and put in either 270 or 0cp or 0CP or even 0Cp. The hit Forward and the Sun will move to the beginning of Capricorn.

Next, let's just display the value of the transiting Sun/Moon midpoint on the status line. Open the Macro Generator. For Moving Point, Sun is already selected. On the next drop down, which has a '-', change it to a '/' to indicate a midpoint. In the next drop down, which says None, select Moon. Then in the text box labeled Caption, type in Sun/Moon. Then also click the checkbox labeled Signs to display zodiacal signs. That's all, unless you want a Title. Click the Forward button to get the macro you just defined placed into memory. Then click Done, and start flying the Time Capsule. You'll notice on the Status Bar below the wheel it says Sun/Moon: ddssmm, showing the current position of the Sun/Moon midpoint. Notice also that when you switch to Natal Mode, the same midpoint is shown, but for the natal chart. This type of Macro only display a value, since there is only the Moving Point definition, and doesn't go to any specific time.

Next, let's see the Part of Fortune. The Part of Fortune is an Arabic Part, and one way of defining it is Moon + Ascendant-Sun; it is the point the same distance from the Ascendant as the Moon is from the Sun. Open up the Macro Generator. Select Moon from the first drop down for the Moving Point. Then select '+' from the drop down that initially says '-', then select Ascendant from the next, and then '-' and finally select Sun from the last drop down for the Moving Point. Type in a caption like POF and hit Forward. You will see the value of the transiting part of fortune on the Status Bar, and when you switch to the natal chart you will see the natal part of fortune. You can use a similar method to see any Arabic part or planetary picture.

This macro will show the eight lunar phases, as described by Dane Rudhyar. For Moving Point, pick Sun from the first drop down – it is the default. When specifying the difference between two planets, the faster moving planet must be chosen first. But if you make a mistake, the program will correct it. And the Moon moves faster than any other planet. Leave the second drop down as '-', and on the third drop down choose Moon. Then for Aspects, choose 0,45,60,135,180. If you chose 0,180 you would get only New and Full Moons. Then for the fixed point, choose 0. You can choose this from the drop down, or type 0 into the space that originally says None. Then click Forward once, and then click Done. You can now use F9/shift-F9 to look at the various lunar phases. Note that this just involves transiting planets, and there are no connections to the natal planets. To see the aspects clearly, hit 'T', ',', or Alternate-click in the center of the circle to see the aspects between transiting planets while observing the natals, and you can see where the various lunar phases fall within the natals. Another way to see these phases is to Control-click in the center or hit '.' to show just the transiting planets, without the natals. The click on the position of the Sun in the list, and shift-click on the position of the moon, or alternatively press '1' and '@' (shift-2) to show just the Sun and the Moon. Then use F9/shift-F9 to watch the phases.

The natal Sun-Moon phase angle is used for such things as astrological birth control. To find when each month the Sun-Moon angle returns to that it had at birth, use the following procedure: For Moving Point, Sun and '- is already chosen, so from the third drop down choose Moon. For the Fixed Point, choose Sun from the first drop down, choose '-' from the second, and choose Moon from the third. Remember that the program will correct both the Fixed and Moving Points to make the Moon first. Then hit Forward to see the transiting Sun-Moon phase return to be the same as the natal Sun-Moon phase. If you wish to see the chart without your natal chart, go into Single Chart mode (use '.' or Control-click in the center) and show the Moving Ascendant (use 'z')

This Macro will show you when the transiting Moon is conjunct, square, or opposed to your Part of Fortune. For Moving Point, use the first drop down to select the Moon. For Caption put in Moon. Check the Signs box. Then for Aspects, choose 0,90,180. For Fixed Point, select Moon with the first drop down, then select '+' and then Ascendant, then select '-', and in the final drop down for Fixed Point, select Sun. For this Caption, put in POF. Now use Forward to see the time of each month when the Moon is in hard aspect to the Part of Fortune. On the Status Line you will see the position of the Moon, which changes, and the position of the Part of Fortune, which doesn't change.

Here's a Macro for when the transiting Sun/Moon midpoint is on the natal Sun/Moon midpoint. You should be fairly good at his by now. For Moving Point, choose Sun, '/', and Moon. For Fixed Point choose also Sun, '/'. Moon.

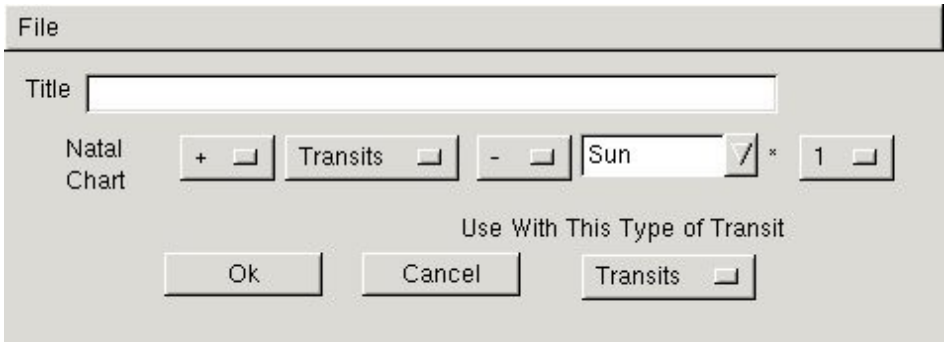
A slight variation of that is when Sun/Moon is at 0 Cancer. Choose Sun/Moon for the Moving Point, type in 90 for the Fixed Point.

To see when the Sun/Aries midpoint, that is half the value of the transiting Sun, is equal to the natal Moon, for the Moving Point select Sun, '/', and 0, and for the Fixed Point select Moon.

Another example of when there is conjunction or opposition between Uranus and Pluto. For simplicity, hit '0' and '*' to show only Pluto and Uranus, then Control-Click in the center to look at just the transiting planets in a natural zodiac. In the Macro Generator, under Moving Point, select Pluto in the first drop-down, leave the second as '-', and then pick Uranus in the next drop-down. For Aspects, select "0,180" and for the Fixed Point select '0'. Then click the Back button. You may have to move the Macro Generator dialog box a bit to see a conjunction. Hit Back again and again to see the program move through previous conjunctions and oppositions. After the first you may want to close the dialog and use the Macro button so you can see the full screen.

Chart Macros

The is another type of macros that is called a Chart Macro, because it produces a complete chart. These can be loaded and run just like the macros discussed above that put a value on the Status Line; they create a chart that changes as time changes. Here is the dialog box for creating one:



This type of macro starts with the natal chart and adds something to convert it to a resultant chart. One example will be creating a solar arc directed chart. While we already have a solar arc direction, this shows an alternate way of creating such as chart. Using similar methods you could create a lunar arc directed chart or a solar arc direction using the minor progressed sun as the base instead of the secondary progressed sun. Leave the first drop-down as '+' since we will add the result. The next drop-down has choices for the complete transiting chart, the age, or a particular transiting planet. In this case, choose the transiting sun. Since we are going to subtract the next value, we leave the '-' where it is; the next drop-down, that refers to natal planets and initially says "Sun" we leave as is. So far what this says is compute a new chart by taking each point in the natal and adding the difference between the transiting sun and the natal sun. This is just a chart where all points move at the same rate (a direction) and that rate is the same as the transiting sun. What will make this special is to pick the type of transits, in the bottom right drop-down, to use. In this case we pick "Secondary" so that all planets move by the motion of the secondary progressed sun, which is also call solar arc direction. If you want to add double of half the difference between the two planets, you can use the final drop-down to select the multiplier.

Another example is a type of direction at 2.5° per year. To get such a chart, in the above dialog pick Age in the "Transits" drop-down and then pick '*'in the drop-down that initially says '-" and finally type in "2.5" where is says "Sun". You don't have to be concerned with the type of transit, since we are not using transiting positions. Just click "OK" and we are off.

One final example, the Dynamic Davidson chart, created by Hank Freidman. This is the Relationship chart between the natal and the current transits. To show this chart, choose "/" in the first drop-down (the "|" is for a composite), leave the next dropdown as "Transits" to use the whole chart, transit sun with natal sun, and so forth, and then subtract "0" from the total, which will do nothing. Then hit "OK" to see the Dynamic Davidson and compare it to the current chart.

To bring up the Chart Macro dialog, use the menu item under Features, or Alternate right click the Macro button.

If you have a macro loaded when you save a project, the macro associated with each register will be loaded when you load the project, and the macro can then be run.

Undo

The DTC records the last actions you have taken. The default is the last five actions, but you change this to be any number of actions, within the limit of memory. Most actions, such as moving, changing the date, changing the coordinate system of progression, change of register, are recorded. Such things as change of background, creating a new chart, or loading an old chart, are not recorded. To Undo a step, use the item under the Go menu, or use the keystroke Control-Z.

In general, flying motions are undone as one step. In other words. If you start the motion of the wheel and fly forward for one year, the undo will instantly take you back one year without going through the intermediate dates. This is most often what you want. But there is an item on the Go menu to undo just a single step of a multiple-step motion. This is also bound to Alternate-Z. If used in this case, each undo would move the wheel back to each intermediate step in the forward motion. If the step size were 3 hours, each of these undoes, would move you back three hours until you had moved back the whole year. Obviously, this would take many undoes.

You can also look at the series of actions that got you to where you are, and that can be undone. These can be seen by using the two keystokes ^xC, that is hold down the Control key and press lower case 'x', release those keys, press the Shift key and hit the 'c' key. You can also use Control-Shift-F1. You will get a window something like this:

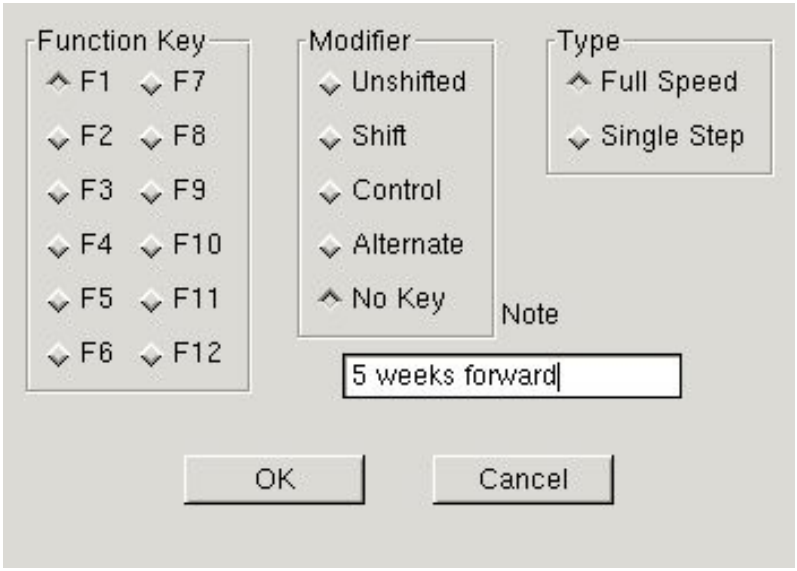
Command	Arg1	Arg2	Arg3	Count	Date	Time
Natal	0	0	0	1	7/19/2007	None
SwitchDM	2	1	0	1	7/19/2007	None
Fwd	0	0	0	42	7/19/2007	14:55
Inc	0	0	0	1	1/03/2008	14:55
Fwd	0	0	0	32	1/03/2008	14:55
Register	1	3	0	1	8/14/2008	14:55
Fwd	0	0	0	14	7/19/2007	14:55
Midpoints	0	0	0	1	7/20/2007	4:55
Fwd	0	0	0	12	7/20/2007	4:55
Fwd	0	0	0	20	7/20/2007	16:55
Midpoints	1	0	0	1	7/21/2007	12:55
Fwd	0	0	0	32	7/21/2007	12:55
Fwd	0	0	0	-8	7/22/2007	20:55
Register	1	0	0	1	7/23/2007	4:55
Fwd	0	0	0	30	7/19/2007	14:55
Inc	0	0	0	1	11/16/2007	14:55
Fwd	0	0	0	4	11/16/2007	14:55
Inc	0	0	0	1	12/14/2007	14:55
Fwd	0	0	0	4	12/14/2007	14:55
Inc	0	0	0	1	2/08/2008	14:55

The numbers in the Args columns may not mean much, since in most cases illustrated they are not used. But reading down from the top, we see that the wheel was initially in a Natal state, then the DisplayMode was switched to 2, which is Transits and the date was 7/19/2007, and then the wheel moved forward 42 steps until 1/3/2008, the rate was increased once, the forward 32 steps ; then the Register was switched and forward 14 steps until 7/20/2007 (the Step Rate here was 1 hr) then we switched to a midpoint display, and so forth. Single-stepping is indicated by a negative count, as for example on line 13.

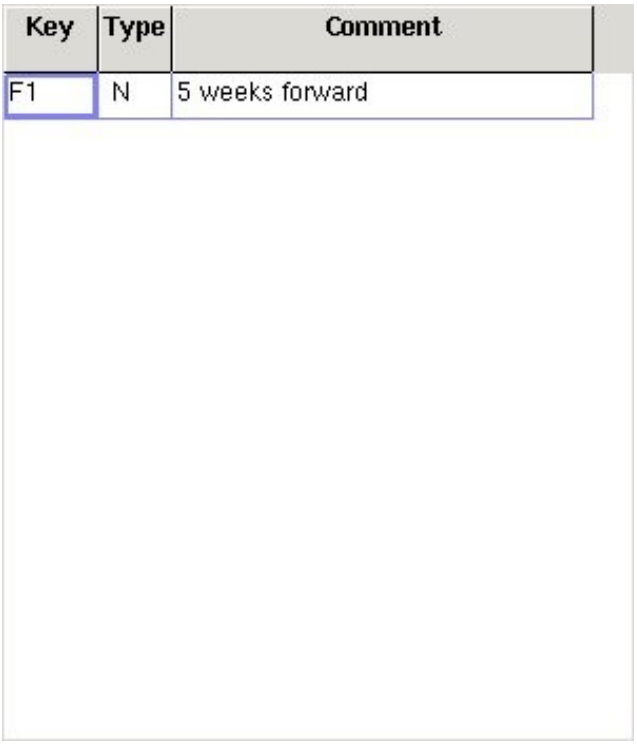
You can undo or redo any actions, using Control-Z, Alternate-Z, Control-V, Alternate-V or use the buttons on the Undo List. You can also click on any step to go to that step. If you continue to move, the actions are added to the Undo List from where ever you currently are. Wat this means that if you undo a few actions and then start to move again, the actions that you undid are lost. However, if you undo some actions and then redo them again and then start to move, none of those previously undone actions will be lost.

