

VIDEO CONTROLLER
COURSE DESIGNER/AUTHORING PACKAGE

TEXAS INSTRUMENTS

COURSE DESIGNER FRONT COVER:

COURSE DESIGNER AUTHORIZING PACKAGE

Design and update training lessons without any programming knowledge.

- o Use two types of branching: immediate branching based upon the student's last response or cumulative branching based upon a percentage of correct responses.
- o Select from a variety of computer text formats (text only, true/false, multiple choice, and fill-in-the-blank).
- o Keep student records on a diskette and/or with a printer.
- o Review videotape or videodisc segments while designing the training course.
- o Take advantage of virtually unlimited synthesized speech by using text-to-speech technology.
- o Store a custom lesson on the audio dub track of a compatible videotape recorder.

Designed for use with the TI-99/4 or TI-99/4A computer, the TI Disk Memory System (Disk Drive Controller and Disk Memory

TM

Drive) and the TI Extended BASIC Solid State Software Command Module -- all sold separately. Optional equipment includes the TI Video Controller and a compatible video player.

COURSE DESIGNER

Spine Insert

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Front Card

COURSE DESIGNER AUTHORIZING PACKAGE

Now with the Course Designer Authoring Package you can create and update training lessons without any programming knowledge. The Course Designer Package is designed for use with the TI-99/4 or TI-99/4A computer, the TI Disk Memory System (Disk Drive Controller and Disk Memory Drive) and the TI Extended BASIC

Solid State Software Command Module -- all sold separately. Optional equipment includes the TI Video Controller and a compatible video player.

1035982-17

Diskette Label

Model PHD 5068

Course Designer Diskette

Diskette Label

Model PHD 5068

Lesson Diskette

DRIVER

RECORDDUMP

STUDENT

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Author: Texas Instruments

Language: TI Extended BASIC

Hardware: TI Home Computer
TI Disk Drive Controller and TI Disk Memory Drive
TM
TI Extended BASIC Solid State Software Command
Module
TI Video Controller and compatible videotape recorder
or videodisc player (optional)
TM
TI Solid State Speech Synthesizer (optional)
TI Memory Expansion unit (optional)
TI Thermal Printer or RS232 Interface and a
compatible printer (optional)
Additional TI Disk Memory Drive (optional)

Medium: Diskette

The Course Designer Authoring Package enables a course designer to create and update training lessons on the TI Home Computer without any programming knowledge. Through interactive selection lists and on-screen prompts, the package guides the course designer step by step in entering the course content into the computer.

The package can help you create both traditional computer-assisted instruction and innovative interactive video instruction. The latter requires the optional TI Video Controller, which is sold separately.

General Features

The Course Designer Authoring Package:

- o Enables you to use two types of branching: immediate branching based on the student's last response or cumulative branching based on a percentage of correct responses.
- o Offers a variety of computer text formats (text only, true/false, multiple choice, and fill-in-the-blank).
- o Gives you the option of selective judging with the multiple-choice format (i.e., some choices can be judged right or wrong while other choices need not be judged at all).

- o Allows you to keep records on a diskette and/or with a printer.
- o Prints a copy of a lesson's contents for review.
- o Allows you to review videotape or videodisc segments (including single frames on a videodisc) while designing the training course.
- o Gives you the advantage of virtually unlimited synthesized speech by using TI's text-to-speech technology.
- o Automatically creates a custom lesson that can be stored on an audiocassette, a diskette, or the audio dub track of a compatible videotape.

Equipment Needs

Minimal Requirements:

- o TI-99/4 or TI-99/4A Home Computer
- o TI Extended BASIC Command Module
- o TI Disk Memory System (TI Disk Drive Controller and TI Disk Memory Drive)

Note: Although the Course Designer Authoring Package can be used with only one disk drive, we recommend using two drives. When one drive is used, the package prompts you when it's necessary to insert the Course Designer or the Lesson diskette.

Optional Requirements:

For text-to-speech

- o TI Speech Synthesizer
- o TI Memory Expansion unit

For printing student records or a copy of a lesson's contents

- o TI Thermal Printer
- or
- o TI RS232 Interface with compatible printer

For interactive video

- o TI Video Controller
- o A compatible videotape recorder or videodisc player

Note: Without the Video Controller, the Course Designer Authoring Package enables the design of traditional computer-aided instruction (CAI) lessons.

Package Diskettes

The Course Designer Authoring Package consists of three diskettes. One contains the Course Designer programs, and it is copy protected. A second copy of this Course Designer diskette is included for back-up purposes. The third diskette, entitled Lesson, is used to store the lesson(s) you design with the Course Designer programs. In addition, the Lesson diskette contains the programs which allow the lesson(s) to be run with the TI Disk Memory System or from the audio dub track of a compatible videotape.

We recommend that you make two back-up copies of the original Lesson diskette before entering your course material. Then place the original Lesson diskette in a safe place. After each session with the package, back up your first copy of the Lesson diskette onto the second copy. The Disk Manager Command Module can help you make back-up copies and catalog all the diskettes in this package. (See the "Appendix" for a list of all programs and files.) For instructions on using the Disk Manager module, refer to the Disk Memory System owner's manual.

Because the Course Designer diskette is copy protected, the Disk Manager will not make additional backup copies of this diskette. Note that the Disk Manager precedes each lesson file listing with a " " and each module file listing with an underline character (). However, when working with the Course Designer package, always enter the lesson and module file names without these characters.

To delete a module or lesson file, use the Disk Manager module, and specify the complete file name as listed in the catalog produced by the module.

If the Course Designer diskette is damaged and you want to replace it, please call our toll-free number, 800-858-4565.

Course Designer Options

1. INITIALIZE SYSTEM
2. SET UP LESSON
3. CREATE/EDIT MODULES
4. PRINT MODULES FOR REVIEW
5. GENERATE PROGRAM
6. MARK TAPE

INITIALIZE SYSTEM allows you to specify the hardware configuration to be used.

SET UP LESSON allows you to give a name to a lesson and select all the options that will be in effect when the lesson is presented. These options include immediate feedback, score keeping, record keeping, and looking for tape marks.

CREATE/EDIT MODULES is the core of the package. With this option, you can define video segments, enter text, questions, and synthesized speech segments, and designate branching from one module to another.

PRINT MODULES FOR REVIEW allows you to print a copy of the contents of the module and lesson files stored on the Lesson diskette.

GENERATE PROGRAM automatically transforms a completed lesson into a self-contained program that may be stored on an audiocassette, a diskette, or the audio dub track of a videotape cassette. This version of a lesson runs more quickly and gives you greater flexibility in setting up your student stations.

MARK TAPE improves the accuracy of the Video Controller when multiple copies of an interactive video lesson are made.

The package allows you to create a lesson (or lessons) utilizing teaching segments called modules. The lesson can be thought of as the whole teaching entity, and the modules can be viewed as the "building blocks" of the lesson.

