



MsCode Help Contents

The Contents lists Help topics available for MsCode.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

OVERVIEW

LESSONS

PRACTICE

WORD TESTS

TEST SCORES

CODE TABLE

CONTROLS

REGISTRATION



MsCode OVERVIEW

The [purpose](#) for MsCode is to teach the code and help the user to [improve](#) their [speed at receiving](#) (hearing) the code. Whenever the words "send" or "sending" are referred to in the MsCode text, it means "sound out the dits and dahs through the computer's speaker".

Even though many of you can port the speaker's signals to drive a transmitter, it is beyond the scope of this program.

MsCode does not give instruction on FCC rules, licensing and regulations and is not intended for that purpose.

----- [How to use MsCode](#) -----

Beginners should start out by studying the "[Morse Code Table](#)". You can view and print a copy of the "Table" by pressing function key [F5](#) from most of the MsCode screens.

The lessons and word [tests are graduated](#), starting with easy characters like "dit" for "E" and moving up to more difficult ones like punctuation marks and longer words in the word lists.

You can run the lessons in any order and [set your own pace](#). You can use the "[HEAR WHAT YOU TYPE](#)" part of the "[PRACTICE](#)" section to sound out what you type. That is a [good place to experiment](#) and find out what settings you prefer for the [SPACE MULTIPLIER](#), [WPM](#) and [TONE](#).

----- [How MsCode works](#) -----

From the [main menu bar](#), select [LESSONS](#), [PRACTICE](#) or [WORD TESTS](#) and click your left mouse button. If you selected [LESSONS](#) or [WORD TESTS](#), you will be shown a [list of lessons](#) or a [list of words](#) depending on which one you selected.

If you selected [PRACTICE](#), then a drop down menu will display choices: "[HEAR WHAT YOU TYPE](#)" and "[TYPE WHAT YOU HEAR](#)".

If you selected a lesson from the "[LESSONS](#)" list, then you will be shown the

lessons program screen with the statement "Your test characters are:" and the test characters will be shown.

A message box will then ask you "How many characters at a time?". You can enter a number 1 through 9. When you have entered a value and pressed enter, the program will display "characters at a time" or "words at a time" if you are running WORD TESTS.

The program then displays "Press any key to begin". If you wish to have the characters displayed as they are sounded out, you can toggle the DISPLAY (on/off) by using your mouse to click the label . A good time to toggle the DISPLAY is before you press a key to start the program sending.

When you press any key and the program starts, it will sound out the number of characters and then wait for you to enter them from the keyboard.

If the DISPLAY(on/off) is toggled to "ON", then a statement, "The characters being sent are:" followed by the characters being sent.

You do not have to wait for all characters to be sounded to start typing. In the beginning, concentrate on accuracy. Once you have learned the code, you can always erase the scores and start with a clean slate. Then you can work to increase your speed. The scores in MsCode are only a guide to compare to your past performance so that you can tell how much you have progressed and do not relate to tests from other sources such as FCC exams.

When you are running a lesson, the program will automatically display your score after 100 test characters have been sent. You can press function key F4 any time after the first ten test characters have been sent to save all the test values in a data file named SCORES and display your test results.

MsCode will then display the test score evaluation screen that displays the lesson number, date, time, percent correct, time per character, WPM and what chtrs were missed.

It will also tell you what your average score is for that lesson number and what the average score is for all lessons.

The test score evaluation also tells you if you have a new high score for that lesson or a new high score for all lessons.

----- **TYPE WHAT YOU HEAR** -----

The "TYPE WHAT YOU HEAR" part of the PRACTICE section is similar to the LESSONS. The difference is that you enter a group of characters that you need practice on. The program then randomly selects characters from that group and sounds out the dits and dahs for them. You will be asked "How many characters at a time?" just like in the LESSONS.

You can change the DISPLAY(on/off), SPACE MULTIPLIER, WPM, TONE and NUMBER OF CHARACTERS SENT AT A TIME to suit your own needs.

DISPLAY(on/off):

To view the characters as they are sent, toggle the DISPLAY(on/off) by clicking on it's label. Your score is reduced by 50% for being able to see the test characters being sounded.

SPACE MULTIPLIER:

Click on the blue triangles of SPACE MULTIPLIER's spin button to change the spacing between characters. The range is from 1 to 50 with 3 being the normal value. Using a value higher than 3 reduces your score.

This option allows you to hear the dits and dahs as they will sound at the higher speeds while giving you more time between characters.

For those of you that are familiar with slowing down a code practice phono record and hearing the dits sound like dahs, this feature should be a welcome relief.

WPM will only be correct when this feature is set to 3 since the normal spacing between characters is the length of about 3 dits.