Recording Actions

The ability to record keystokes allows us group several keystrokes together to produce a desired outcome, and assign these to a function key. For example, suppose you want to make the actions for going forward five steps a single command. To record this and assign it to a function key you proceed as follows: First turn on recording with the keystrokes ^xa – this will show "RECORDING" on the Status Line. The hit the right key five times to move forward five steps. Then hit ^xa again and the message "END RECORDING" appears in the status line and the following dialog box appears:



In this you can indicate which function key, with which modifier you want to assign this action to. You can also not assign the recording to a key, but only run it from the list, shown later, which is the default, and it will be assigned to the first of 48 empty keyboard actions. You can also add a note to remind you what this keystroke does. Then hit "OK" to save it. If you want to see what keystroke macros are assigned to what keys, use ^xc, Control-X followed by unshifted C. The same list will be shown with Control-Shift-F2. You will see something like this:



This shows the one keyboard macro we just defined, along with the note as to what it does. If we want to see the keystrokes that make up this macro, Control-Click the item to select it (clicking it will run it) and choose "List Selected Action" from the File menu, and you will see this window:

Command	Arg1	Arg2	Arg3	Count
Header	Fwd	1 wk	0	0
Fwd	0	0	0	1
Fwd	0	0	0	1
Fwd	0	0	0	1
Fwd	0	0	0	1
Fwd	0	0	0	1

The first line of the macro is a Header, which tells us that the Direction is Forward, and the Step Size is 1 week. If we change the step size and then hit F1, the wheel will still move forward five weeks and the step size will be returned to one week. Thus the macro will work correctly no matter what you set the step size to be.

Keyboard macros can be saved to a file and loaded from a file. Use the keystroke combination ^xB to save a file or the menu item "Write Action File". You will be prompted for a name without an extension. The files are saved with the extension ".tck". If the file has the name "startup.tck" it will be loaded automatically when the program starts, and do you can have the function keys customized to your liking on startup. Otherwise, use the keystrokes ^xb to see a list of available keystoke actions files, and to choose one to load.

Breadcrumb Trail

Just as in the story of Hansel and Gretel where they created a trail of breadcrumbs so they could find there way back, you can also drop a series of "breadcrumbs" - markers – to mark the way you have come through time. If you are examining a certain time and want to mark it, use ^y (Control-Y) to drop an imaginary breadcrumb. This can be seen as a temporary bookmark. To return to the previous breadcrumb, hit ^W, and to go to the next breadcrumb, use ^F. You can also go to the first or last breadcrumb by using Control-Home and Control-End.

The current breadcrumb trails is saved when you save the keyboard macros, so they can be reloaded with the keyboard macros, as specified above. You can also look at the current breadcrumb trail with ^xd or Control-Shift-F3 which brings up something like this. When saved, the breadcrumbs are sorted by date.

Command	Arg1	Arg2	Arg3	Count	Date	Time
Header	Sibly USA	Transit	1	4 day	7/23/2007	14:42
Header	Sibly USA	Transit	1	1 mo	3/09/2009	14:42
Header	Sibly USA	Natal	1			
Header	Sibly USA	Natal	4			
Header	Sibly USA	Transit	4	2 wk	6/05/2012	14:42
Header	George_Bush	Natal	1			
Header	George_Bush	Transit	1	3 hr	7/25/2007	16:43

The first breadcrumb is for 7/23/2007 at 14:42 and the Step Rate is 4 days, the next for 3/09/2009, and so forth. There are two natal for the Sibly USA chart, one at harmonic 1 and one at harmonic 4. There is a natal and a transit chart for George Bush. If you click any of these lines, the wheel will return to that point; the menu will allow you to delete that breadcrumb.

But you do not have to create a breadcrumb at the time by using ^Y. If you open the list of motions as shown above under Undo, you will see that on most lines there is an associated date and time. A new line is created every time you stop or change speed. With the menu from the Undo Sack menu, you can create a breadcrumb for that date and time, and you can later return to it as indicated above.

The breadcrumbs can also be saved as a bookmark file, which you can load later to replace the default bookmark file.

Sessions

The actions you take while use DTC are recorded. For this to happen, you must have the Undo Limit (Stylist/Other) set to a value higher than five. 100 or -1 are good values. At the end of a DTC session, this record is saved to disk in the file called undo.tcu. This file is loaded when you start the program, and you can see it listed with Control-Shift-F2. If you want to replay the previous session, it is assigned to the F12 key. With a Session, any time delay is also recorded, so if you move forward 1 year, and then look at the resultant chart for five minutes, and then more forward another year, when the session is replayed the five minute pause will also be repeated.

There are actually three ways a session can be replayed from off of the menu on the dialog you see after Control-Shift-F2. One way is to run the session as specified above. Another ways is to run it without stops, meaning that any delays are ignored. The third way is Single-Step. In the method each step happens and then the program waits for the Space Bar to be hit before it moves on to the next step. In this way the delays are put in when you run it.

You can also record a session instead of an action. The hot key for this, instead of Control-X, a is Control-X, f. This is also on the Features menu. And of course you can save and load sessions as well as actions.

OnScreen Timer

An on-screen count-up/count-down timer can be displayed, from the Display tab of the Stylist. The default position is center right, but you can drag it around and save the new position just like any button: Alternate-Shift-Right click the timer, it then follows the mouse cursor, and then Alternate-Shift-Right click it again to drop it. Note that to drop it you must hold down the Alternate and Shift keys, the move the mouse cursor over the time, and then right click.

If there is a '+' in front of the time, it is a count-up timer; if there is a '-' it is a count-down timer. You can switch between the two with a right click. If you left click the timer it will start, either counting up or counting down. For the count-down to work, you must set a time. Move the mouse cursor over the timer, and then use the up/down arrow keys to change the minutes, shift-arrow to change 10 seconds, and control arrow to change seconds.

The timer counts in milliseconds, and is synchronized to the frame rate. You can show milliseconds, but that may be distracting. You can display tenths, hundredths, or just seconds also. You can also change the size of the timer font.

There is also a feature call Synchronizing. If this has been set on, the timer will count only when the planets are moving, and when you stop the planets you stop the clock. If it is a count-down timer, when the time gets to zero, the planets will stop.

Moving Wheel

The is a mode of the DTC which is completely different than the standard astrological chart, which has already been described. This mode more resembles the fixed wheels that are used in such branches of astrology as Cosmobiology. But his method, referred to as Moving Wheel, allows you to determine information that would otherwise be difficult to obtain.

First you must turn on the Moving Wheel; you do this by hitting F3 or the Stylist, Houses tab. You will have a pointer superimposed on the wheel. There are arrowheads at 0, 90, 180, and 270°. The arrow at 0 is a double arrowhead – that is the pointer you move. There are marks at every 30°, and a dash at 45, 135, 225, and 315. You move the pointer to point to something of interest, and then read of the aspects or midpoints to that point. Normally, the pointer moves and the wheel remains stationary, by an option on the House tab of the Stylist allows the pointer to remain fixed and the wheel to move.

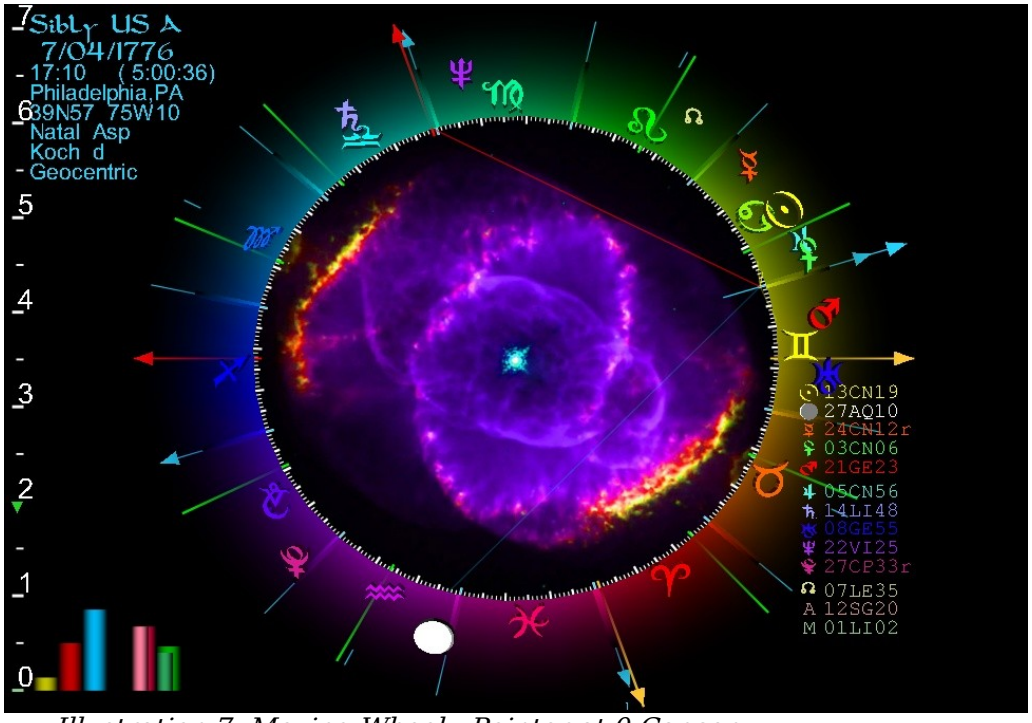


Illustration 7: Moving Wheel - Pointer at 0 Cancer

The arrow keys move the pointer (or the wheel below it, which is equivalent) by a given amount, depending on the modifier. The position of the pointer is representer by “PT” on the Status Line and in the Aspect List, and the position of it is shown on the Status Line. The right and left (and also up and down) arrows mover the pointer one degree clockwise (increasing zodiac) or counterclockwise. Shift with the right or left (or up or down) moves by ten minutes, Control with any of those keys moves by one minute, and Alternate with any of those keys moves to the next natal or transiting point. For example if the pointer is at 1 Capricorn 35 and the Sun is at 15 Capricorn 47, and the are no other planets between the two, Alternate-right will move the pointer to the Sun. The points included in this are the cardinal points, Descendant, and IC. Control-Shift left or right arrows move 10°, while Control-Shift up or down arrows move 30°. Finally Alternate -Shift right or left (or up or down) move the pointer 90°. If you Control-click a location on the zodiac, the pointer will move there. Using this controls you can easily position to pointer exactly where you want.

Using the arrows with the Alternate key allow you to focus on exactly the aspects to a given point. Or suppose you have a point, a midpoint from the list of all midpoints, or the position of the newly-discovered planet Eris, an you want to find the aspects to that point from the other points in your chart. Just move that pointer to the given point and you will see the aspects or midpoints to the given point. If you are familiar with using a dial in Cosmobiology, this gives you the same effect. If you want a 90° dial, just use the fourth harmonic chart.

Use Arrows

You can use the arrows for other functions than just increasing of decreasing the speed. When the cursor is over certain hot zones, the arrows will perform other functions. But if you don't expect this, it will be surprising and confusing. That is why you need to turn on this special functionality by pressing the Insert key. When you do this a small 'A' will appear at the bottom of the screen.

Other Features

Multiple Composite

Normally, a composite chart is made from two charts, and each point consists of the midpoints of the same points from the two charts. But you can carry the same principle to more than two charts, by taking the n-th point of the same points from all charts. For example, to compose three charts, the composite sun is found by taking the closest of the three possible points derived by adding up the positions of the three suns and dividing by 3. The important idea is that when using three charts, three possible composite points are found, and the one that is closest to all three original points is the one to be chosen. This gets to be a little complicated when you are composing three charts, but compositing more than three this problem becomes increasingly complicated. This is where the computer comes in handy. With the DTC, you can compose up to 25 natal charts.

Save Transit, Natal to Another Chart

Perhaps you want another copy of the natal chart you are working with, so you can compare one chart to some other chart, and have another to work with separately. While you can just load another, perhaps you have modified this chart by relocating it. You can copy this natal to another register by using the "Copy Natal Chart" menu item under Other. When you make a copy, you can give the new natal another name.

Even more useful is the ability to copy the transits you currently see as another natal chart. For example, if you have found a Solar Return, you can make a natal of it which is more like a traditional solar return. Or you can calculate your secondary progression and then look at the transits to those progressions by first copying the progressions to a new natal. To do this use the option "Copy Transit Chart" under Other. Here again you can name the new chart.

Once you have created this new chart you can save it to a file of your choice so that you can look at the chart in future sessions, using the item under File. You can rename the chart if you would like; hitting enter at the prompt uses the name the chart already has.

Reflection

The planets can be reflected around an axis to determine a new chart. The most common example of this is the antiscia or solstice chart, which has been used from ancient times. In this, the chart is reflected around the zero Cancer/zero Capricorn axis. For example, a sun at 12Cancer48 when reflected becomes 17Gemini12. These antiscia charts are sensitive to transits and can be used in comparisons.

You can also use the reflection feature in combination with the moving zodiac mentioned directly above. After hitting F3 and adjusting the point you can reflect about that point. If the point set is zero Aries, the reflected chart is called the contrascia chart. The 'u' keys will reflect the chart.

Scroll Wheel

The scroll wheel, if your mouse is equipped with one, will increase/decrease the speed of the motion, and if the motion is stopped in can be used to single step the motion. But the scroll wheel can do other things, depending on where the mouse cursor is.

If you are viewing a natal chart, you can use the scroll wheel to adjust the time and location if the mouse cursor is over the center of the wheel. Scrolling up increases the time – by one minute per scroll – and scrolling down decreases the time. If the shift key is held, the latitude changes by one degree, and if the control key is depressed the longitude changes by one degree. In the latter case, scrolling up goes west and scrolling down goes east. This will only happen if there is a small 'A' showing at the bottom of the screen, controlled by the Control-Insert key or the “Arrows over Buttons” on the Other tab of the Stylist.

Using the scroll wheel with the mouse cursor over either of the two hexes on top of one another near the name moves through the current chart file, putting each new chart into the same register. If the shift key is down each chart goes into a new register.

If the cursor is over the third hex, the one closest the name, you can scroll through the registers either forward of backward. Note that when you move to another register, the 'A' (for Use Arows) may not be showing).

The three hexes by the name have another function if the control key is down. Scrolling over each hex controls the color of the background: the left hex varies the red component, the upper hex varies the green component, and the lower hex varies the blue component.

If the mouse cursor as on the up-arrow part of the orb, the orb itself can be changed. If the cursor is over the down-arrow part, the harmonic is changed.

Several things can be changed with the mouse cursor over the hot zone near the name. The unshifted scroll wheel in that location allows you to change modes. If the shift key is down, all the various progressions and directions are toggled through. If the control key is down, the various coordinate system are moved through. Finally, control-shift allows you to change from horizontal to vertical coordinates.

When the cursor is over the date in the lower right corner, the wheel varies the house system in use.

If t he cursor is over the “Help” button, turning the scroll wheel changes the diameter of the zodiacal wheel. If the shift key is held, this action will change the size of the planet glyphs. Increasing the glyph size if helpful is you want to see the display from the other side of the room, for example.

If the cursor is over the “Macro” button, located directly below the “Help” button, the scroll wheel changes the frame rate, that is, the time period between subsequent frames. The rate can be as low as -1, meaning that the frames are displayed as often as possible. This does not allow time for other programs, and with a fast computer may be too fast. You can decrease the frame rate – increase the time between frames – to several seconds.