A single module can have any combination of three parts -- a video segment, a computer segment, and a speech segment. A video segment is possible if you have properly connected and turned on the Video Controller and a compatible videotape recorder or videodisc player. A speech segment is possible if you have properly attached and turned on the Speech Synthesizer and a Memory Expansion unit. (Note: It is possible to define, but not see and/or hear, video and speech segments when the necessary accessories are not attached and turned on. Then, at a later time when the requirements are met, the video and speech capabilities can be used.) By using these segments in various combinations, you have the ability to customize and individualize the course as you wish. The only part of a module that is required is the computer segment, because it is this segment that allows the branching capabilities.

In viewing a lesson, the student first sees the video (if there is any) and then the text or the text accompanied by speech (if speech has been designated.) Then the student interacts with the lesson, after which branching to the next module takes place.

In certain instances, you may want to branch back to the previous module. To do so without recreating the module, enter \$ECHO as the name of the module to which you want to branch. To end a lesson, branch to the name of a module that does not exist.

To make the best use of the Course Designer package, we suggest that you first design your course on paper and then use the package to implement it. Although the package can be used easily with the step-by-step instructions on the display, it is to your advantage to have planned the course thoroughly and to have drawn a complete flowchart before you begin working at the computer.

This manual is designed to help you learn to use the Course Designer Authoring Package in creating computer-aided instruction. Each option offered by the package is described, and an example of creating a lesson is given on pages XX through XX.

In the section headings and in the text of the manual, as appropriate, screen reference numbers are given. These are the same numbers as those shown on the display as you work with the Course Designer Authoring Package. These numbers can help you orient yourself to your current place in the course-development process.

For best results, we recommend that you work through the example exercise and then read the appropriate option explanations before beginning to define your own computer-aided instruction. As you are developing your own course, refer again to the appropriate sections of this manual for assistance.

STEP 1: Be sure that the TI Disk Memory System is properly attached to the computer and turned on. Insert the Course Designer program diskette into Disk Drive 1 and the TI Extended BASIC Command Module into the console.

STEP 2: Turn on the computer, and press any key to pass the master title screen. Then press the appropriate key to select TI Extended BASIC. If the Course Designer program diskette is in Disk Drive 1 before you select TI Extended BASIC, the program loads automatically. (Note: To load the program if you select TI Extended BASIC before inserting the program diskette into Disk Drive 1, type

RUN "DSK.DESIGNER.MENU"

and then press ENTER.)

STEP 3: The Course Designer selection list now appears on the display with the following options.

1. INITIALIZE SYSTEM
2. SET UP LESSON
3. CREATE/EDIT MODULES
4. PRINT MODULES FOR REVIEW
5. GENERATE PROGRAM
6. MARK TAPE
7. EXIT

To select the option you wish to use, type the number corresponding to that option and press ENTER. Then refer to the appropriate section of this manual for instructions on using the option.

Note: We suggest that you always use the first three options in order, with the use of options 4, 5, and 6 dependent on information you have entered in the first three options.

For a demonstration of the way the Course Designer Authoring Package works, follow this example, even though the hardware and features you actually use may not be the same as those given here. This example assumes that the Video Controller, a videotape recorder, the Speech Synthesizer, the Memory Expansion unit, and a Thermal Printer are attached and turned on.

Individual options are explained only briefly in this section. For a full description, refer to the appropriate sections of this manual.

First, load the Course Designer package, following the directions in "Loading the Package."

Initializing Your System

Type 1 and press ENTER to Initialize System. The program first asks if you want to use speech. Type Y for "yes" and press ENTER. The display now shows the three video player options: H=1/2" TAPE, Q=3/4" TAPE, and D=VIDEODISC. Type H and press ENTER. Next, you are asked to select a printer. Enter TP for Thermal Printer. Then choose the number of disk drives you are using. For this example, enter 1. (Note: With a single disk drive, the program tells you when to switch from the Course Designer diskette to the Lesson diskette.) Press PROC'D to save the Initialize System data. After this information is saved, the program returns to the Course Designer selection list.

Setting Up a Lesson

Now, type 2 for Set Up Lesson and press ENTER. The computer tells you to PLACE LESSON DISKETTE IN DRIVE AND PRESS ANY KEY. The program then asks for the lesson name. Type TEACH and press ENTER. The program now asks for the name of the first module. Type MOD1 and press ENTER.

In response to ANSWER FEEDBACK (Y/N)?, type Y for "yes" and press ENTER. When the program asks SHOW CORRECT ANSWER (Y/N)?, enter Y for "yes." In response to DISPLAY SCORE (Y/N)?, enter Y for "yes" again. The computer then asks if you want to KEEP RECORDS (Y/N)? Enter Y. You are then asked on which combination of output devices you plan to store these records. Enter 1 for PRINTER ONLY and TP for Thermal Printer. When the question LOOK FOR TAPE MARKS (Y/N)? appears, enter Y. Then press PROC'D.

Next, press PROC'D again to save the Set Up Lesson data. The computer displays LESSON TEACH SAVED. Press PROC'D again, and the computer tells you to PLACE DESIGNER DISKETTE IN DRIVE AND PRESS ANY KEY. When you have done so, the computer returns to the Course Designer selection list.

Creating Lesson Modules

Next, enter 3 for Create/Edit Modules. The first display shows the status of both text-to-speech and the Video Controller unit. Place the Lesson diskette in the drive, and press any key to continue. Now the Create/Edit Modules selection list appears. Enter MOD1. After a short pause, enter Y for "yes" to the question USE VIDEO SEGMENT (Y/N)? Next, the computer asks which COMPUTER SEGMENT you want to use. Enter 2 for TEXT ONLY. The last question on the display asks if you want to USE SPEECH (Y/N)? Enter N for "no."

Press PROC'D and the program continues to the video segment. Define the beginning of this segment as XXXXX and the end as XXXXX. Then press PROC'D to continue to the TEXT ONLY computer segment. Enter the text you want displayed; for example, type THIS IS TEST MODULE 1 and press ENTER. Then enter the module name to which you want to branch -- MOD2.

Press PROC'D, and the program takes you to a SAVE MODULE (3J) display with three options: REDO, BACK, and PROC'D. Press PROC'D and the module is saved on the Lesson diskette.

After the module is saved, the computer asks if you want to exit the Create/Edit modules option. Enter N for "no" and the computer returns to the Create/Edit Modules selection list so that you can create MOD2, the second module in the lesson.

Type MOD2 and press ENTER. Once again, enter Y for "yes" to the question USE VIDEO SEGMENT (Y/N)?, and enter 2 for TEXT ONLY in the computer segment. When you are asked USE SPEECH (Y/N)?, enter Y for "yes" this time. Press PROC'D to continue to the video segment. After defining this segment, press PROC'D to continue to the TEXT ONLY computer segment. Enter the text THIS IS TEST MODULE 2 and then the module name to which you want to branch--in this example, EXIT.