WPM (words per minute):

Click on the blue triangles of WPM's spin button to change WPM. The value can range from 4 to 50 to change the speed at which characters are sent. WPM is only correct if the SPACE MULTIPLIER is set to a value of 3.

TONE (changes the tone):

Click on the blue triangles of TONE's spin button to change the tone of the dits and dahs being sounded out through the computer's speaker. The value can range between 400 and 20000. I prefer a tone at 1100 Hertz.

CHANGE NUMBER OF CHARACTERS SENT AT A TIME:

Click on the characters at a time: label and a pop up message box will ask you to enter number from 1 to 9.

After you have entered a number and pressed enter, the program will display the "Press any key to begin".

When you press a key, the program randomly sounds out that number of words or characters, depending on the test you are running.

FUNCTION KEYS:

F1. Displays the help files.

F2. Displays all test scores.

F3. Erases all test scores.

F4. Ends the lesson and displays the score (otherwise ends at 100th test chtr).

F5. VIEW MORSE CODE TABLE (International Morse Code list) You can also use a text Editor to add your own characters to the TABLE and your own comments to the text. Also displays the formula for length of dits, dahs and spacing between characters and words).



MsCode LESSONS

Test characters are:
ABDEGHIJMNOSTUVW145690

3 characters at a time **DISPLAY OFF** SPACE MULTIPLIER **3**

WPM **20**

 TONE **1100**

Press any key to begin.

RIGHT **0** A=.. G=.. M=.. S=... Y=.... 4=.....

WRONG **0** B=... H=.... N=.. T=... Z=.... 5=.....

 C=.. I=.. O=... U=... 0=..... 6=.....

 D=.. J=.... P=... V=... 1=..... 7=.....

 E=.. K=... Q=.... W=... 2=..... 8=.....

 F=.. L=... R=.. X=... 3=..... 9=.....

Press function key F5 to see the full size code table.

Press function key F4 to end and record this exercise

When you click **LESSONS** on the tool bar menu, you will be shown a full screen [list of 27 lessons](#). If you select a lesson from the list, message box will then ask you "[How many characters at a time?](#)". You can enter a number 1 through 9.

You will be shown the [lessons program screen](#) (as shown above) with the statement "[Test characters are:](#)" and the test characters will be shown.

The [DISPLAY\(on/off\)](#) label will be [set to "OFF"](#) and the "[Press any key to begin](#)" statement will appear [above the text input box](#).

If you wish to have the [characters displayed as they are sounded out](#), you can [toggle the DISPLAY\(on/off\)](#) by using your mouse to click the label. A good time to toggle the [DISPLAY\(on/off\)](#) is when it displays "[Press any key to begin](#)", before the program starts sending.

After you press a key, the "[Press any key to begin](#)" statement will change to

"Type the characters that you hear".

The program will sound out the number of characters that you have selected and then wait for you to enter them from the keyboard. **You do not have to wait** for all characters to be sounded **to start typing**.

If the DISPLAY(on/off) is **toggled to "ON"**, then a statement, "Characters being sent are:" followed by the characters being sent.

When you are running a lesson, the program will **automatically display** your score **after 100** test characters have been sent. You can press function key **F4** any time **after the first ten** test characters have been sent **to save all the test values** in a data file named SCORES **and display them**.

In the beginning, **concentrate on accuracy**. Once you have learned the code, you can always erase the scores and start with a clean slate. Then you can work to **increase your speed**.

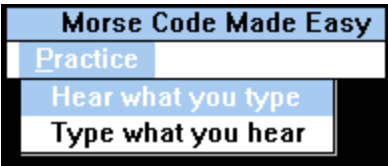
MsCode will then display the **test score evaluation** screen that displays the lesson number, date, time, percent correct, time per character, WPM and what chtrs were missed.

It will also tell you what your **average score** is for that lesson number and what the average score is for all lessons.

The test score evaluation also tells you **if you have a new high score** for that lesson or a new high score for all lessons.



MsCode PRACTICE



If you selected **PRACTICE** on the tool bar, then a drop down menu will display choices: "**HEAR WHAT YOU TYPE**" and "**TYPE WHAT YOU HEAR**". You can use the "HEAR WHAT YOU TYPE" part of the "PRACTICE" section to sound out what you type. That is a **good place to experiment** and find out what settings you prefer for the **SPACE MULTIPLIER**, **WPM** and **TONE**.

----- **TYPE WHAT YOU HEAR**

The "TYPE WHAT YOU HEAR" part of the PRACTICE section is **similar to** the **LESSONS**. The **difference is that you enter** a group of **characters** that you **need practice on**. The program then **randomly selects** characters from that group **and sounds out** the dits and dahs for them. You will be asked "**How many characters at a time?**" just like in the LESSONS.