Finally, if the cursor is over the “significance” button, and you've loaded a macro, scrolling up goes to the next time found by the macro, and scrolling down goes to the previous time.

Relocation and Rectification

You can relocate or rectify – adjust the time of – any natal chart. When the natal chart shows, the button that usually show the time step will instead show “Time”. This indicates that you can adjust the time of the natal chart. The up-arrow increases the time by one minute and immediately shows the new chart. The down arrow decreases the time one minute. With shift the adjustment is 10 minutes, with control one hour, and with the alternate key 12 hours.

If you hit the Space bar, the caption will change to “Loc”; this means the location can be adjusted. The up and down arrows adjust the latitude, and the right and left arrows adjust the longitude. If you go over the poles you are relocated to the other side of the earth. The unshifted arrow keys move one degree; with shift key 10 minutes, with control key one minute, and with alternate key 10 degrees. Right arrow key moves east, left arrow moves west. Using these arrows allows you to see how the chart changes with location.

If you want to relocate the chart immediately to a new location, alternate-click on the hot zone in the name field. You can fill in the new location and hit “Lookup”. This will find the new coordinates and when you click “OK” the new chart will be shown.

Sidereal and Precessed

Normally, the zodiac shown on the wheel is tropical. That is the Aries point is where the celestial equator cross the ecliptic. But you can use the sidereal zodiac (Lahiri ayanamsha). To convert to a sidereal zodiac, push the “s” key. This value can be saved in the configuration file, so that the zodiac will always come up in sidereal zodiac. A small “s” appears at the bottom of the screen near the harmonic number below the age.

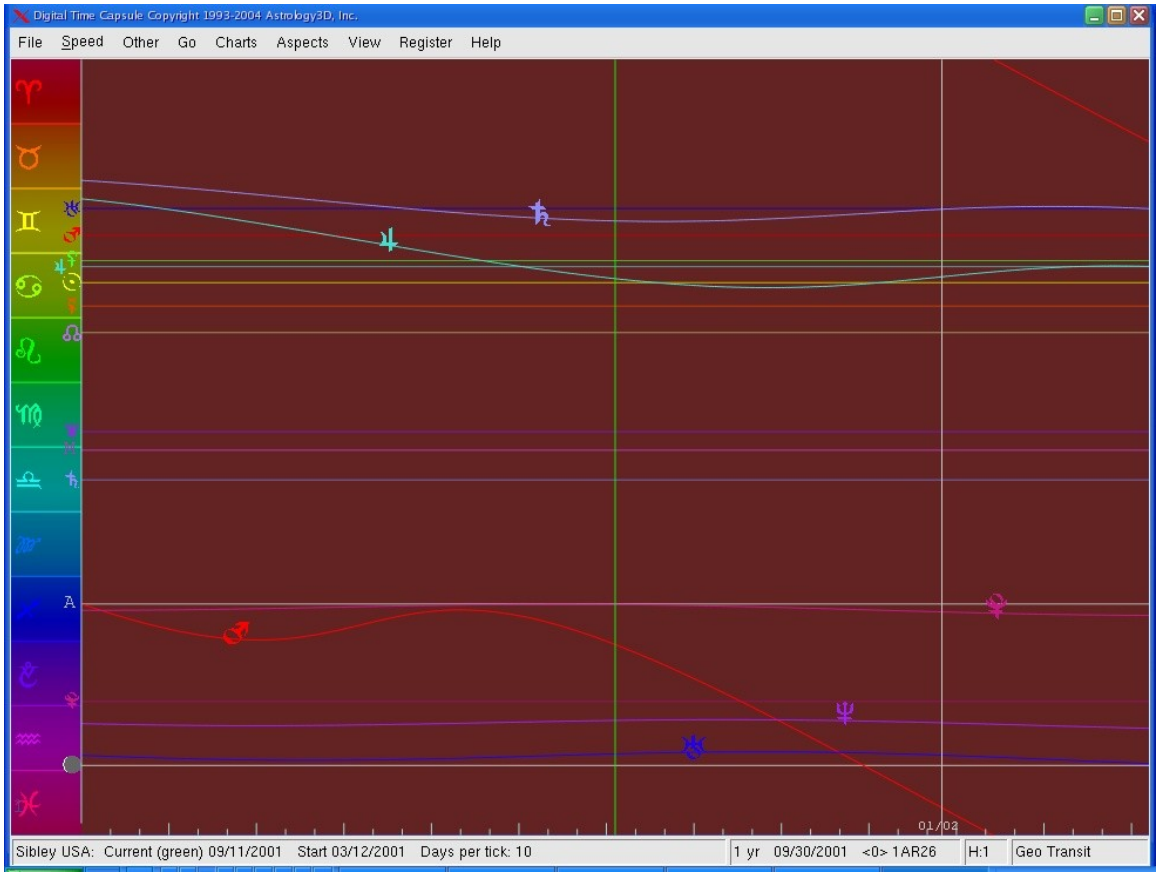
You have your choice – Stylist/Other – of the Fagan (Western sidereal) ayanamsha as well as the default Lahri. You can even hand modify the appropriate Style file if you wish a different ayanamsha.

Precession correction is a related function. With precession correction, the tropical zodiac is still used, and the natal chart is the same as it always was. However, precession takes places over time, at the rate of about one degree every 72 years, so that as planet move in the future after the birth, precession correction is increasingly subtracted from their positions. To add in procession correction, use control-p.

Precession correction is most commonly used for solar returns. To calculate a precession corrected solar return, first use control-p. The load the solar return macro and find the first solar return. Use the "z" key to use the return ascendant. If you would like to view the solar return chart by itself, shift to single chart mode – click in the center with the control key down -- or save the transit chart to a new natal.

Transit Graph

The Transit Graph is an interactive graphical ephemeris that allows you to see the motions of the planets over a period of time in comparison to a natal chart. This allows you to pinpoint areas of interest and easily shift into the wheel mode for further examination. There are many things that can be varied in the Transit Graph, allowing you to customize it for your purposes. Before we introduce these features, here is the default Transit Graph. You can reach the Transit Graph from the wheel by using the menu item under features, using 'g' (moving graph) or 'G' (non-moving graph) or a shift-right click or middle click on the center of the wheel.



This default shows a one year period centered on the current date -- the date on the wheel, as indicated by the green vertical line. If today's date was in that one year period, it would be shown by a vertical red line. The vertical pink line show January 1 of a year, in this case 2002. The horizontal lines indicate the natal planets, as indicated by the glyphs in the zodiac bar on the left. The curving lines indicating the transiting planets, and their glyphs are within the graph. For example, the glyph for transiting Mars is in the lower left, about 1/6 of the way along the horizontal axis. The red curve that goes through the glyph indicates the path of transiting Mars though the year. By following that curve, you can see that transiting Mars comes closes to transiting Pluto and the natal ascendant about 7/17/2001. The date shows on the status bar when the mouse is at that point, which does not really show in the illustration. Only the planets Mars through Pluto are shown. The default planets shown are determined by the period. You can show other planets or turn off some of those shown; if you click in the graph you will either start of stop the motion.

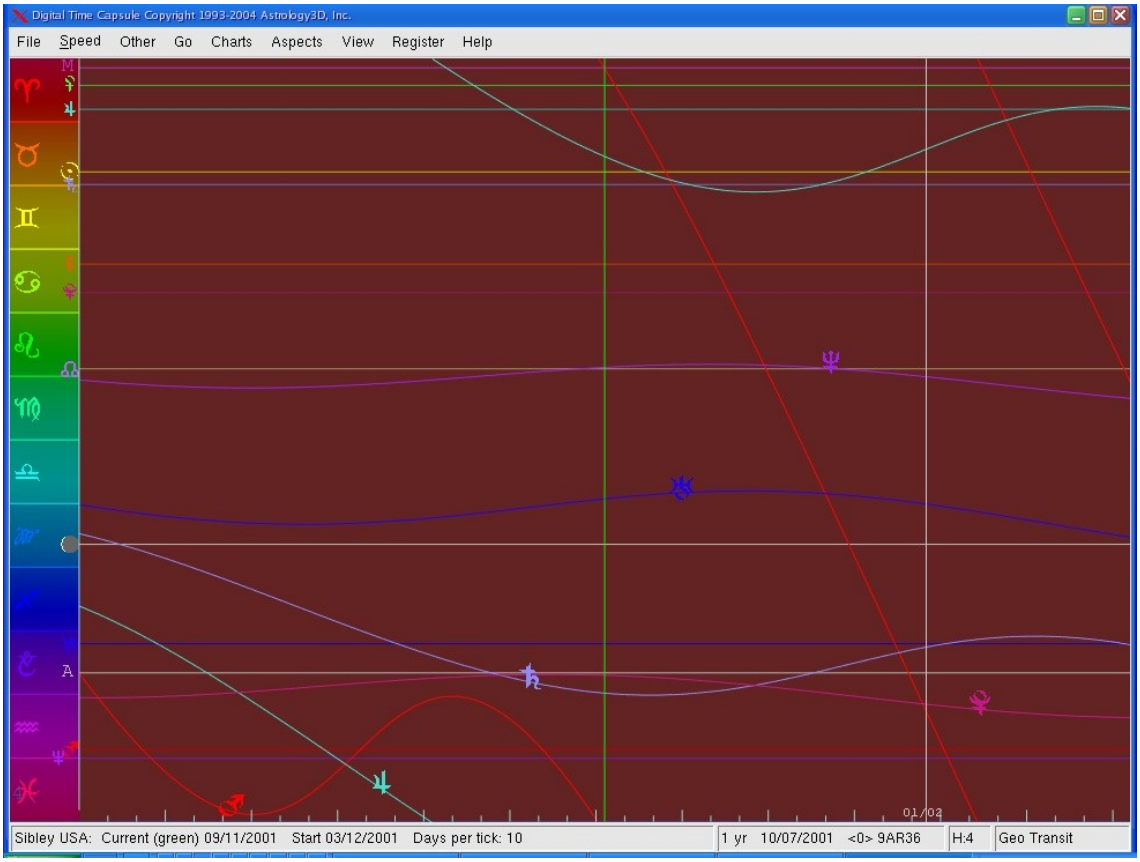
A right click will reverse the motion. Shift-click will return you to the wheel at the time you click on the graph. This allows you to move to a different time graphically. Control-click will return you to the wheel at the time you left. Alternate-click will set the current time to whatever time you click, and recenter the graph at that time. This is a good way to move through time without having the graph move and waiting for the time of interest to come up. If you then do a control-click, the wheel will be at that time. The status bar at the bottom show the Starting Date -- the date represented by the leftmost vertical line, the outside of the zodiac band -- and the Current Date -- the date in the wheel -- and Today's Date, if either or both exist in the period shown; and the the period shown, the date under the mouse cursor, the speed, and the vertical zodiacal position of the mouse cursor. That date of course changes as you move the mouse. The left and right arrows move back and forward by one half of the period indicated -- in the example one half year. Those arrows with the shift key move a whole period, with the control key moves 2 periods, with control-shift 5 periods, with alternate-shift 10 periods, and with the alternate key the current date, indicated by the green line, moves a day at the time. This last feature is a handy way of adjusting the current date exactly.

The up and down arrows increase or decrease the speed of the moving graph. It initially starts at one but can be greater or lesser. With the shift key the period shown can be increased or decreased. With transits the period shown can be as long as 500 years or as short as one month. At 500 years only Uranus, Neptune, or Pluto are shown. You could show the moon, but the whole graph would than be just filled solid with white lines. And the arrows with the control key vary the harmonic shown, of which more below. If both control and shift key are down, the harmonic either doubles or halves.

The natal and transiting planets shown can be altered. Initially all the natal planets appear and the transits depend on the period. To toggle off or on all natal planets, use the 'n' key. To toggle individual natals, use alternate and a number key representing the planet, where 1 is the sun and 0 is Pluto, '`' is the node, '-' is Ascendant, and '=' is Midheaven. To toggle all the transits, use the 't' key; to toggle individual transits, use shift and the number. For the transiting node this is '~'.

Harmonics

The default Transit Graph, as shown above, is in the first harmonic. This is the normal zodiac that we use all the time. The zodiac runs down the left in the colored strip from 0 Aries at the top to 30 Pisces at the bottom. Where a horizontal line, representing a natal planet, crosses a curved line, representing a transiting planet, a conjunct happens. By pointing at that line crossing with the mouse cursor, you can read the date for that conjunction. And by noticing how quickly the lines separate, you can see how quickly the conjunction is out of orb. You can increase the thickness of the natal line in increments of ½ ° by using the 'O' key, to better judge when the planet goes out of orb. You can also see if the transiting planet goes retrograde, and when it crosses, or comes close to, the natal planet again. But you can only see conjunctions. But by using other harmonics you can see any other aspect, and magnify the results as well. In fact, harmonics are so fundamental to use of the Transit Graph that you can reach the first 10 harmonics by using the number keys. Below is an illustration of the fourth harmonic chart, probably the most useful, but the things said about it are applicable to any harmonic chart.



First you'll notice in the third frame of the status bar on the bottom is "H:4" indicating that this is the fourth harmonic. With the fourth harmonic, all conjunctions, squares, and oppositions are shown as conjunctions. The green vertical line indicates the date that was shown in the wheel -- in this case September 11, 2001. By looking down that line we can see what transits were happening on that day, and how that played out before and after that day. On the left you'll notice the natal Ascendant -- indicated by an "A" in Capricorn (remember this is the fourth harmonic Ascendant) -- is crossed by the transiting Pluto at the vertical green line, and that also transiting Saturn was near there (in fact, by checking the wheel we know that Pluto was conjunct with Saturn opposed to Pluto). Looking further up the green line we see that Neptune crossed the North Node of the moon shortly before that date, and was still close, and crossed it again on January 1 of the next year. In this case Neptune was on the South Node of the moon. Looking still further up the green line we see that Jupiter crossed the sun line shortly after that date, and was conjunct the sun at less than two degrees on that date. The actual orb was 1degree 44 minutes, and you can see another effect of the use of harmonics -- the orbs are magnified as well, in the case by a factor of four. If you refer back to the first harmonic graph you can see that Jupiter and the sun almost touch, you can not really see that there is an orb, while in the fourth graph there is a wide gap, and if you did not know of the magnification factor you would not realize that they were actually within orb. Finally, near the top of the screen you will see that the transiting Mars line in red crosses the Midheaven line. This was a square and it was quite close.

For another example, this is how you can use the Transit Graph to show lunation and eclipses. You don't need the natal planets, so hit 'n'; also hit 't' to remove all transiting planets. Then turn on just the Sun and the Moon, using the '!' and the '@' keys (shifted 1 and 2). If you have done this in the first harmonic Transit Graph, every crossing point is a New Moon. If you do this in the second harmonic, every crossing is a New or Full Moon. These are the lunation. To show eclipses, we must turn on the transiting node, using the '~' key. This will show the path of either the mean or true lunar node – depending on the setting in the Stylist. Now find the lunation points that are near the line for the lunar node. This is by definition an eclipse. If all three lines are close together, it is a full eclipse; if the lines are further away, say about 18°, and remember in the second harmonic this looks like 36°, it is a partial eclipse. Eclipses most often comes in pairs, two weeks apart. You can use Alternate-left/right arrows to find the exact date, or move the mouse cursor over the Sun-Moon intersection point.