Press PROC'D and the program takes you to the display in which you prepare text for speech. Note that the text you entered in the computer segment is displayed on the screen. Press S and all text on the display is recited. Then press PROC'D and the program continues to the display which allows you to save the module. Press PROC'D and the module is saved. Then the computer asks if you want to exit the Create/Edit modules option. This time, enter Y for "yes." The computer tells you to PLACE DESIGNER DISKETTE IN DRIVE AND PRESS ANY KEY. When you have done so, the program returns to the Course Designer selection list.

Printing Lesson Contents

To print these two modules, enter 4 for Print Modules for Review. Place the Lesson diskette in the drive and press any key. The program lists the lesson and module titles, one by one, in the upper left-hand corner of the display.

Next, select the printing device you plan to use. Enter TP for Thermal Printer and press PROC'D to go to the Printing Options selection list. Type 2 for Print Lesson with Modules and press ENTER. The available lessons are listed on the display. Enter the number by the lesson TEACH!!

After both modules are printed, the program automatically returns to the Printing Options selection list. Now enter 5 for Exit. The computer tells you to PLACE DESIGNER DISKETTE IN DRIVE AND PRESS ANY KEY. The program then returns to the Course Designer selection list.

If you'd like to review the lesson now, place the Lesson diskette in Disk Drive 1, exit the Course Designer program by pressing 7, and reselect TI Extended BASIC. The Student program loads automatically and begins to run. (Note: If there is more than one lesson on the diskette, a selection list containing the lesson names is displayed. Select the lesson TEACH.) At the end of your review, press QUIT, insert the Course Designer diskette, and reselect TI Extended BASIC.

Generating a Custom Program

Now let's transform the lesson into a form that may be stored on audiocassette, diskette, or the audio dub track of a videotape. Type 5 for Generate Program and press ENTER.

Place the Lesson diskette in the drive and press any key. The program lists the lesson and module titles, as they are found on the Lesson diskette, in the upper left-hand corner of the display. With more than one lesson, the computer presents all the available lessons in alphabetical order. To select the lesson you want to use, enter the number by the lesson name TEACH. When the display asks WILL STUDENT LOAD PROGRAM FROM VCR DUB TRACK (Y/N)?, enter Y for "yes." As the program is generated, the messages ANALYZING LESSON BRANCHES and BUILDING MERGE FILE... are displayed. The module names from the selected lesson, MOD1 and MOD2, are displayed in the lower left-hand corner.

Now a display lists the steps necessary to generate your custom program.

STEP 1: PLACE LESSON DISKETTE IN DRIVE # 1
(you have already done so)

STEP 2: Enter OLD DSK1.DRIVER

STEP 3: Enter MERGE DSK1.TEMP

STEP 4: Enter SAVE DSK1.XXXXXXXXXX
Where XXXXXXXXX is the lesson name.

You now have generated a program derived from the lesson you designed. To review the program's performance at this point, type RUN and press ENTER. Note how quickly the program runs.

For the student to use this program and the lesson TEACH, he or she must follow the instructions in "Loading a Custom Videotape Lesson" in the "Student Usage" section.

INITIALIZE SYSTEM**DESCRIPTION
(1A)**

The Initialize System option allows you to describe the hardware configuration of the system you are currently using. You can specify synthesized speech (text-to-speech), video player type, a printer, and the number of disk drives. Remember, to use text-to-speech, you must have a Speech Synthesizer and a Memory Expansion unit; to use video, you must have the Video Controller and a compatible videotape recorder or a videodisc player; and to print you must have a Thermal Printer or an RS232 Interface and a compatible printer. The Initialize System information is used repeatedly by the other options on the Course Designer selection list.

In working with this option and all following options, note that an answer appears at the end of each question. This answer is called the default value. It is the selection last entered. To reuse this value, press ENTER. To enter another character, type that letter or number and then press ENTER. If you type a letter incorrectly, use the left-arrow key to correct one character at a time or press ERASE to retype the entire line before you press ENTER.

STEP 1: To select Initialize System from the Course Designer Selection list, type 1 and press ENTER. The program loads automatically. (Note: To load the program if you select TI Extended BASIC before inserting the program diskette into any drive, type

RUN "DSK.DESIGNER.INITIALIZE"

and press ENTER.)

STEP 2: Now the program asks if you want to use speech. If so, type Y for "yes" and press ENTER to the ACTIVATE SPEECH (Y/N)? question. The text-to-speech files are then loaded automatically when the Create/Edit Modules option is selected. If you don't want to use speech or to wait for the speech routines to be loaded at this time, type N for "no" and press ENTER. (If speech has previously been specified in your modules, the speech segments will not be affected; they will simply not be spoken until speech is reactivated.)

STEP 3: The display shows the three options for video player type: H = 1/2" TAPE, Q = 3/4" TAPE, and D = VIDEODISC. Depending on the video player you are using, enter H, Q, or D. (Note: If you are not using video, you still must enter H, Q, or D, even though your input is ignored.)

STEP 4: To specify the printer you are using, enter TP for Thermal Printer or RS232 for the RS232 Interface and a compatible printer. (See the RS232 Interface owner's manual for details.)

STEP 5: To specify the number of disk drives you are using, enter 1, 2, or 3. If you specify a single disk drive, the program tells you when to switch from the Course Designer program diskette to the Lesson diskette. Otherwise, the program assumes both diskettes are in disk drives.

STEP 6: The display now gives you three options.

- REDO -- Returns the cursor to the top of the display so that you can re-enter or correct the information on the screen.
- BACK -- Returns the program to the Course Designer selection list so that you can choose another option. Changes to the default values are not saved.
- PROC'D -- Saves the updated Initialize System data. After the information is saved, the program returns to the Course Designer selection list.

SET UP LESSON**DESCRIPTION**
(2A), (2B)

The Set Up Lesson option allows you to give a name to a lesson, specify the first module in the lesson, and select all the options that will be in effect while the lesson is presented. These options include immediate feedback, score keeping, record keeping, and looking for tape marks.

STEP 1: To select Set Up Lesson from the Course Designer selection list, type 2 and press ENTER. The program loads automatically. (Note: To load the program if you select TI Extended BASIC before inserting the program diskette into any drive, type

RUN "DSK.DESIGNER.LESSONDEF"

and press ENTER.)

STEP 2: If you are using only one disk drive, the computer tells you to PLACE LESSON DISKETTE IN DRIVE AND PRESS ANY KEY. With two disk drives, after the program is loaded, use Disk Drive 1 for the Lesson diskette and Disk Drive 2 for the Course Designer program diskette.

STEP 3: The program first asks for the lesson name. Type the name (a maximum of nine characters) and press ENTER. Note that periods and space characters are not accepted as part of a name. If you type the name incorrectly, press the left-arrow key to back up one character at a time, or press ERASE to retype the entire line before you press ENTER.

If the file name is a new one, default values are displayed. If the lesson file already exists, the values last entered are displayed for editing.