MsCode WORD TESTS

SELECT THE WORD LIST THAT YOU WISH TO RUN
WORD TESTS

27.	IS HE TIE SET SHE HIS HIT SIT TEE SEE
28.	ME TO SO MET MIT TOM TOE HIM TIM TOO
29.	AS AH AM AT IN EAT NOT MAT HAM TAN
30.	US DO SUN NUT MUD SAD DIE DUD DOE DOT
31.	GO WE GOT WET TOW GET WHO EGG WIG WAG
32.	BE UET BET BAG BEG BID BIG NOB SOB WEB
33.	JAW JAB JOB JEM JET JIG JAR JOE JAB JIM
34.	OK ARK KIT ART BAR RAT NAT RAN KID RUN
35.	CAN CAR CAT FAT LIE FAR LOW FOE COW LAW
36.	PIE AXE TOP MIX PET SIX SIP TAX POP FIX
37.	QUE YES ZOO YET FOX TOY WIZ PAY WAX WAY

When you click [WordTests](#) on the menu tool bar, you will be shown 27 word lists, numbered as lessons 28 through 54. Each word list will contain ten words. The lists are graduated from short easy words to longer words made up of letters of the alphabet that are more difficult. Word list number 54 randomizes words taken from all the lists.

[Word Tests](#) is similar to [LESSONS](#) except that if you miss a single letter in a word, the entire word will be sounded out again and if you have selected more than one word sent at a time, then they will all be sent again.



MsCode TEST SCORES

Morse Code Made Easy	
TestScores	
View test scores	F2
Erase test scores	F3

This drop down menu appears when you [click](#) on the menu [tool bar's](#) "TestScores". You can [click](#) on the menu [or](#) you can [press](#) function key **F2** from any screen [to view all your past Test Scores](#) or you can [press](#) F3 to erase them. If you select "View Test Scores", you will be shown a full screen list of the tests that you have ran.

The lesson [number](#), [date](#) and [time](#) for each test, [WPM](#), [SEND](#) (how many characters or words were sent at a time), [DELAY](#) (value that you set for the SPACE MULTIPLIER), [SCORE](#), [Sec/Chtr](#) (average time it took you to respond for each character) and [Chtr's Missed](#) (characters missed) [are shown](#).

The "Test Scores" screen will [also display](#) how many [times each lesson ran](#), what the [highest score](#) was and what all the [average values](#) are.



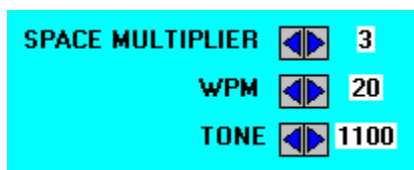
MsCode CODE TABLE

INTERNATIONAL MORSE CODE TABLE			
A = . - . - . -	N = - . - . - .	0 = - - - - . - . - . -	Ø = - - - - . - . - . -
B = - . - . . - . -	O = - - - - - -	1 = . - - - - - . - . - . -	1 = . - - - - - . - . - . -
C = - . - . - . - . -	P = - . - . - . - . -	2 = . - . - - - . - . - . -	2 = . - . - - - . - . - . -
D = - . - . - . - . -	Q = - . - . - . - . -	3 = . - . - . - . - . - . -	3 = . - . - . - . - . - . -
E = . - . - . - . - . -	R = - . - . - . - . -	4 = . - . - . - . - . - . -	4 = . - . - . - . - . - . -
F = . - . - . - . - . -	S = . - . - . - . - . -	5 = . - . - . - . - . - . -	5 = . - . - . - . - . - . -
G = - . - . - . - . -	T = - . - . - . - . -	6 = . - . - . - . - . - . -	6 = . - . - . - . - . - . -
H = . - . - . - . - . -	U = . - . - . - . - . -	7 = . - . - . - . - . - . -	7 = . - . - . - . - . - . -
I = . - . - . - . - . -	V = . - . - . - . - . -	8 = . - . - . - . - . - . -	8 = . - . - . - . - . - . -
J = . - . - . - . - . -	W = . - . - . - . - . -	9 = . - . - . - . - . - . -	9 = . - . - . - . - . - . -
K = - . - . - . - . -	X = - . - . - . - . -		
L = . - . - . - . - . -	Y = - . - . - . - . -		
M = - - - - - -	Z = - . - . - . - . -		
		· = . - . - . - . - . -	
		, = - . - . - . - . -	
		? = . - . - . - . - . -	
		= = - . - . - . - . -	
		- = - . - . - . - . -	
		(= - . - . - . - . -	
) = - . - . - . - . -	
		: = - . - . - . - . -	
		; = - . - . - . - . -	
		" = - . - . - . - . -	
		' = - . - . - . - . -	
		/ = - . - . - . - . -	
		\$ = - . - . - . - . -	