Other Options

Normally with the Transit Graph you are looking at transits in geocentric longitude. But other varieties are possible. Instead of transits you can look at progressions or directions; instead of geocentric positions you can use heliocentric or equatorial positions. And you can even look at transits (or progressions) in declination. To reach these other systems, you use the same keys as in the wheel: "y" and "r" move you through progressions and directions. "e" and "E" move you through coordinate systems. You can also use the menus. Note that you can not look at local space coordinates with the transit graph: since they move 360 degrees in a single day, looking at the changes over even a month is meaningless.

You can also look at transits to the solstice or progressed chart. To do the former, create a solstice chart (hit "u") in the wheel and then show the transit graph. The natal in the Transit Graph will be the solstice chart. To look at the latter, create a progressed chart and then create a natal in another register from those progressions. Then show the a Transit Graph to that chart.

Sine the transit graph always show transits to the chart shown in the wheel, you should not create a harmonic chart in the wheel and then look at the transit graph to that chart.

Colors and Glyph Sizes

The color of the background of the Transit Graph can be changed, just as the background color of the wheel, and it can be saved. The colors are changed in the same way the background color of the wheel is changed.

The size of the glyphs in the Transit Graph can also be changed, and saved. There are three different glyphs: transiting planet glyphs, natal planet glyphs, and zodiac glyphs. There are changed by using the scroll wheel when the mouse cursor is over the left zodiac bar. The scroll wheel by itself changes the transit glyph size, with the shift key the natal glyph size, and with the control key the zodiac glyph size. You can of course change these in the Stylist.

Transit Graph Zoom

Normally, the Transit Graph shows a full 360º zodiac, even thought this may not be actually 360 degrees if you are using a harmonic greater than one. But it is possible to enlarge the view shown in the Transit Graph to examine just part of the graph. This allows you to examine a portion of the chart in greater detail.

For Transit Graph Zoom, there are two types of motion that can be done. One is Zoom: this is controlled by shift Page Up, to increase the zoom, and shift Page Down, to decrease the zoom. When either of the keys is used, the Zoom ratio will be shown on the Status Line at the bottom of the screen. But when the screen is zoomed, you can only see part of it at any one time. The other keys move the part of the zodiac that can be seen: Page Up moves the zodiac up, and thus moves the part seen down, while the Page Down key does the opposite. Until the Transit Graph is zoomed, these keys will not have any function.

Appendix

Keyboard Usage

Key	*Unshifted*	*Shifted*	*Control*	*Alternate*
a	Esoteric aspects on/off		Increase all BG colors	Decrease all BG colors
b	Bars on/off	Bars on/off	Increase blue	Decrease blue
c	Composite	Comparison	Dual Charts.	
d	Change mode	Date on/off	Daylight time	
e	Change coordinate systems	Change coor-dinate system	Horizontal / Vertical	
f	Fade aspects	Aspects dashed lines		
g	Transit graph on/off	Transit graph stopped	Increase green	Decrease green
h	Change house systems	Change house system reversed		
i	Interpretation reversed	Interpretation		
j	Reset natal			
k	Increase zodiac colors	Decrease zodiac colors		
l	Use residence	Change latitude magnification		
m	Midpoints	Show moving angles		
n	Natal	Change name display		
o	Decrease orb	Increase orb		
p	Transit planet list on/off	Natal planet list on/off	Precession correction	
q	Quotidian			

Key	*Unshifted*	*Shifted*	*Control*	*Alternate*
r	Progressions reverse	Realtime	Increase red	Decrease red
s	Sidereal zodiac	Full screen	Save image	
t	Change registers	Intra-transits	Change registers	Change registers
u	Reflection	On buttons off	Buttons on/off	
v				
w	Age display on/off			
x	Elements/modes			
y	Progressions			
z	Current Ascendant	Toggle aspects to angles	Undo	Single Step undo
+	Wheel larger			
-	Wheel smaller			
<	Frame rate slower			
>	Frame rate faster			
1	Sun only	All but sun		Harmonic 1
2	Moon only	All but moon		Harmonic 2
3	Mercury only	All but Mercury		Harmonic 3
4	Venus only	All but Venus		Harmonic 4
5	Mars only	All but Mars		Harmonic 5
6	Jupiter only	All but Jupiter		Harmonic 6
7	Saturn only	All but Saturn		Harmonic 7
8	Uranus only	All but Uranus		Harmonic 8
9	Neptune only	All but Neptune		Harmonic 9
0	Pluto only	All but Pluto		Harmonic 10
`	Set bookmark			
'	Go to bookmark			
F1	Help			
F4	Aspect List			

Key	*Unshifted*	*Shifted*	*Control*	*Alternate*
F5	3D Glyphs			
F6	Dome		Switch Button Type	
F7	Goto Date	Go Last Increment	Go Last Increment Reverse	Set Increment
F8	List Registers	Last Register		
F9	Macro Forward	Macro Reverse	Load Macro	Create Macro
F10	Moving Wheel			
F11	House cusps	Modify colors	Stylist	Adjust orbs
F12	Dump Chart	On Screen Planet Tips		On Screen Aspect Tips
Home	Mouse Position			
End				
Ins	Record Frames			
Page Up	Increase Planet List Font Size	Increase On Screen Tool Tip Font Size	Increase ToolTip Font Size	
Page Down	Decrease Planet List Font Size	Decrease On Screen Tool Tip Font Size	Decrease ToolTip Font Size	

Space bar starts and stops motion; with a natal chart, it toggles between adjusting the time and adjusting the location.

Transit Graph Keys

Many keys are the same as they are in the "Wheel" mode, described above. Here is a summary that covers the keys, showing the similarities and differences.

Color Changes

You can change all colors – red, green, blue – of the background equally with Control-A (increase) and Alternate-A (decrease). To change just the red component, use Control-r and Alternate-r; to change just green use Control-g and Alternate-g, and to change just blue use Control-b and Alternate-b.

Shift-F11 will bring up the Color Dialog box and you can change any colors that are appropriate to the Transit Graph.

The 'k' and 'K' keys will change the color richness of the zodiac bar on the left. The ']' and '}' keys will decrease/increase the transparency of the zodiac. These keys are the same ones as in the wheel.

Control-C will toggle the planets being single color, the color set with the Color Dialog. In this case, natal planets will be shown with a dashed line. You can also show the graph in Single Color with the '/' key. This is somewhat different than just planets in single color.

Capital A – 'A' – will bring the colors of the wheel into the Transit Graph.

Motion

The up and down arrows by themselves increase or decrease the motion; with the shift key they increase or decrease the period display on the graph, and with the control key increase or decrease the harmonic, with the Alternate key exchange the current harmonic with one, and with control-shift double or halve the harmonic.

The right and left arrow keys move the period shown forward or back at whatever speed is set by the up and down arrows; when stopped, this is the equivalent of single-stepping in the wheel; with the shift key by a half a period; with the control key by a whole period; with control-shift by two periods; and with Shift-Alternate five periods.

The space bar will start and stop the motion, and the backspace key will reverse the direction of motion.

The '=' and '-' keys will also increase/decrease the period.

Change Date

To go to the current date, use 'C'. F7 will allow you to go to any date. Alternate clicking the screen will set the current date – green line, usually in the center – to the date clicked. The current date can be moved gradually with Alternate left/right arrow.

Buttons

If the buttons are displayed, the left button shows the harmonic. It is used like an Orb button in the wheel, except that clicking the ends increase or decrease the orb. Shift clicking doubles or halves the orb, and control-clicking doubles or halves the period. A click in the center switches the current harmonic with one.

You can also use this button for zooming. A shift-right click increases/decrease the magnification. If you have a greater than unitary magnification, so all of the zodiac is not shown at one time, you must scroll the part of the zodiac seen. For this right click the upper and lower parts of this button.

The period is shown on the right button. The left and right sections of this button act like the left and right arrows.

Display

There are several keys that will change the layout of the display so you can customize the appearance.

Control-F11 will bring up the Stylist, and the last two tabs are relevant to the Transit Graph.

The 'd' key will show or hide the bar with the buttons and some other information at the bottom of the screen. The 'H' key will switch through a left zodiac bar, just tick marks at the left, or nothing at the left. The 'c' key will swithc between harmonic and cosmobiological display. With harmonic display, there are always 360° in the zodiac, whereas in the cosmobiological display, the number of degrees shown depends on the harmonic, so, for example, with the fourth harmonic only the first thre signs – 90 degrees – will be shown.

Horizontal and vertical lines are be displayed to make it easier for you. The 'h key goes through three level of horizontal dashed lines, every 30°, every 15°, or every 10°. There are two types of vertical lines, decimal and calenderical. The decimal lines, with a one year period, are display every 0, 10, 20, 30, 40, 50, or 60 days, with the 'v' key, and the 'V' key toggles between 0 and 50. For the calenderical display, using the Control-V, you can display lines every 12, 6, 4, 3, 2, 1, or 0 months.

If you are showing latitude, you can expand the latitude using the 'L' key, just as you do with the wheel.

Planets Shown

If the bar at the bottom is display, a line of the 13 planets/points is shown on the right, along with a “00”. Left clicking a point will show/hide that transiting planet, a right click the natal planet. The “00” represents all planets at one time. The same clicking action happens on the natal planet glyphs in the left zodiac bar.

You can also toggle all natal planets with 'n'. 'N' will also remove the natal glyphs on the left zodiac bar. Either 't' or 'T' will toggle on/off the transiting planets.

Shift with a number will toggle the transiting planets, with '!' (shift-1) being the Sun. The '~' is the transiting node. If the number are hit with the Alternate key, the natals will be toggles. For Ascendant, use Alternate-=, for Midheaven use Alternate-minus, and for natal node use Alternate-` (reverse accent, usually on the '~'key).

You can show transiting midpoints with the 'm' key, and natal midpoints with the 'M' key. You should probably have few transiting or natal planets showing before you show midpoints, otherwise the screen will fill up with lines.

Glyph Size

The size of the three different types of glyphs can be varied with the Stylist, or the arrow keys, or the scroll wheel of the mouse. To use the later two methods, you need the mouse cursor over the zodiac bar. If you want to use the arrow keys, you must hit the Insert key and a small 'A' will appear between the buttons. Then by using the scroll wheel or the up/down arrows, the size of the transiting planets glyphs will be changed; with the shift key the size of the natal glyphs, and with the control key the size of the zodiac glyphs.

Progressions, Coordinates

These are the same keys as used in the wheel. 'y' and 'r' step through the progressions/ directions. 'e'/'E' step through the coordinates, and Control-e switches from horizontal to vertical coordinate.

Other

Orbs can be changed with 'o' and 'O'. Zooming is done with Shift-PageUp/PageDown, and moving with PageUp and PageDown. '<' and '>' will decrease/increase the frame rate, Control-O will opena chart, and Control-N will allow you to create a new chart. Controol-S wil lallow you to save an image of the current screen. '[' will toggle tooltips.

Right and Left Arrows

For example, if the Step Size is 3 hours, pushing one of those two keys will move the chart by 3 hours, with the shift key by 6 hours, with the control key by 12 hours, with the alternate key by 1 day, and with the alternate-shift key by 4 days in either direction.

Key	Shift	Ctrl	Alt	Alt-Shift
1 second	1 minute	1 hour	1 day	1 week
2 seconds	1 minute	1 hour	1 day	1 week
3 seconds	1 minute	1 hour	1 day	1 week
5 seconds	1 minute	1 hour	1 day	1 week
10 seconds	1 minute	1 hour	1 day	1 week
15 seconds	1 minute	1 hour	1 day	1 week
30 seconds	1 minute	1 hour	1 day	1 week
1 minute	1 hour	1 day	1 week	1 month
2 minutes	1 hour	1 day	1 week	1 month

Key	Shift	Ctrl	Alt	Alt-Shift
5 minutes	1 hour	1 day	1 week	1 month
10 minutes	1 hour	1 day	1 week	1 month
15 minutes	1 hour	1 day	1 week	1 month
30 minutes	1 hour	1 day	1 week	1 month
1 hour	1 day	1 week	1 month	1 year
2 hours	1 day	1 weeks	1 month	1 year
3 hours	1 day	1 week	1 month	1 year
6 hours	1 day	1 week	1 month	1 year
12 hours	1 day	1 week	1 month	1 year
1 day	1 week	1 month	1 year	2 years
2 days	1 week	1 month	1 year	2 years
4 days	1 week	1 month	1 month	2 years
1 week	1 month	1 year	2 years	5 years
2 weeks	1 month	1 year	2 years	5 years
1 month	1 year	2 years	5 years	10 years
2 months	1 year	2 years	5 years	10 years
3 months	1 year	2 years	5 years	10 years
6 months	1 year	2 years	5 years	10 years
1 year	2 years	5 years	10 years	20 years
2 years	5 years	10 years	20 years	50 years
5 years	10 years	20 years	50 years	100 years
10 years	20 years	50 years	100 years	250 years
20 years	50 years	100 years	250 years	500 years

Control-shift left or right arrow will move you through the Registers.

Up Arrow

For example. If the Step Size is 3 hours, using the Up Arrow will increase the Step Size to 6 hours, with shift key to 12 hours, with control key to 1 day, and with the alternate key to 2 days.

Step	Key	Shift	Ctrl	Alt
1 second	2 seconds	3 seconds	5 seconds	10 seconds
2 seconds	3 seconds	5 seconds	10 seconds	15 seconds
3 seconds	5 seconds	10 seconds	15 seconds	30 seconds
5 seconds	10 seconds	15 seconds	30 seconds	1 minute
10 seconds	15 seconds	30 seconds	1 minute	2 minutes
15 seconds	30 seconds	1 minute	2 minutes	5 minutes
30 seconds	1 minute	2 minutes	5 minutes	10 minutes
1 minute	2 minutes	5 minutes	10 minutes	15 minutes
2 minutes	5 minutes	10 minutes	15 minutes	30 minutes
5 minutes	10 minutes	15 minutes	30 minutes	1 hour
10 minutes	15 minutes	30 minutes	1 hour	2 hours
15 minutes	30 minutes	1 hour	2 hours	3 hours
30 minutes	1 hour	2 hours	3 hours	6 hours
1 hour	2 hours	3 hours	6 hours	12 hours
2 hours	3 hours	6 hours	12 hours	1 day
3 hours	6 hours	12 hours	1 day	2 days
6 hours	12 hours	1 day	2 days	4 days
12 hours	1 day	2 days	4 days	1 week
1 day	2 days	4 days	1 week	2 weeks
2 days	4 days	1 week	2 weeks	1 month
4 days	1 week	2 weeks	1 month	2 months
1 week	2 weeks	1 month	2 months	3 months
2 weeks	1 month	2 months	3 months	6 months
1 month	2 months	3 months	6 months	1 year
2 months	3 months	6 months	1 year	2 years
3 months	6 months	1 year	2 years	5 years
6 months	1 year	2 years	5 years	10 years
1 year	2 years	5 years	10 years	20 years
2 years	5 years	10 years	20 years	20 years
5 years	10 years	20 years	20 years	20 years
10 years	20 years	20 years	20 years	20 years

Control-shift up arrow will move you through the charts in a file; alternate-shift up arrow will increase the harmonic.