STEP 4: After a brief pause, the program asks for the name of the first module. This module will be the first one presented in the lesson. Type the name (a maximum of five characters) and press ENTER. Remember, periods and space characters are not accepted as part of a name. Note: If you enter six characters, the computer accepts the sixth character, but then clears the field.

STEP 5: Next, respond to the question ANSWER FEEDBACK (Y/N)? This option determines whether or not the lesson displays a "CORRECT" or "INCORRECT" message after each question is answered. If you want this feature, enter Y for "yes." If you don't want Answer Feedback, enter N.

If you enter Y in response to the question ANSWER FEEDBACK (Y/N)?, the program then asks SHOW CORRECT ANSWER (Y/N)? This feature displays the correct answer after an incorrect answer is entered. If you want this feature, enter Y for "yes." If you don't, enter N.

STEP 6: You are now asked if you want to DISPLAY SCORE (Y/N)? With this option in effect, a small scoreboard is displayed in the lesson to keep track of the questions attempted and the questions answered correctly. If you want this feature, enter Y for "yes." To omit this feature, enter N for "no."

STEP 7: Now the computer asks if you want to KEEP RECORDS (Y/N)? With this option in effect, the lesson can keep a record of a student's performance on a printer and/or diskette. This record consists of a list of modules attempted, the student's response in each module, and whether the answers are correct or not. If you don't want to KEEP RECORDS, enter N for "no." If you want this feature, enter Y for "yes." You are then asked on which combination of output devices you wish to store these records. Your choices are PRINTER ONLY, DISK ONLY, and PRINTER AND DISK. Enter 1, 2, or 3.

If you select 2, DISK ONLY, you can retrieve the information by typing the following:

RUN "DSK.LESSON.RECORDDUMP"

If you enter 1 or 3, the computer also asks for the name of the printing device. Depending on which printer you plan to use, enter TP for Thermal Printer or RS232 for the RS232 Interface and a compatible printer. (See the appropriate owner's manual for details.)

STEP 8: If you are using a videotape recorder, the question LOOK FOR TAPE MARKS (Y/N)? appears. If you want the student's lesson to include this feature, enter Y for "yes." If you don't, enter N for "no." **Note:** This question does not appear if a videodisc player has been specified in the Initialize System option. Also, if you answer Y to this question but do not mark the tape, the student program will still execute properly.

STEP 9: The program now gives you three options.

- REDO -- Returns the cursor to the top of the display so that you can correct any errors in your information.
- BACK -- Returns the program to the Course Designer selection list so that you can choose another option. (Note: If you're using only one drive and the Lesson diskette is inserted, the program tells you to PLACE DESIGNER DISKETTE IN DRIVE AND PRESS ANY KEY. After you insert the Course Designer diskette, the computer returns to the Course Designer selection list.)
- PROC'D -- Takes you to the display (2B) which allows you to save the Set Up Lesson data.

STEP 10: If you press PROC'D, the display (2B) shows the lesson name and these three options:

- REDO -- Allows you to change the lesson name by placing the cursor at the top of the display. After you change the lesson name, the same three options appear again.
- BACK -- Takes you back to the Set Up Lesson display (2A) so that you can re-enter the lesson information.
- PROC'D -- Saves the Set Up Lesson data. If you are using only one disk drive and the Lesson diskette is not inserted, the computer tells you CAN'T FIND LESSON DISKETTE. Insert the Lesson diskette in the drive, and the computer now saves the data. Then, the computer tells you to PLACE DESIGNER DISKETTE IN DRIVE AND PRESS ANY KEY. When you have done so, the computer returns to the Course Designer selection list.

CREATE/EDIT MODULES**DESCRIPTION
(3A) ... (3J)**

The Create/Edit Modules option allows you to design the individual modules in your course. As discussed at the beginning of this manual, a module can be composed of three parts -- a video segment, a computer segment, and a speech segment. The only segment that may not be omitted is the computer segment, as it provides the course's branching capabilities.

A video segment allows you to review a video cassette tape or videodisc and define the beginning and ending addresses of the segment to be shown to the student.

A video segment always is followed by a computer segment. There are five types of computer segments: No Text, Text Only, Multiple Choice, Fill-in-the-Blank, and Score Evaluation. The Text Only, Multiple Choice, and Fill-in-the-Blank computer segments have similar instructions for writing the text. In all instances, enter the text or question as you want it to appear to the student. (Remember, if you type a letter incorrectly, use the left-arrow key to back up and correct one character at a time, or press ERASE to retype the entire line before you press ENTER.) To advance from one line to the next, press ENTER.

A computer segment may be followed by a speech segment, which specifies the text to be spoken if the necessary accessories are attached and turned on.

The order in which module components are presented is as follows:

1. If there is a video segment, it is shown first.
2. If there is text in the computer segment, it is displayed next.
3. If there is a speech segment, the specified text is spoken.
4. The program then waits for a student response from the keyboard.
5. The computer branches to the appropriate module.

CREATE/EDIT MODULES**DESCRIPTION**
(3E), (3F), (3G), (3I)

Four editing commands are available to make entering text easier. Each command is implemented by placing the corresponding symbol in the first column of the text and pressing ENTER. The symbol is erased when the option is completed. These options and symbols are as follows.

Symbol	Option	Explanation
+	INSERT LINE	Inserts a blank line at the current line, moving the remaining text down one line. The last line of text is lost.
-	DELETE LINE	Deletes the current line, moving up all lower lines. A blank line is displayed in the last line.
	UP	Moves the cursor up one line. If the cursor is on the first line, nothing happens.
.	END	Moves the cursor to the next prompt at the bottom of the screen. This is the quickest way to finish entering text.

The standard editing function keys (INSERT, DELETE, ERASE, left arrow, right arrow) may also be used to edit a line.

STEP 1: To select Create/Edit Modules from the Course Designer selection list, type 3 and press ENTER. The program loads automatically.

Note: To load the program if you select TI Extended BASIC before inserting the program diskette into any drive and you designated a videotape recorder, type

RUN "DSK.DESIGNER.EDIT"

and press ENTER. To load the program if you select TI Extended BASIC before inserting the program diskette into Disk Drive 1 and you have designated a videodisc player, type

RUN "DSK.DESIGNER.EDITVD"

and press ENTER.

STEP 2: A display appears showing the status of text-to-speech and the Video Controller unit. If a Memory Expansion unit is attached and turned on and you have specified speech in Initialize System, the text-to-speech status appears as ACTIVE. (**Note:** It takes several minutes to load speech.) If the Memory Expansion unit is missing, or if you specified not to use speech, then the text-to-speech status is INACTIVE.

If the Video Controller unit and a video unit are properly attached and turned on, the Video Controller status is ACTIVE. If either of units is missing, the Video Controller status is INACTIVE.

STEP 3: Next, press any key to continue. **Note:** If you're using only one disk drive, the display tells you to PLACE LESSON DISKETTE IN DRIVE AND PRESS ANY KEY.