A [small](#) International Morse Code Table showing the dits and dahs for all the alphabet and numbers is [always in view](#) when you are running a PRACTICE, LESSON or WORD TEST screen. You can [view the full screen](#) International Morse Code Table at anytime [by clicking](#) the left mouse button on [toolbar's CodeTable](#) label or pressing function key **F5**. You can [scroll up and down](#) through the [full screen](#) CodeTable by using the [arrow keys](#) or [clicking](#) on the [scroll bar](#) with your mouse. You can use a text editor to add your own code symbols and comments to file MsCode.tbl.



MsCode CONTROLS



There are [three spin buttons](#) that allow you to change the values for [SPACE MULTIPLIER](#), [WPM](#) and [TONE](#). Click the [blue triangle](#) on the [left](#) side of the spin button to [lower](#) the value and the one on the [right](#) to [increment](#) the value [higher](#).

SPACE MULTIPLIER:

Click on the blue triangles of [SPACE MULTIPLIER's spin button](#) to change the spacing between characters. The range is from [1](#) to [50](#) with [3](#) being the [normal](#) value.

This option allows you to hear the dits and dahs as they will sound at the higher speeds while giving you [more time between characters](#).

For those of you that are familiar with [slowing down](#) a code practice [phono record](#) and hearing the [dits sound like dahs](#), this feature should be a welcome relief.

[WPM](#) will only be [correct](#) when this [feature is set to 3](#) since the [normal spacing](#) between characters is the length of [about 3 dits](#).

WPM (words per minute):

Click on the blue triangles of [WPM's spin button](#) to change WPM. The value can range from [4](#) to [50](#) to change the speed at which characters are sent. WPM is only [correct](#) if the [SPACE MULTIPLIER](#) is set to a value of [3](#).

TONE (changes the tone):

Click on the blue triangles of [TONE's spin button](#) to change the tone of the dits and dahs being sounded out through the computer's speaker. You can enter any value between [400](#) and [20000](#). I prefer a tone at [1100 Hertz](#).

DISPLAY OFF

To display the characters being sent, [click](#) this label to [toggle](#) it from

"DISPLAY OFF" to "DISPLAY ON".

Test characters are:
ABDEGHIJMNOSTUV

3 characters at a time

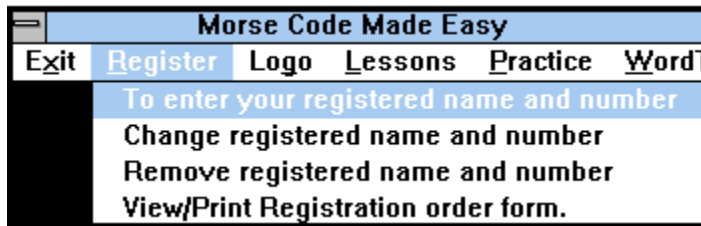
To change the practice characters when running the "TYPE WHAT YOU HEAR" part of "PRACTICE", [click](#) the label "**Test characters are:**"

To change the number of characters being sent at a time, click the label "**characters at a time**".



MsCode Registration

MsCode is [copyrighted shareware](#) which means "Try before you buy". You must register MsCode if you continue to use MsCode after the [30 day free trial](#) period. It is a violation of the copyright to use a unregistered copy longer than 30 days.



This option allows you to: 1. Enter your registered name and number. 2. Change registered name and number. 3. Remove registered name and number. 4. [Order form](#) for Registration and/or Update.

Select the first option [if you have already registered](#) and want to enter your name and new registration number. The "This is a unregistered copy" will be replaced with your name and registration number.

Select the last option to [view the registration order form](#). The order form shows you [all the information](#) that you will need to register MsCode.

WHAT YOU GET:

When you register, you will [receive a complete updated program](#) and the "THIS IS A UN-REGISTERED COPY" notice will have been removed and replaced with a statement showing that the copy is [registered to you](#).

[Registration entitles you to receive:](#)

1. [Latest version](#) of the Registered program.
2. [Free support](#) by mail or phone for six months.
3. [Notification of updates](#) (if any) for one year.
4. [Updates](#), if requested to be mailed is [only \\$10 plus s/h](#).

Your registration number will [unlock all future](#) Shareware versions of MsCode for Windows, no matter where you received your copy.

([see file MsCode.reg ORDER FORM](#) for s/h)

All orders will be shipped within 24 hours of receipt.