Down Arrow

For example, if the Step Size is 3 hours, using the down arrow will decrease the Step Size to 2 hours, with the shift key to 1 hour, with the control key to 30 minutes,and with the alternate key to 15 minutes.

Step	Key	Shift	Ctrl	Alt
2 seconds	1 second	1 second	1 second	1 second
3 seconds	2 seconds	1 second	1 second	1 second
5 seconds	3 seconds	2 seconds	1 second	1 second
10 seconds	5 seconds	3 seconds	2 seconds	1 second
15 seconds	10 seconds	5 seconds	3 seconds	2 seconds
30 seconds	15 seconds	10 seconds	5 seconds	3 seconds
1 minute	30 seconds	15 seconds	10 seconds	5 seconds
2 minutes	1 minute	30 seconds	15 seconds	10 seconds
5 minutes	2 minutes	1 minute	30 seconds	15 seconds
10 minutes	5 minutes	2 minutes	1 minute	30 seconds
15 minutes	10 minutes	5 minutes	2 minutes	1 minute
30 minutes	15 minutes	10 minutes	5 minutes	2 minutes
1 hour	30 minutes	15 minutes	10 minutes	5 minutes
2 hours	1 hour	30 minutes	15 minutes	10 minutes
3 hours	2 hours	1 hour	30 minutes	15 minutes
6 hours	3 hours	2 hours	1 hour	30 minutes
12 hours	6 hours	3 hours	2 hours	1 hour
1 day	12 hours	6 hours	3 hours	2 hours
2 days	1 day	12 hours	6 hours	3 hours
4 days	2 days	1 day	12 hours	6 hours
1 week	4 days	2 days	1 day	12 hours
2 weeks	1 week	4 days	2 days	1 day

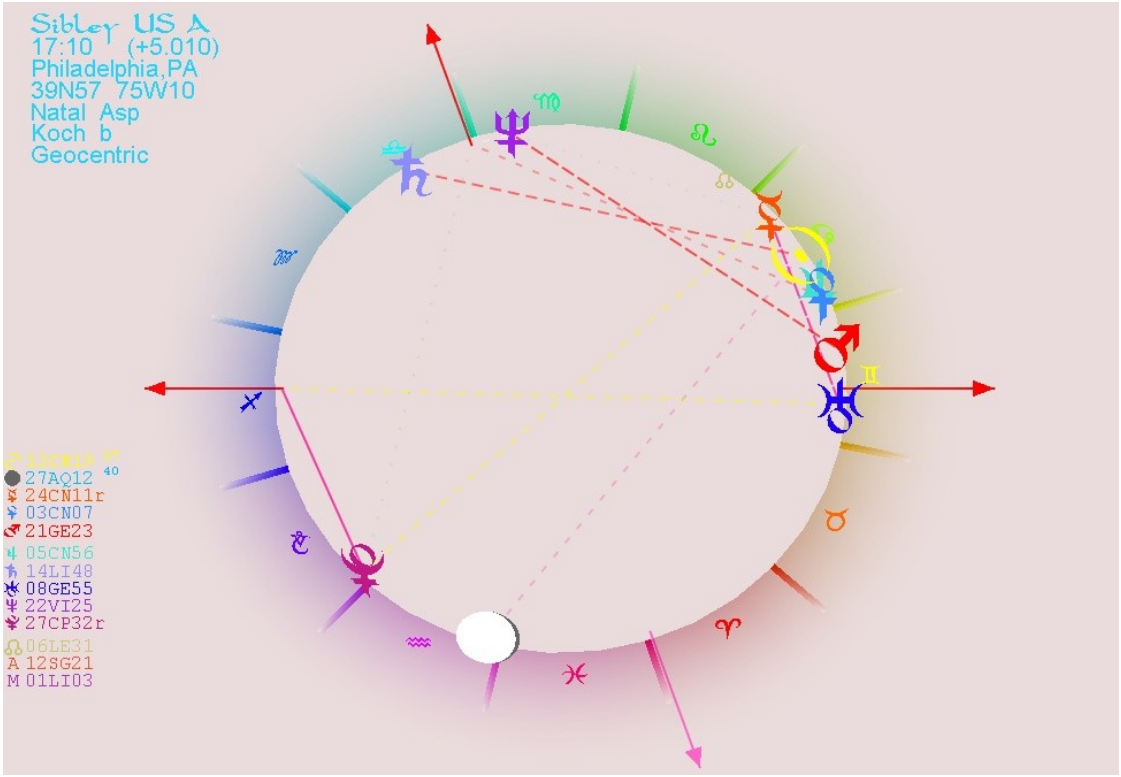
Step	Key	Shift	Ctrl	Alt
1 month	2 weeks	1 week	4 days	2 days
2 months	1 month	2 weeks	1 week	4 days
3 months	2 months	1 month	2 weeks	1 week
6 months	3 months	2 months	1 month	2 weeks
1 year	6 months	3 months	2 months	1 month
2 years	1 year	6 months	3 months	2 months
5 years	2 years	1 year	6 months	3 months
10 years	5 years	2 years	1 year	6 months
20 years	10 years	5 years	2 years	1 year

Control-shift down arrow will move you through the charts in the file in the other direction. Alternate-shift down arrow will decrease the harmonic.

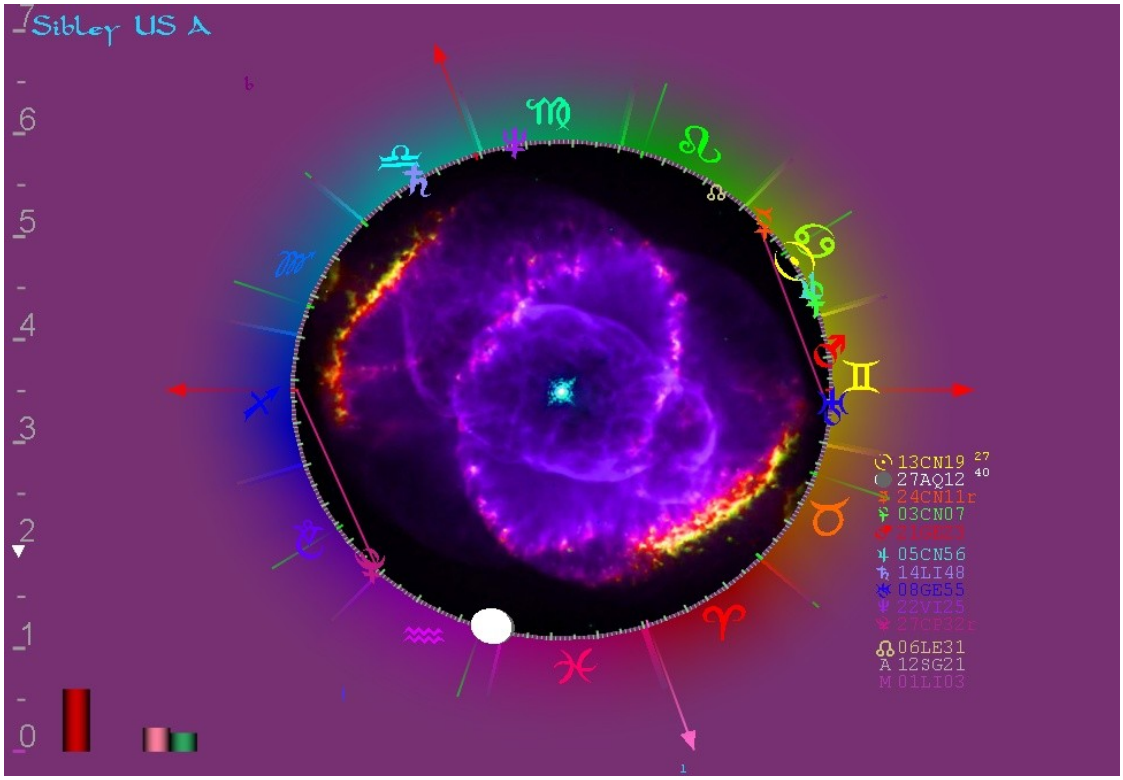
A Style Portfolio

By adjusting various parameters and the saving the current configuration as a style, you can have your screen take on a huge number of different looks. The selection of images below given an idea of the number of variations possible, and may suggest some ideas that you haven't thought of before.

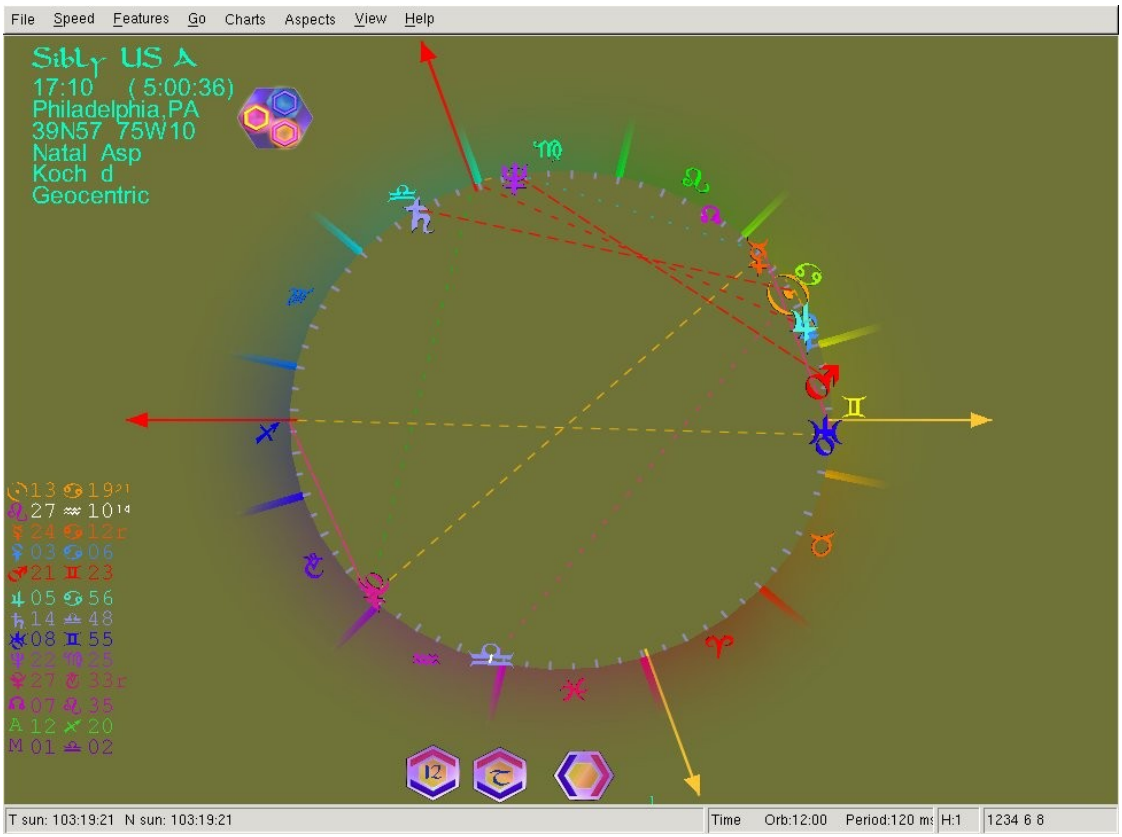
Here is an example with an all-white background (a little more cream than pure white), planets glyphs larger than normal, zodiacal glyphs smaller than normal, no zodiac degree ticks, no house cusps, no bars so that natal planet list is on the left, no buttons, full demographics in the upper left, closeness of aspects indicated by dotted line.

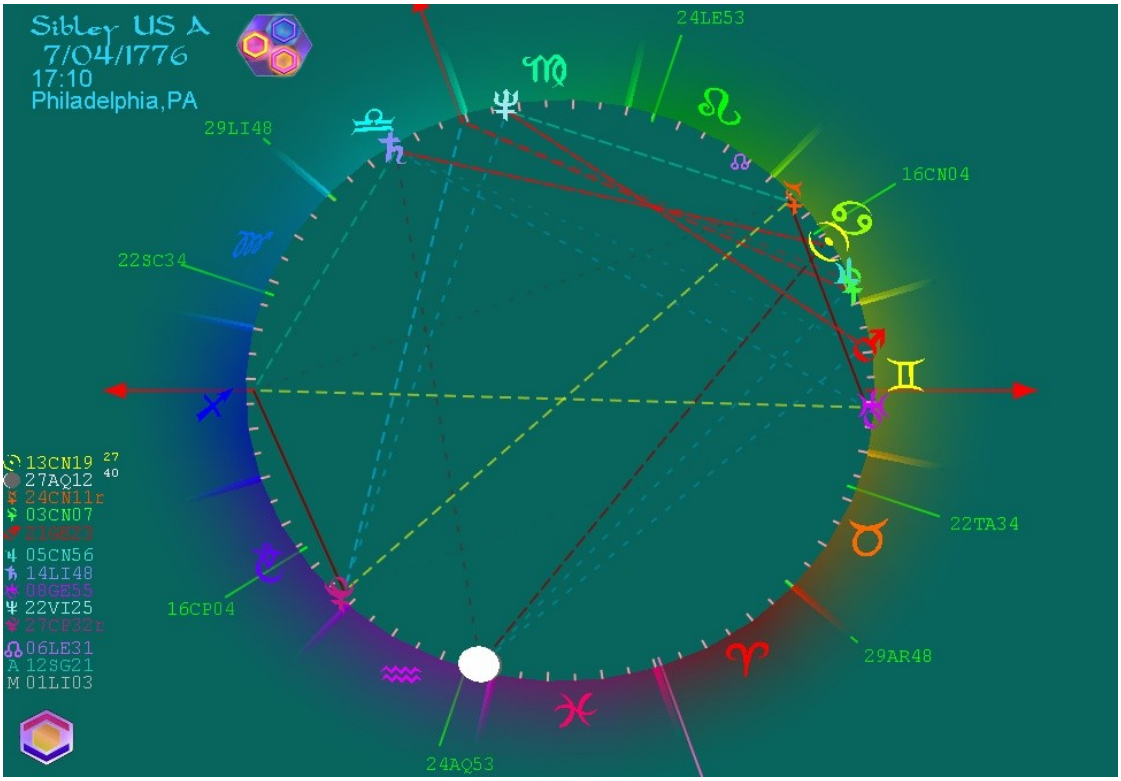


Here is a sample with a dark purple background, picture in the center, bars, only name listed in the upper left corner, full degree ticks and house cusps.