Now the Create/Edit Modules selection list (3B) appears. Type the name of the module using a maximum of five characters and press ENTER. Remember, no periods or spaces are allowed. If the module name you enter is present on the diskette, the existing module is loaded into the computer for editing. If the title does not exist on the Lesson diskette, you are ready to create a new module.

STEP 4: After a short pause, the cursor appears next to the question USE VIDEO SEGMENT (Y/N)? Enter Y for "yes" if you want to include a video segment in this module. Enter N for "no" if you don't want a video segment. (Note: Even though a video unit may not be connected to the computer at this time, video segments can be defined; however, you will not be able to review these segments as you define the course.)

STEP 5: Next, the computer asks which COMPUTER SEGMENT you want to use: No Text, Text Only, Multiple Choice, Fill-in-the-Blank, or Score Evaluation. Enter 1, 2, 3, 4, or 5. One of these segments must be selected in order to give the module its branching instructions. (For further information on these options, refer to the corresponding section of this manual.) The No Text option allows you to branch directly from one video segment to another, without showing any text on the screen between video segments.

Note: Remember, in certain circumstances, you may want to branch back to the previous module. To do so, enter \$ECHO as the name of the module to which you want to branch.

STEP 6: The last question on the display asks if you want to USE SPEECH (Y/N)? If you want to include a text-to-speech segment, enter Y for "yes." A text-to-speech segment can be defined for later use even if the necessary accessories are not now attached. If you don't want a speech segment, enter N for "no."

STEP 7: After you answer the above questions, these three options appear:

- REDO -- returns you to the top of the current display so that you can correct the Create/Edit Modules information.
- BACK -- takes you back to the Course Designer selection list so that you can choose another option.
- PROC'D -- takes you to the first segment (video or computer) you selected so that you can start creating a module.

The Video Segment option helps you locate the beginning and end of a video segment.

STEP 1: If you have chosen to use a video segment from the Create/Edit Modules selection list, a display appears, showing the module name. Then the computer asks LOOK AT VIDEO (Y/N)? You are allowed to answer this question only if the Video Controller is ACTIVE. If the Video Controller is inactive, the first prompt is VIDEO STARTING ADDRESS.

If the Video Controller is active and you wish to look at the video segment, enter Y for "yes." If you don't, enter N for "no" then proceed to Step 2. If you enter "yes," a CURRENT ADDRESS counter and a list of available commands is displayed at the bottom of the screen:

SPACE (SPACE BAR) -- Switches between the video generated by the computer (text) and by the video player (video segment).

F (FORWARD) -- Switches between PLAY and PAUSE on the video player.

G (GO TO ADDRESS) -- Initiates another question, GO TO ADDRESS? Type a zero (0) or any positive number with a maximum of five digits and press ENTER.

If you are currently viewing video, G takes you back to the computer display.

CAUTION: If the address you specify exceeds the playing time of a videotape, the Video Controller attempts repeatedly to find a nonexistent tape address. If this situation occurs, you must turn the computer system OFF and restart the program.

Note: If you are using a videotape recorder, the following commands also appear.

I (INITIALIZE AND RETURN) -- rewinds the tape, finds the first control track pulse, and then returns to the last tape address prior to issuing the command. This procedure corrects discrepancies in the tape addresses caused by repeatedly stopping and starting the tape.

Note: We recommend that the Initialize command be executed at least once every ten (G)OTO commands, thus compensating for the loss of control-track pulses caused by excessive shuttling back and forth on the videotape.

BACK -- returns to the Create/Edit Modules selection list (3B) so that you can recreate a module.

PROC'D -- erases the commands list and positions the cursor to allow you to enter the beginning video address.

STEP 2: In response to the prompt VIDEO STARTING ADDRESS, specify the location (address) at which the desired video segment begins. Type a number (zero or a positive integer with a maximum of five digits) and then press ENTER.

STEP 3: Next, if you are using a videotape player, the prompt ENDING ADDRESS appears. If you are using a videodisc player, the prompt is DURATION(1/10 SECS). Specify the ending address or duration of the video segment to be shown to the student. This number must be a whole number (a maximum of five digits) greater than or equal to the starting address for the video sequence. Type the number and press ENTER.

STEP 4: The computer now asks SHOW SEGMENT (Y/N)? (If the Video Controller is not active, you are not allowed to answer the question.) If you want to see the video segment you have defined, just as it would be shown to the student, enter Y for "yes." Otherwise, press ENTER to accept the displayed N (no) response.

STEP 5: After you have viewed the video segment or have answered "no" to the SHOW SEGMENT question, the display shows these three options:

- REDO -- returns to the first question on the current display so that you can re-enter the video information.
- BACK -- returns to the Create/Edit Modules selection list (3B) so that you can create a new module.
- PROC'D -- goes to the selected computer segment.

The Computer Segment option you have chosen from the Create/Edit Modules selection list (3B) appears on the display after you complete your design of a video segment or immediately after you finish choosing your options from the Create/Edit Modules selection list.

OPTION 1: NO TEXT (3D)

This option allows you to branch directly from one video segment to another without showing any text on the screen between video segments. Simply enter the module name to which you want to branch.

OPTION 2: TEXT ONLY (3E)

This option allows you to display instructions or messages. The computer automatically supplies the prompt **PRESS ANY KEY TO CONTINUE** at the end of the text you enter. After entering the text, enter the module name to which you want to branch. (See the Description for **CREATE/EDIT MODULES** for an explanation of the available text-editing commands.) **Note:** If you are editing an existing module, press **REDO** to activate the display. The flashing cursor appears in the upper left-hand corner.

OPTION 3: MULTIPLE CHOICE (3F)

This option allows you to display a multiple-choice question, judge the student's answer as right or wrong, and then branch accordingly to the next module. (See the Description for **CREATE/EDIT MODULES** for an explanation of the available text-editing commands.) **Note:** If you are editing an existing module, press **REDO** to activate the display. The flashing cursor appears in the upper left-hand corner.

Your multiple-choice question can have from two to six choices. Each choice must be labeled by a letter of the alphabet in ascending order, starting with A. To achieve a True/False format, design the multiple-choice question to have only two choices, "A" being True and "B" being False.

After entering the text, enter the number of choices (2-6). Then enter which answers you want judged in the lesson as correct or incorrect. If you want none judged, enter 0 (zero). If you want all judged, enter the last letter in the range of choices. If you want only a portion of the answers judged, enter the letter of the last choice to be judged. For example, if you have entered four choices, where the last choice (D) is HELP, and you only want A, B, and C to be judged, enter C.

If you have indicated that you want answers judged, then enter which is the correct answer. The program now asks you to enter the names of the modules to which you want to branch.

OPTION 4: FILL-IN-THE-BLANK (3G)

This option allows you to design a fill-in-the-blank question, list the correct student response, and then list the modules to which to branch depending on whether the answer is right or wrong. (See the Description for CREATE/EDIT MODULES for an explanation of the available text-editing commands.) **Note:** If you are editing an existing module, press REDO to activate the display. The flashing cursor appears in the upper left-hand corner.

After you type the fill-in-the-blank question, the display prompts you for the answer. The maximum number of characters allowed is 28 (one line). Spaces and periods are accepted.

You may type multiple correct answers by separating the answers with a slash (/). For example, if the fill-in-the-blank question is "There are ----- days in a week," and your answer is 7/seven, the program considers a student response of "7" or "seven" as correct.

Note: If the answer list is blank, the student response will be judged neither as correct nor incorrect. An example of this technique is the question "What is your name?" Your leaving the answer list blank allows the student to enter his or her name without being judged as correct or incorrect. If the record-keeping option has been selected, this technique allows for student identification.

Now the program asks you for names of the modules to which you want this module to branch on correct and incorrect student responses. If you have not specified a correct answer, the computer takes the "correct" branch.

OPTION 5: SCORING EVALUATION (3H)

This option allows you to make branching decisions based on the student's percentage of correct responses over a series of previous questions. The computer asks how many branches you want. Enter the number (2, 3, 4, or 5) of the different modules to which you want to branch, based on the student's scoring ranges.

The display then shows the corresponding number of scoring categories. The cursor flashes over the first number in the scoring categories. These numerical scores are used to determine the module to which the program branches if the student's score is greater than or equal to that number.

You can accept the default scores by pressing ENTER. If you want to change the numerical ranges listed on the display, type the numbers you want and press ENTER.

After a score is entered, the computer asks for the name of the module to which you want to branch. Type the module name and press ENTER; the cursor proceeds to the next line. Repeat this procedure until you have entered all the scoring categories, including the category for all other scores (designated "ELSE") and the corresponding modules to which to branch.

SCORE is either the cumulative score (number of correct responses/number of attempts) computed from the first module or the latest result in a previous Score Evaluation module. You are asked if you do or do not want to RESET SCORE. If N for "no" is entered, the Score is not reset. If Y for "yes" is entered, then the number of attempts and correct responses is reset to zero.

Note: A response is one that has a right or wrong answer. The "0" option in multiple-choice questions and the blank answer in fill-in-the-blank questions are examples of responses that aren't right or wrong; therefore, they do not enter into calculations.

Resetting the SCORE has no effect on the Student program. That score always represents all responses.

The same command options are available at the end of each of the five Computer Segment options. They are:

- REDO — Returns to the top of the current display so that you can revise the information you have entered.
- BACK — Returns you to the Create/Edit Modules selection list (38) so that you can create a new module.
- PROC'D — If you have chosen the text-to-speech feature, takes you to the display that allows you to prepare text for speech. If you haven't chosen this feature, PROC'D takes you to the display which allows you to save the module you have just created.

After you complete the computer segment and press PROC'D, the program advances to the Speech Segment if you previously indicated that you want to use speech. If you are creating a new module, the text previously entered in the computer segment appears on the screen. If you are editing a module, the speech text entered in the last session is displayed.

You now have these five command options:

- ERASE -- Clears all text from the display.
- SAY IT -- Recites all text on the display when you press S, if speech is active and the necessary accessories are attached and turned on. Otherwise, the S command is ignored.
- REDD -- Returns the cursor to the top of the display, allowing you to edit the text. **Note:** A number of speech editing symbols can be used to control the speech quality. Refer to the
TM
Terminal Emulator II Solid State Software
Command Module owner's manual for these
symbols.
- BACK -- Returns to the previous computer segment so that you can recreate a part of the module.
- PROC'D -- Takes you to the display (3J) which allows you to save the module you have just created.

(31)

After you complete any of the computer segments or a speech segment, the Save Module option allows you to save the module you have just created. It offers you these three command options:

- REDO — Returns the cursor to the top of the display to allow you to change the module name.
- BACK — Returns you to the previous computer segment so that you can edit a part of the module.
- PROC'D — Saves a copy of the module on the Lesson diskette. Note: If you are using only one disk drive and the Lesson diskette is not inserted, the message CAN'T FIND LESSON DISKETTE is displayed. Remove the Course Designer program diskette, insert the Lesson diskette and press PROC'D to save the module.

After the module is saved, the computer asks if you want to exit the Create/Edit Modules option. If you enter N for "no," the computer returns to the Create/Edit Modules selection list. Now you can create a new module or edit a previous one. If you enter Y for "yes," the computer returns to the Course Designer selection list.

Note: If you are using only one disk drive and the Course Designer program diskette is not inserted, the computer tells you to PLACE DESIGNER DISKETTE IN THE DRIVE AND PRESS ANY KEY. After you do so, the computer returns to the Course Designer selection list.

PRINT MODULES FOR REVIEW

DESCRIPTION
(4A), (4B)

The Print Modules for Review option allows you to print a copy of the contents of the module and lesson files stored on the Lesson diskette. This includes the printing of single modules, a single lesson with its modules, or all lessons and modules. Any incomplete branching is indicated by the message: NOT DEFINED. This printed copy makes it easy to see what constitutes the lessons, as well as to verify their completeness.

STEP 1: To select Print Modules for Review from the Course Designer selection list, type 4 and press ENTER. The program loads automatically.

Note: To load the program if you select TI Extended BASIC before inserting the program diskette into any disk drive, type

RUN "DSK.DESIGNER.PRINTMODS"

and press ENTER.

STEP 2: If you are using only one disk drive, the computer tells you to PLACE LESSON DISKETTE IN DRIVE AND PRESS ANY KEY. With two disk drives and after the program is loaded, use Disk Drive 1 for the Lesson diskette and Disk Drive 2 for the Course Designer program diskette.

STEP 3: After placing the diskette(s) in the appropriate drive(s), press any key. Next, the message READING LESSON DISKETTE. PLEASE STAND BY . . . is displayed and the program lists the lesson and module titles as they are found on the Lesson diskette in the upper left-hand corner of the display (4A) .

STEP 4: Next, a display (4B) appears from which you select the printing device you plan to use. The PRINTER DEVICE NAME listed on the display is that which you specified in the Initialize System selection list.

To use this printer, press ENTER. To change the printer name, type the name of the new printing device and press ENTER. (Note: If the selected printer is not attached and turned on, the message NOT FOUND appears on the display and the cursor reappears over the first letter of the name of the printing device. To proceed, either attach and turn on the printer, change the name to the one you're using, or return to the main menu.)

After you enter a valid printer name, the three options, REDO, BACK, and PROC'D, are displayed.

REDO — Returns you to the top of the current display so that you can change the name of the printing device.

BACK — Takes you back to the Course Designer selection list so that you can choose another option. (Note: If you are using only one disk drive, the computer tells you to PLACE DESIGNER DISKETTE IN DRIVE AND PRESS ANY KEY.)

PROC'D — takes you to the Printing Options selection list (4C) so that you can continue.