This example has a dark brown background, the color of the Ascendant in the list has been changed, ticks for the zodiac are shown every five degrees, four buttons are shown, the button for the orb and the two options buttons for movement have been moved to the center botton, no house cusps.

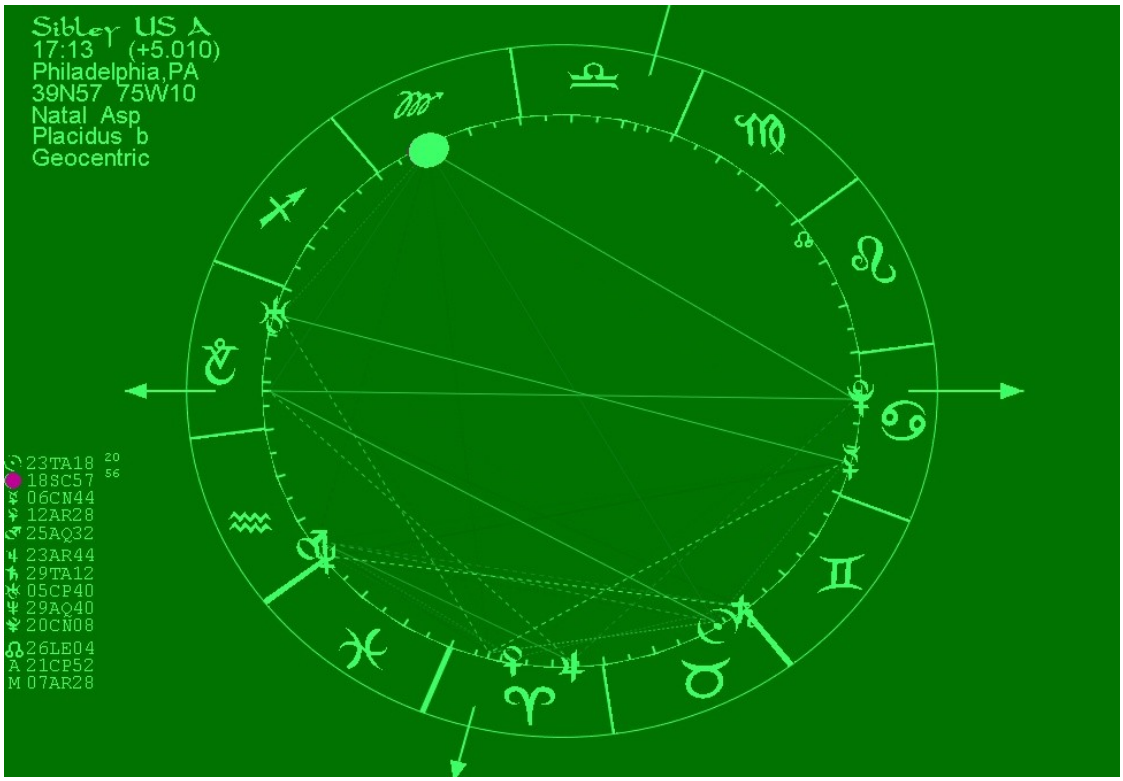


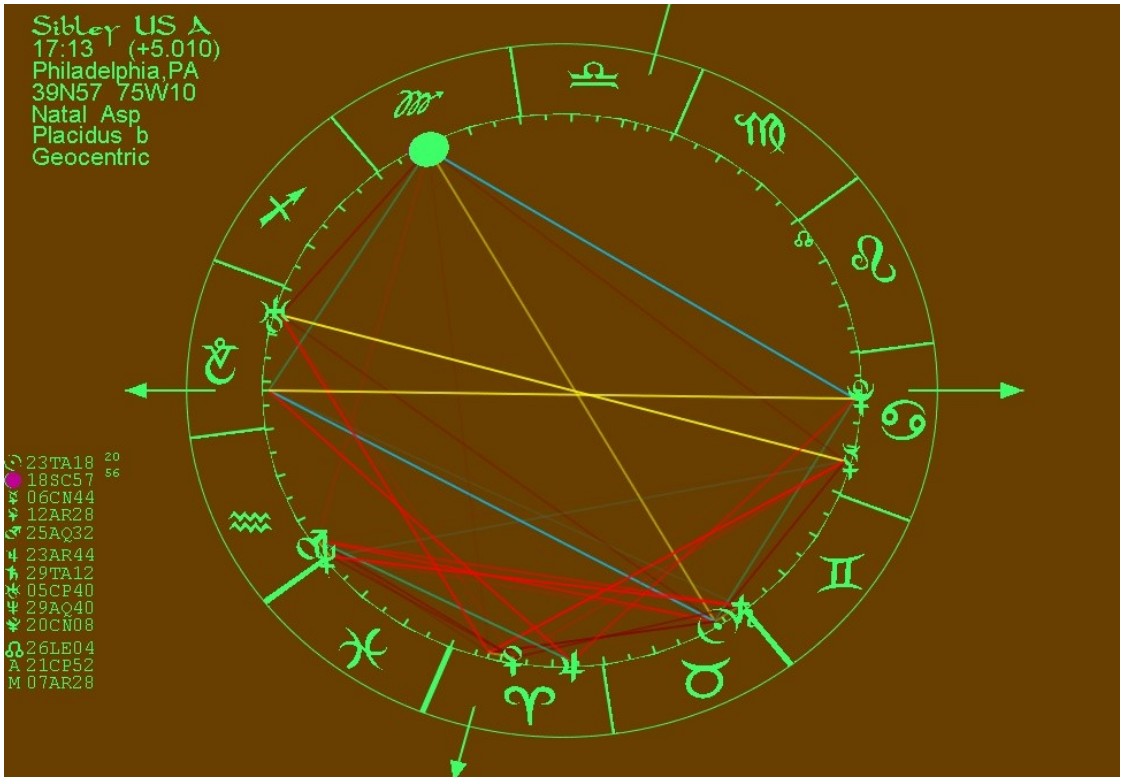


The format of this one is similar to one we've seen before, but the background is dark green and the house cusps are indicated directly.

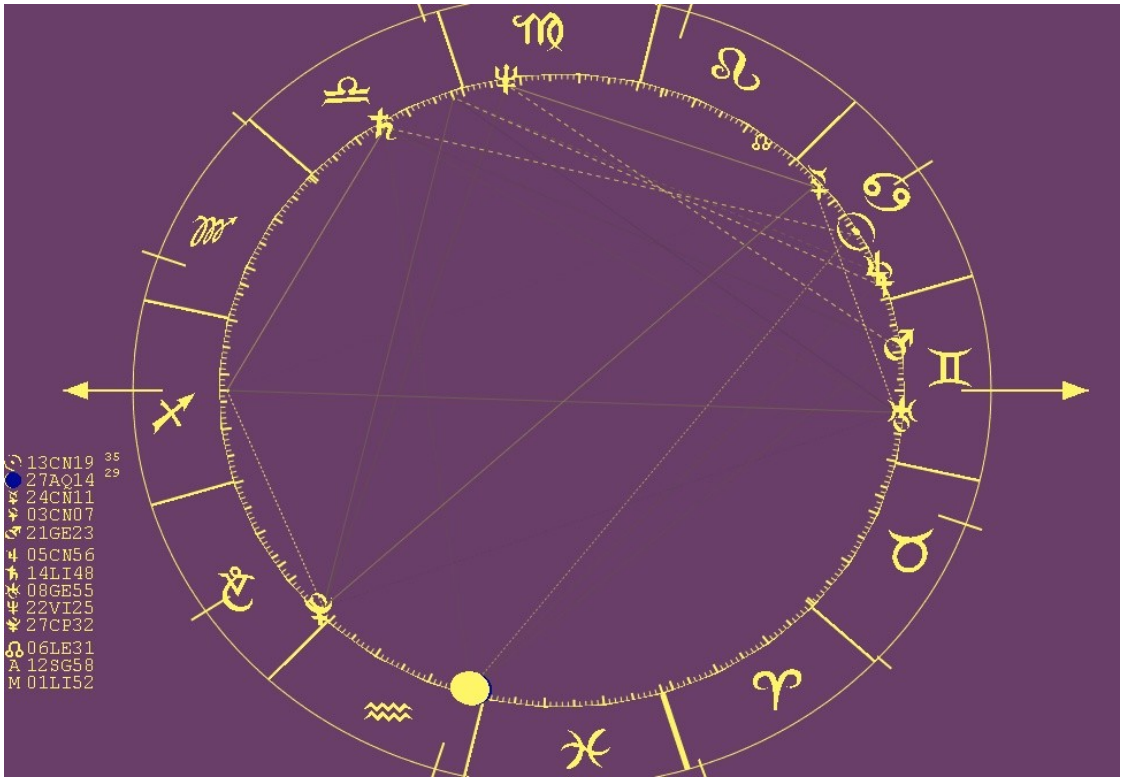
This one above has an olive background, five degree ticks, larger planet glyphs, smaller sign glyphs, number circles to indicate house, a limitedd number of buttons which have been repositioned, bars, only name and information about the chart in the upper left, and the zodiac circle has been expanded so that the top of the midheaven arrow touches the border.

The example below is in Single Color mode, with a dark green background and lighter green for the lettering and aspects. There are no bars, and the zodiac ticks are every five degrees.


Sibley US A
17:13 (+5.010)
Philadelphia,PA
39N57 75W10
Natal Asp
Placidus b
Geocentric
23TA18 20
18SC57 56
06CN44
12AR28
25AQ32
23AR44
29TA12
05CP40
29AQ40
20CN08
26LE04
A 21CP52
M 07AR28

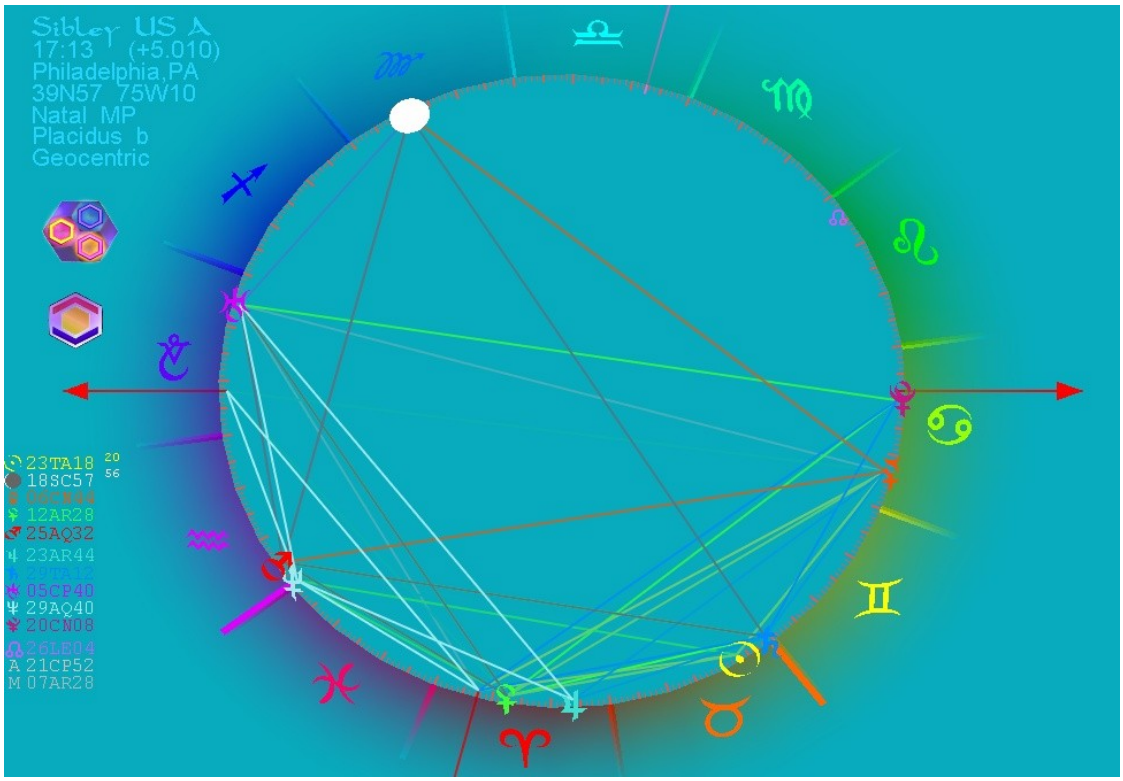

Sibley US A
17:13 (+5.010)
Philadelphia,PA
39N57 75W10
Natal Asp
Placidus b
Geocentric
23TA18 20
18SC57 56
06CN44
12AR28
25AQ32
23AR44
29TA12
05CP40
29AQ40
20CN08
26LE04
A 21CP52
M 07AR28

The example above is similar to the last, but the background is brown and the aspects are in color.

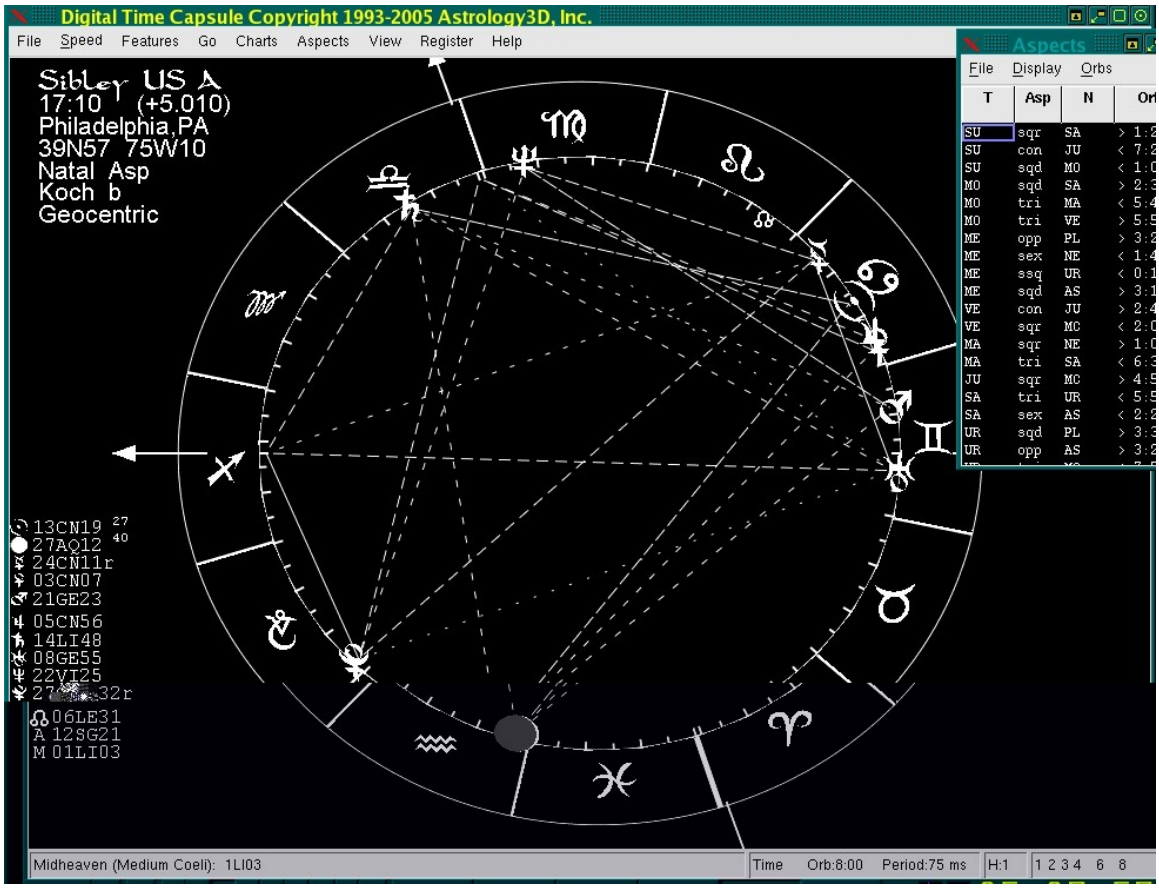


Here's an example, still in Single Color, where the wheel is expanded to be too big for the screen.