STEP 5:

After you have selected a printer and pressed PROC'D, the Printing Options selection list (4C) appears.

1. PRINT SINGLE MODULE
2. PRINT LESSON WITH MODULES
3. PRINT ALL MODULES AND LESSONS
4. CHANGE PRINTER
5. EXIT

To select the option you want to use, type the number corresponding to that option and press ENTER.

OPTION 1: PRINT SINGLE MODULE

This option allows you to print a single module. Type the name of the module you want printed and press ENTER.

Remember, a module name can have a maximum of five characters with no spaces or periods allowed. When the printing stops, the program gives you the following three options:

REDO — returns you to the top of the current display so that you can print another module.

BACK — takes you back to the Printing Options selection list (4C) so that you can choose another option.

PROC'D — takes you back to the Printing Options selection list (4C) so that you can choose another option.

OPTION 2: PRINT LESSON WITH MODULES

This option allows you to print an entire lesson with all its modules. If a single lesson is on the Lesson diskette, that lesson and its modules are printed. If more than one lesson file is on the diskette, the computer presents on display (4E) all the lessons available on the Lesson diskette.

A maximum of nine lessons can be stored per diskette. To select the lesson you want printed, enter the number by the lesson name. **Note:** If no lesson files are on the Lesson diskette, the message NO LESSON FILES ON DISKETTE is displayed and the computer returns to the Printing Options selection list (4C).

As the lesson modules are being printed, the lower left-hand corner of the display shows which module is being printed. After each is printed, the computer displays the message PRESS A KEY TO STOP If you do so, the program returns to the Printing Options selection list (4C). When all modules are printed, the program returns to the Printing Options selection list (4C).

OPTION 3: PRINT ALL MODULES AND LESSONS

This option allows you to print the contents of all lessons and their modules that are on the Lesson diskette.

The computer lists the lessons and modules in the lower left-hand corner of the display as it is printing them. When a module has been printed, the computer displays the message PRESS ANY KEY TO STOP If you do so, the program returns to the Printing Options selection list (4C). If you allow the printer to print all lessons and modules, the program automatically returns to the Printing Options selection list (4C).

OPTION 4: CHANGE PRINTER

Selecting this option returns the program to the display (4B) that allows you to change the printing device you have previously chosen. Follow the instructions given in STEP 4 above.

OPTION 5: EXIT

Choosing this option allows you to return to the Course Designer selection list.

Note: If you are using only one disk drive, the computer tells you to PLACE DESIGNER DISKETTE IN DRIVE AND PRESS ANY KEY. The program then returns to the Course Designer selection list.

GENERATE PROGRAM**DESCRIPTION
(5A), (5B)**

The Generate Program option gives you flexibility in choosing the way in which a lesson is presented. If you want to run the lesson with the Student program, you don't need to choose this option. But, if you want a diskette-based program that runs considerably faster than the Student program or if you want to load the lesson from the audio dub track of a videotape, you should use the Generate Program option.

This option merges the modules from a specified lesson with a program called DRIVER. This merger creates a custom self-contained program that does not require reading modules from a diskette, thereby enabling the custom program to run faster than the Student program. This option also makes it possible to place the custom program on the audio dub track of a videotape, thereby eliminating the need for a Disk Memory System for the student.

STEP 1: To select Generate Program from the Course Designer selection list, type 5 and press ENTER. The program loads automatically.

Note: To load the program if you select II Extended BASIC before inserting the program diskette into any drive, type

RUN "DSK.DESIGNER.GENERATE"

and press ENTER.

STEP 2: If you have specified one disk drive in Initialize System, the computer tells you to place LESSON DISKETTE IN DRIVE AND PRESS ANY KEY. With two disk drives, after the program is loaded, place the Lesson diskette in Disk Drive 1 and the Course Designer program diskette in Disk Drive 2. This placement allows faster processing.

STEP 3: After placing the diskette(s) in the appropriate drive(s), press any key. The message READING LESSON DISKETTE. PLEASE STAND BY . . . is displayed, and the program lists the lesson and module titles in the lower left-hand corner of the display as they are found on the Lesson diskette.

If a single lesson is found, this lesson and its modules are processed. If more than one lesson file is on the Lesson diskette, the computer presents all the available lessons in alphabetical order. To select the lesson you want to use, enter the number by the lesson name. **Note:** If no lesson files are on the diskette, the message NO LESSONS AVAILABLE is displayed, and the program returns to the Course Designer selection list.

STEP 4: Next, a display (5B) appears with the question WILL STUDENT LOAD PROGRAM FROM VCR DUB TRACK (Y/N)? Enter Y for "yes" if you will be storing the lesson on the audio dub track of a videotape. Enter N for "no", if the lesson will be stored on diskette. Then the message ANALYZING LESSON BRANCHES appears. This means the computer is determining which modules on the diskette are part of the specific lesson. When the computer finishes this analysis, the word DONE appears at the end of the line. Then the message BUILDING MERGE FILE . . . appears. Each module name from the selected lesson appears in the lower left-hand corner of the display as it is placed in the merge file TEMP (for "Temporary").

STEP 5: Now a display (5C) appears listing the steps necessary to complete the generation of your custom program.

STEP 1: PLACE LESSON DISKETTE IN DRIVE #1.

STEP 2: TYPE OLD DSK1.DRIVER AND PRESS ENTER.

STEP 3: TYPE MERCE DSK1.TEMP AND PRESS ENTER.

STEP 4: IF YOU ARE SAVING THE LESSON ON A DISKETTE,
TYPE SAVE DSK1.XXXXXXXXXX WHERE 'XXXXXXXXXX'
IS THE LESSON NAME.

We recommend that a copy of your custom program always be saved on diskette.

WARNING: Do not save the program under any of the file names listed in the Appendix. Doing so will destroy an existing file.

STEP 6. If you are saving on a videotape recorder, type

SAVE VC.H

(if you are using a 1/2" videotape recorder)

or

SAVE VC.R

(if you are using a 3/4" videotape recorder).

Then press ENTER.

Note: A playback unit will not save the program.

You now have generated a program that is stored on a diskette and on the audio dub track of a videotape. To review the program at this point, type RUN and press ENTER.

MARK TAPE**DESCRIPTION
(6A)**

The Mark Tape option appears on the Course Designer selection list only when a videotape recorder has been specified in the Initialize System option. The Mark Tape option allows you to improve the accuracy of the Video Controller when multiple copies of an interactive video lesson are made.

STEP 1: To select Mark Tape from the Course Designer selection list, type 6 and press ENTER. The program loads automatically.

Note: To load the program if you select TI Extended BASIC before inserting the program diskette into any drive, type

RUN "DSK.DESIGNER.MARKTAPE"

and press ENTER.

STEP 2: If a videotape recorder has been specified in the Initialize System option, the Mark Tape display (6A) appears. **Note:** If a videotape recorder has not been specified in the Initialize System option, the program returns to the Course Designer selection list.) A message explains the length of time required to mark tapes:

"If saving a program on the dub track of a videotape recorder, be sure to mark the tape at least one minute past the end of the program. To determine the length of time, save the program tape and time the duration.