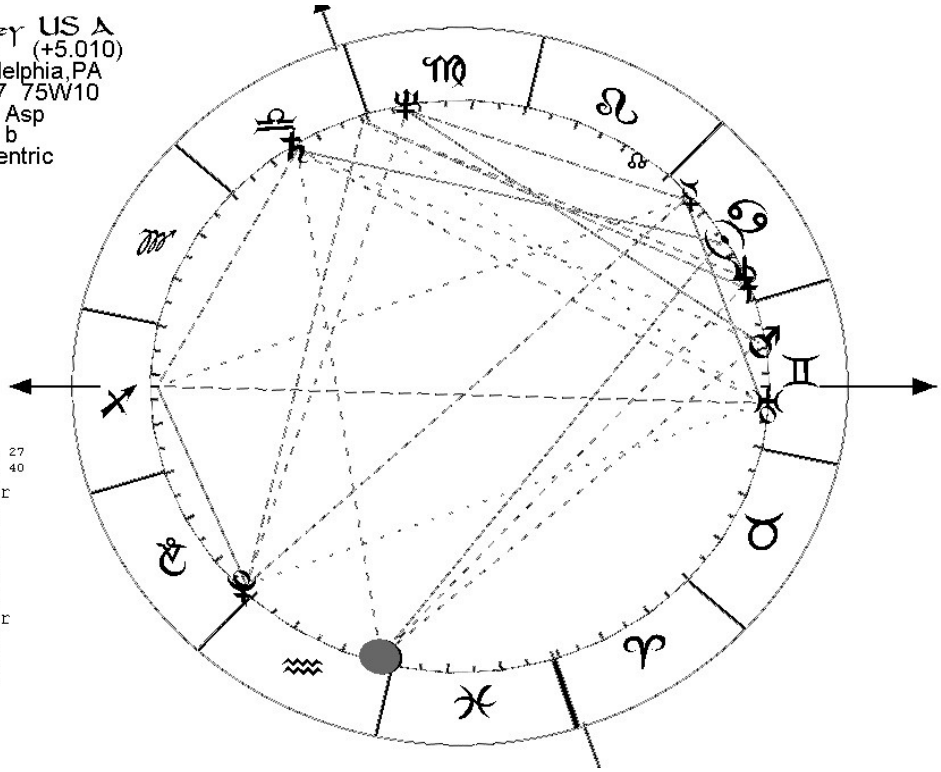
Here's one with a blue-green background, and the buttons moved to yet another location, and with a very large zodiac circle.



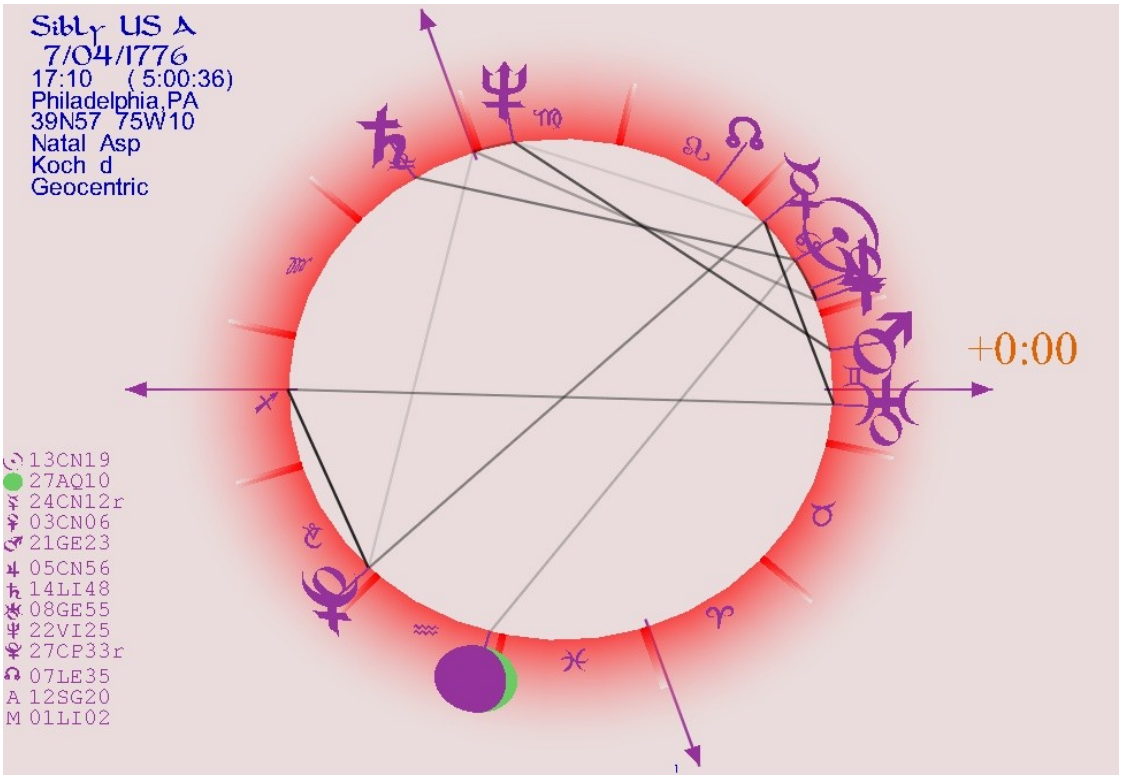
Finally, here are two black and white images. While you can save the screen and print it out, with all the color ink it will be a slow and expensive process. But it is quicker and easier to print the black and white version. Normally, the black and white – Single Color – is heavy on the black, which requires lots of ink. But When you save a copy of the black and white image, the colors are reversed, meaning that it is mostly white and easy to print. Here is a copy of the screen version, followed by the saved version.


Digital Time Capsule Copyright 1993-2005 Astrology3D, Inc.
File Speed Features Go Charts Aspects View Register Help
Sibley US A
17:10 (+5.010)
Philadelphia,PA
39N57 75W10
Natal Asp
Koch b
Geocentric
13CN19 27
27AQ12 40
24CN11r
03CN07
21GE23
05CN56
14LI48
08GE55
22VI25
06LE31
A 12SG21
M 01LI03
Aspects
File Display Orbs
T Asp N Or
SU sqr SA > 1:2
SU con JU < 7:2
SU sqd MO < 1:0
MO sqd SA > 2:3
MO tri MA < 5:4
MO tri VE > 5:5
ME opp PL > 3:2
ME sex NE < 1:4
ME ssq UR < 0:1
ME sqd AS > 3:1
VE con JU > 2:4
VE sqr MC < 2:0
MA sqr NE > 1:0
MA tri SA < 6:3
JU sqr MC > 4:5
SA tri UR < 5:5
SA sex AS < 2:2
UR sqd PL > 3:3
UR opp AS > 3:2
Midheaven (Medium Coeli): 1LI03
Time Orb:8:00 Period:75 ms
H:1
1 2 3 4 6 8

Sibley US A
17:10 (+5.010)
Philadelphia,PA
39N57 75W10
Natal Asp
Koch b
Geocentric

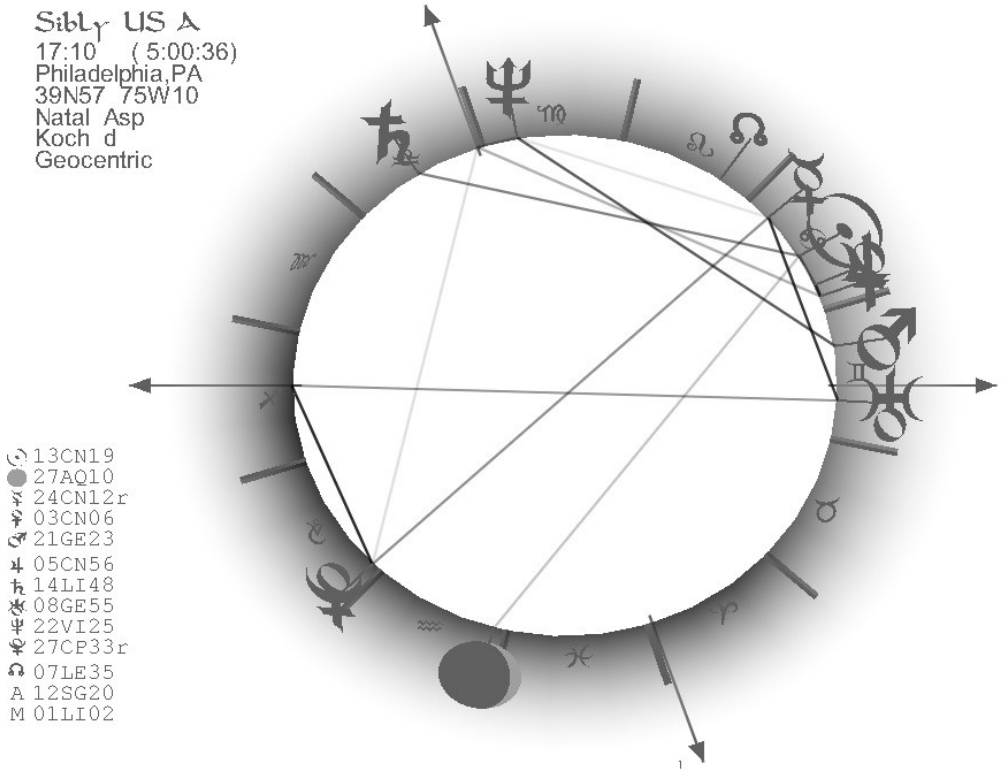


☉ 13CN19 27
☽ 27AQ12 40
☿ 24CN11r
♀ 03CN07
♂ 21GE23
♃ 05CN56
♄ 14LI48
♅ 08GE55
♆ 22VI25
♇ 27CP32r
☊ 06LE31
A 12SG21
M 01LI03

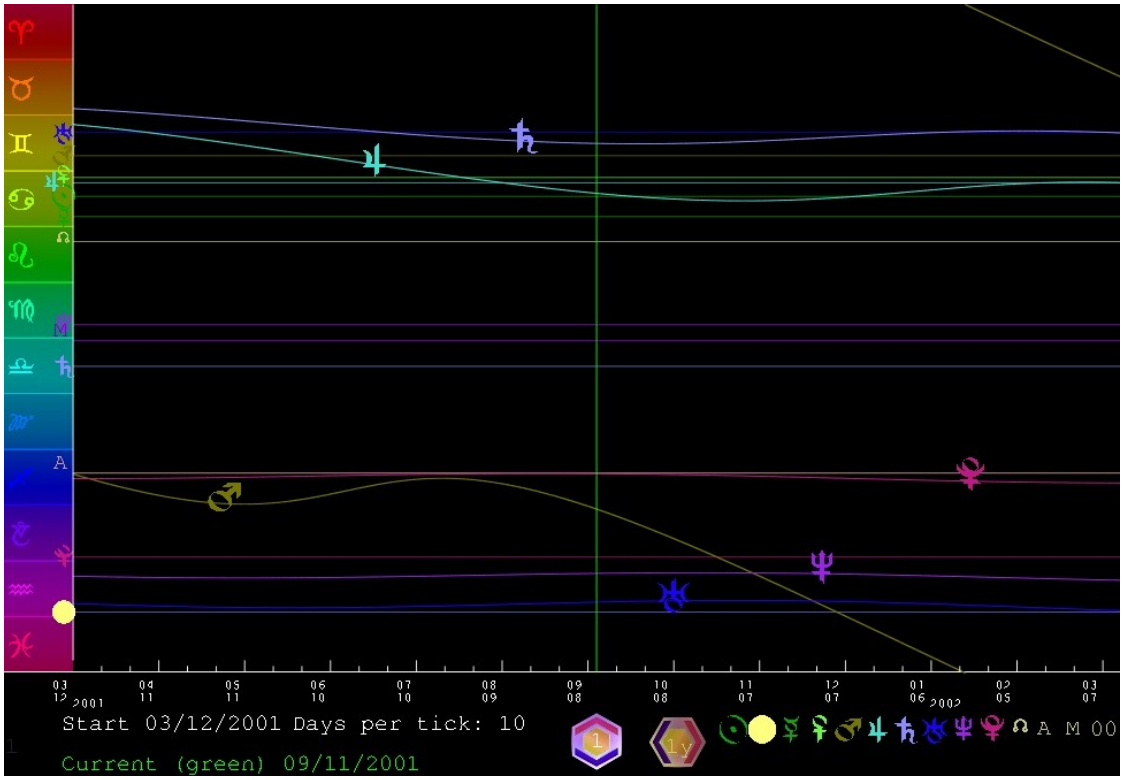


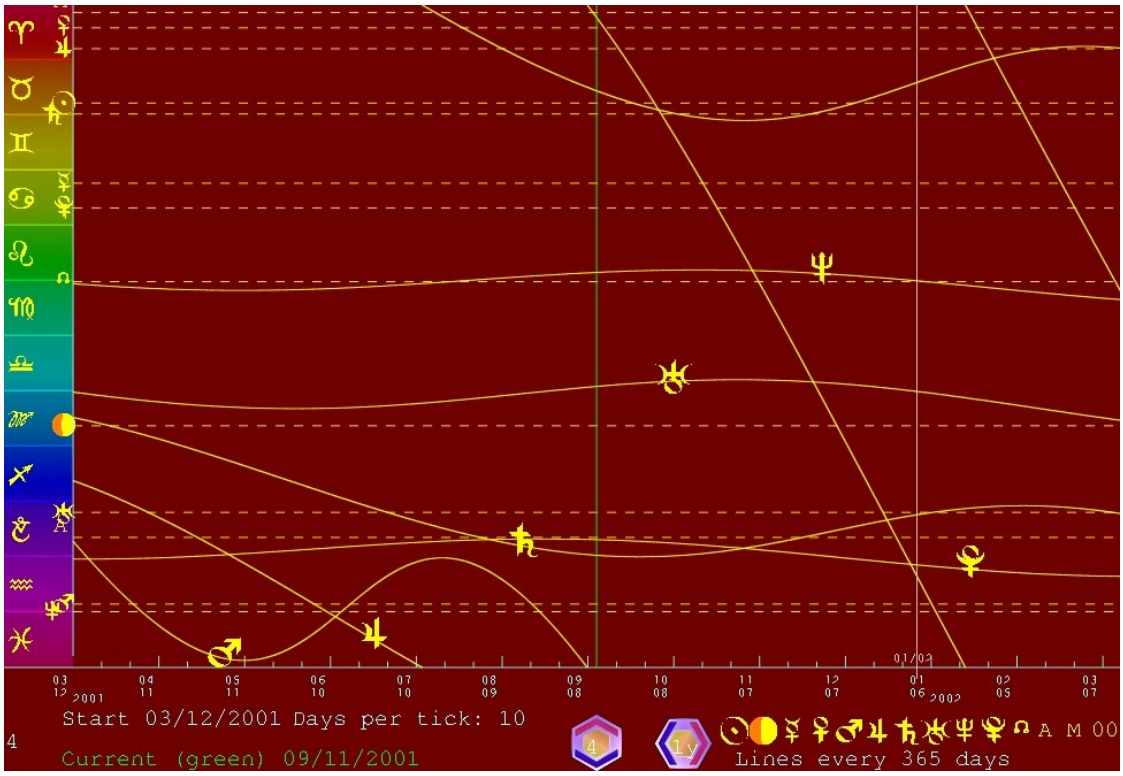
Here is an example using single color aspects and a single color zodiacal ring, which includes single color planets. These colors can be changed from the Color Style dialog. Also shown in this picture is the optional count-up/count-down timer.

This final example shows the Gray option. The zodiacal ring and the background are rendered in shades of gray. The planets and aspects are the single color value, which in this case was adjusted to a shade of gray. This option allows you to preview what saving the image in black and white will look like.

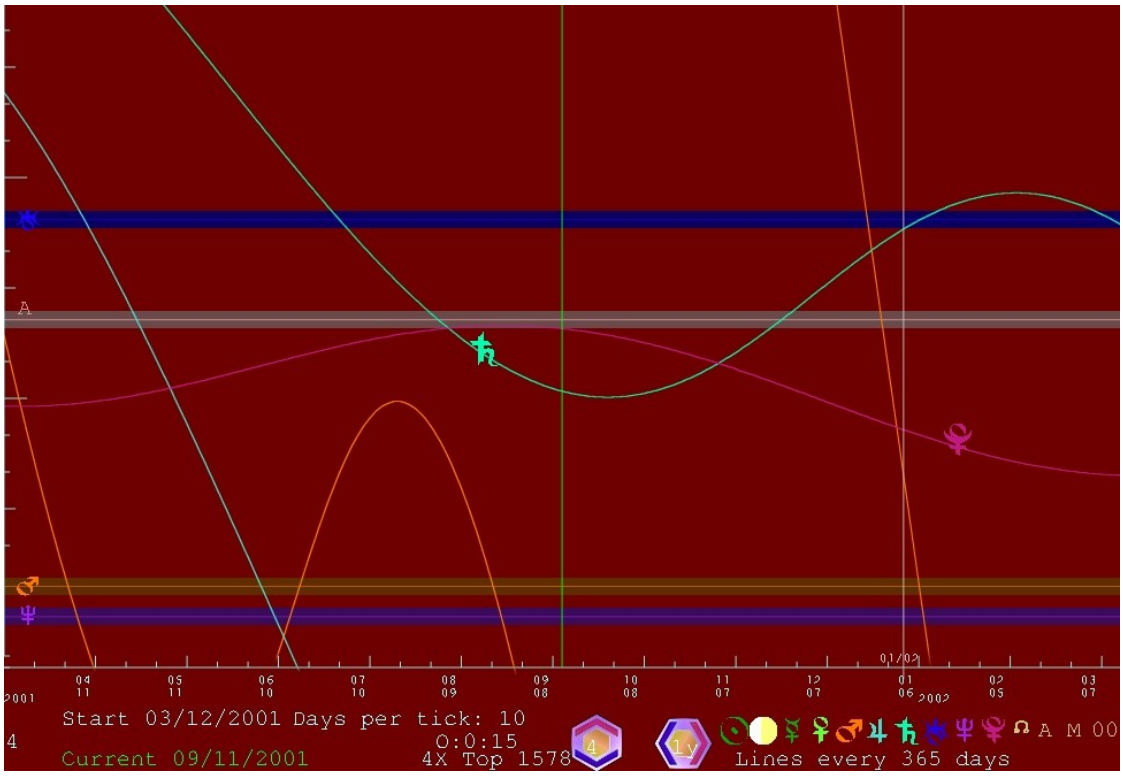


This is an example of a Transit Graph. A zodiac bar is shown on the left to indicate the natal planets, and a strip on the bottom indicates the start of this particular year, along with today's date and the date on the wheel, along with a clickable list of planets and a harmonic spinner.

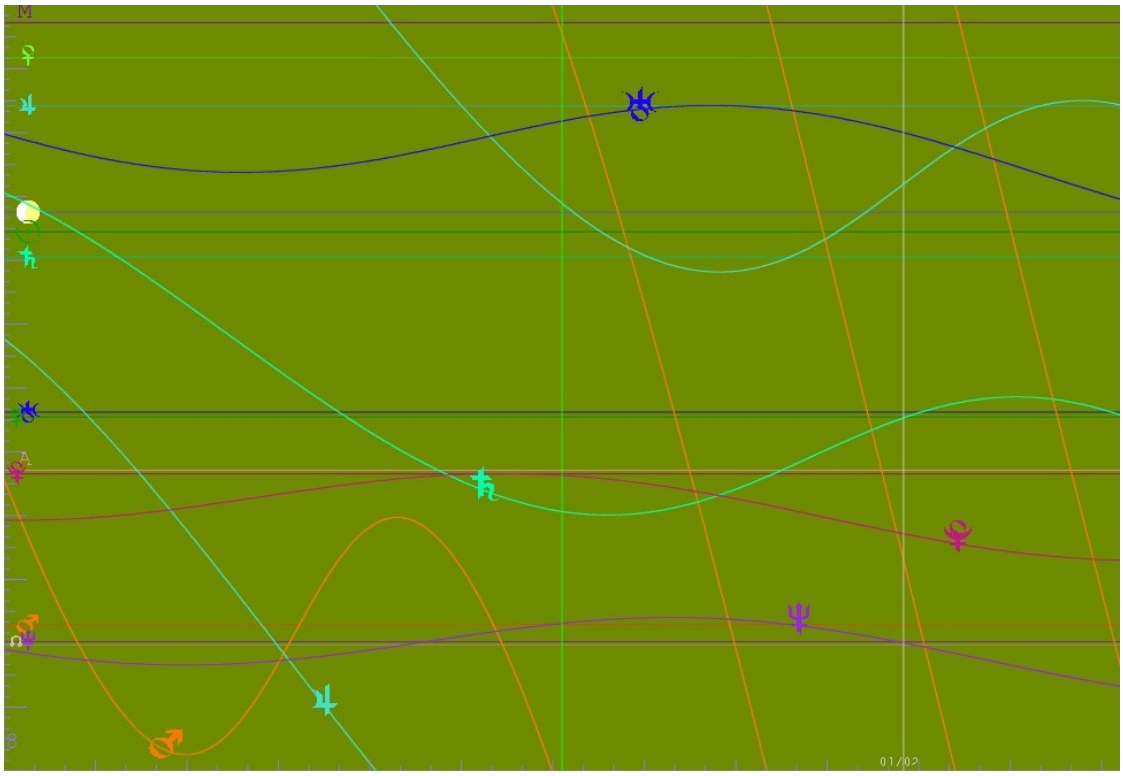

03 12 2001
04 11
05 11
06 10
07 10
08 09
09 08
10 08
11 07
12 07
01 06 2002
02 05
03 07
Start 03/12/2001 Days per tick: 10
Current (green) 09/11/2001
1
1y
A M 00


03 12 2001
04 11
05 11
06 10
07 10
08 09
09 08
10 08
11 07
12 07
01 06 2002
02 05
03 07
Start 03/12/2001 Days per tick: 10
Current (green) 09/11/2001
4
4
1y
Lines every 365 days
A M 00

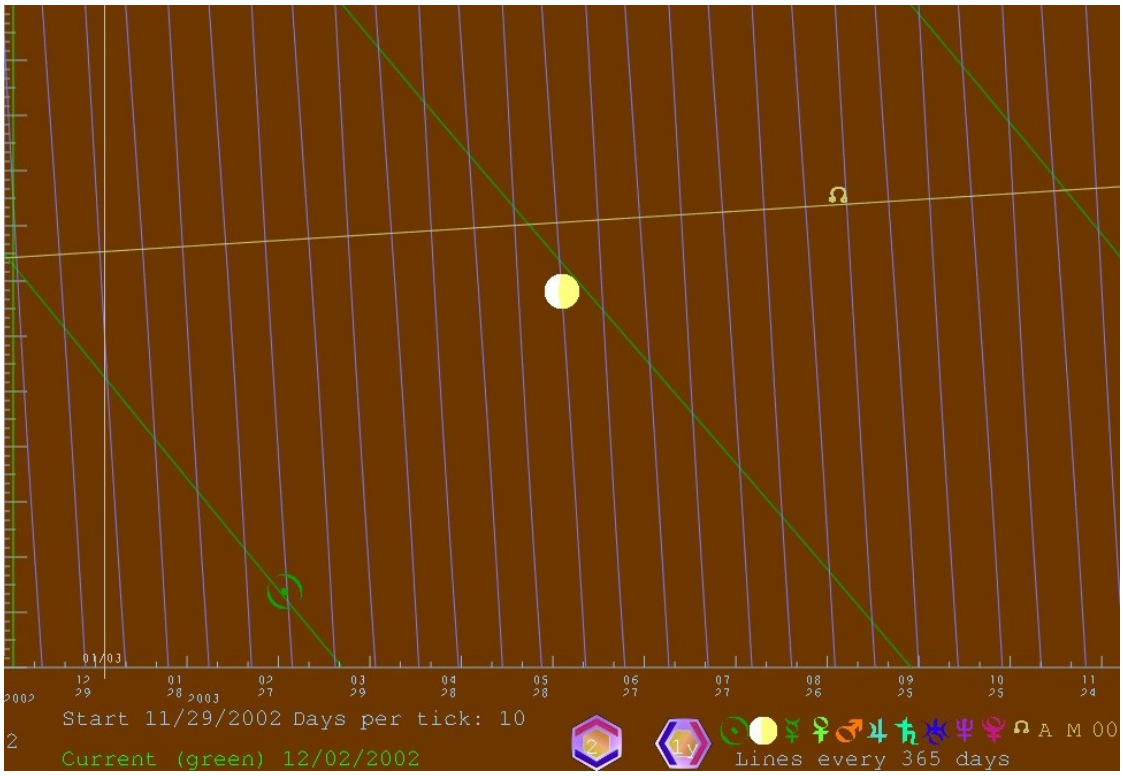
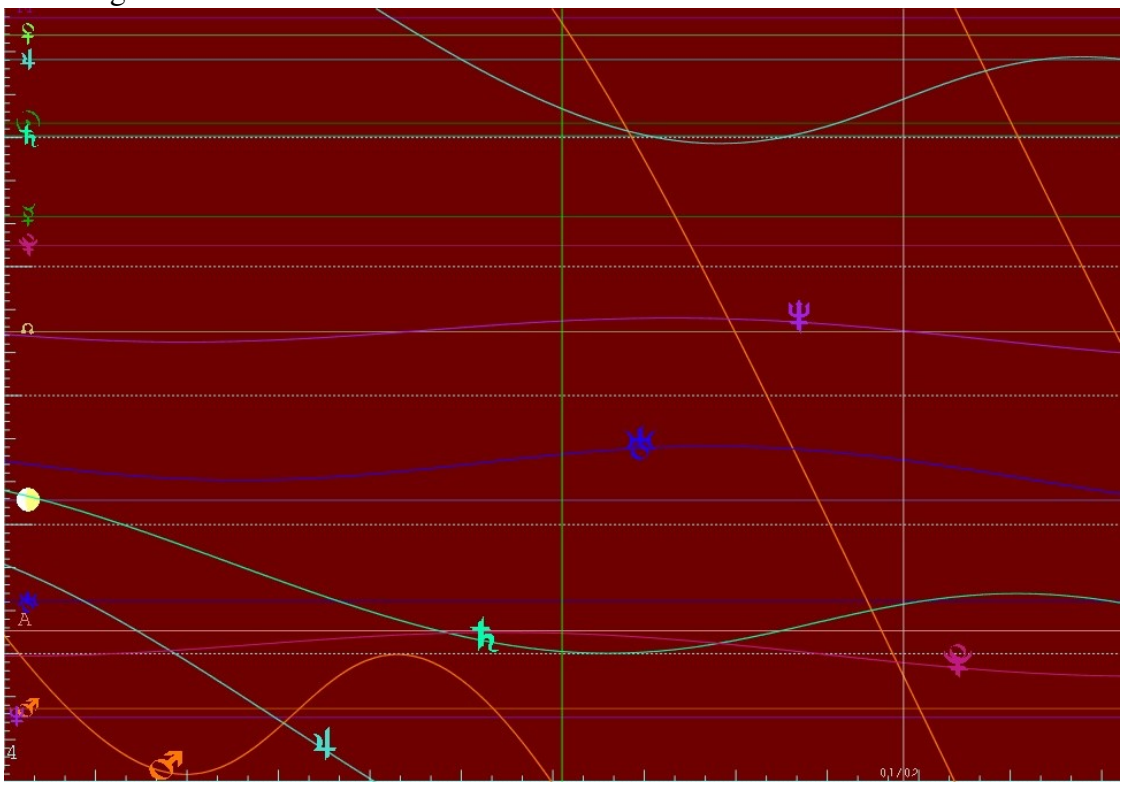
Here is an example of a Transit Graph using the zoom function – in this case the graph has been zoomed by a factor of 4 – to focus on, in this case, the natal Ascendant. A visual orb of 15 minutes is also shown.



And here is an eighth harmonic Transit Graph, where you can see that the natal Ascendant and natal Pluto look almost conjunct (they are in a tight semisquare, which shows as a conjunction in the eighth harmonic), the background has been changed, and the left and bottom information bars have been hidden.



Here is a Transit Graph where you can see when the eclipses happen. Only the Sun, Moon, and Moon's node a shown. This is a second harmonic, to show both the lunar and solar eclipses. Where the Sun line and the Moon lines cross is a lunation. Where this crossing is near a nodal line crossing is an eclipse. On this graph you can see one very close to the left edge at 12/3/2003. You would normally move the graph to see this better. Than there is one at 5/15/2003, near the center, and 5/30/2003, the eclipses usually occur in pairs two weeks apart, and then near the end of the period on the right at 11/8/2003 and 11/25/2003.



This shows a fourth harmonic Transit Graph with horizontal dotted lines every 15° of real angular distance.