If no program is on the tape, then mark the tape for at least one minute."

STEP 3: The message MARKING TAPE ... and the current ADDRESS are shown at the bottom of the display. When you wish to mark the tape, press any key and the message TAPE MARKED appears. Now press any key and the program returns to the Course Designer selection list.

STUDENT USAGE**DESCRIPTION**

After a lesson has been created, the student can view the lesson in one of three ways. He or she can use a diskette-based lesson that utilizes the Student program on the Lesson diskette or a diskette-based lesson that utilizes a custom program created in Option 5 (Generate Program). The minimum equipment requirements for the student are:

- o The TI Home Computer
- o The TI Extended BASIC Solid State Software TM Command Module
- o The TI Disk Drive Controller and TI Disk Memory Drive

Also, the student can work with a lesson that is stored on the audio dub track of a videotape. This lesson also utilizes a custom program created in Option 5 (Generate Program), and its minimum requirements for the student are:

- o The TI Home Computer
- o The TI Extended BASIC Command Module
- o The TI Video Controller
- o A compatible videotape recorder

If the Student program is used, speech can be recited. If a custom program is used -- whether it's stored on a diskette or on an audio dub track -- speech cannot be recited (a module that has speech defined will be accepted, but the speech option will be ignored).

STEP 1: Be sure that the TI Disk Memory System is properly attached to the computer and turned on. Insert the Lesson diskette into Disk Drive 1 and the TI Extended BASIC Command Module into the computer console.

STEP 2: Turn on the computer, and press any key to pass the master title screen. Then press the appropriate key to select TI Extended BASIC. If the Lesson diskette is in Disk Drive 1 before you select TI Extended BASIC, the program loads automatically. (Note: To load the program if you select TI Extended BASIC before inserting the Lesson diskette into Disk Drive 1, type

RUN "DSK1.STUDENT"

and then press ENTER.)

STEP 3: The computer now lists in alphabetical order all the lessons available on the Lesson diskette. To select the lesson you want to use, enter the number by the lesson name. If only one lesson is on the diskette, this lesson is automatically selected.

STEP 4: After the display gives the messages INITIALIZING and ONE MOMENT PLEASE, the first module of the lesson is presented to the student. When that module is completed, the computer instructs the student to PRESS ANY KEY to continue to the next module. After the presentation of each module, the computer again displays the message ONE MOMENT PLEASE. When the final module in the lesson has been presented, the program returns to TI Extended BASIC.

When you have completed the GENERATE PROGRAM option (58), save a copy of your custom program on the Lesson diskette. To make this program load automatically, you must first modify the LOAD program stored on the Lesson diskette. (Without this modification, the LOAD program will load and run the Student program.)

STEP 1: Be sure that the TI Disk Memory System is properly attached to the computer and turned on. Insert the diskette with the custom generated program into Disk Drive 1 and insert the TI Extended BASIC Command Module into the console.

STEP 2: Remove the diskette, if any, in Disk Drive 1.

STEP 3: Turn on the computer and press any key to pass the master title screen. Then press the appropriate key to select TI Extended BASIC.

STEP 4: Type

```
10 RUN "DSK1.XXXXXXXXXX"
```

(where XXXXXXXXXXXX is the name of your custom program) and press ENTER.

Note: The name is that of the lesson which was entered in Step 4 of Option 5 (Generate Program).

STEP 5: Place the Lesson diskette containing your custom program in Disk Drive 1. Then type

```
SAVE DSK1.LOAD
```

and press ENTER.

STEP 6: Press QUIT to return to the master title screen, and then reselect TI Extended BASIC. Your custom program should automatically load and begin running. When the final module in the lesson has been presented, the program returns to TI Extended BASIC.

STEP 7: Make a back-up copy of your Lesson Diskette with your Disk Manager module.

STEP 1: Be sure that the videotape recorder is properly attached to the video controller and that the video controller is properly attached to the computer. Turn both on and insert the TI Extended BASIC Command Module into the console. If a Disk Memory System is attached to the console, be sure that no diskette is in Disk Drive 1.

STEP 2: Turn on the computer, and press any key to pass the master title screen. Then press the appropriate key to select TI Extended BASIC. If you are using a 1/2" videotape unit, type

RUN "VC"
OR
RUN "VC.H"

and press ENTER.

If you are using a 3/4" videotape unit, type

RUN "VC.Q"

and press ENTER.

STEP 3: The interactive video lesson now begins. When the final module in the lesson has been presented, the program returns to TI Extended BASIC.

Catalog of Designer Diskette**D (file)**

This file contains allophone data files for the text-to-speech feature.

DEFAULTS (file)

This file contains the current system configuration. It includes all data defaults displayed by the Initialize System option.

EDIT (program)

This program loads automatically when the Create/Edit option and the videotape recorder option have been selected.

EDITVD (program)

This program is the videodisc version of the EDIT program. It loads automatically when the Create/Edit option and the videodisc option have been selected.

GENERATE (program)

This program loads automatically when the Generate Program option is selected.

INITIALIZE (program)

This program loads automatically when the Initialize System option is selected.

LESSONDEF (program)

This program loads automatically when the Set Up Lesson option is selected.

LOAD (program)

This program loads automatically when TI Extended BASIC is selected. The LOAD program executes the MENU program.

MARKTAPE (program)

This program loads automatically when the Mark Tape option is selected.

MENU (program)

This program displays the Course Designer title screen and option list.

PRINTMODS (program)

This program loads automatically when the Print Modules for Review option is selected.

SET UP (file)

This file is used by the text-to-speech feature.

SPEAK (file)

This file is used by the text-to-speech feature.

XLAT (file)

This file is used by the text-to-speech feature.

Catalog of Lesson Diskette**D (file)**

This file contains allophone data files for the text-to-speech feature.

DRIVER (program)

This program is designed to have the file TEMP merged into it to form a self-contained custom program that can be loaded from the audio dub track of a videotape or from a diskette. The file TEMP is created in the Generate Program option of the Course Designer diskette and is composed of modules from the selected lesson. The DRIVER program may be used with lessons that incorporate video from 1/2" or 3/4" videotape recorders or a videodisc player. The DRIVER program does not allow the use of the text-to-speech feature.

LOAD (program)

This program loads automatically when TI Extended BASIC is selected. As it is, this program executes the STUDENT program. The LOAD program may be modified to load a custom program automatically. See the "Custom Diskette Lesson" section.

RECORDDUMP (program)

This program displays the contents of the file, RECORDFILE. RECORDFILE contains a list of all student transactions, including the module name, the student's response, and whether or not the answer is correct.

STUDENT (program)

The STUDENT program loads automatically if the Lesson diskette is in Disk Drive 1 when TI Extended BASIC is selected. The STUDENT program is diskette-based and presents lessons whose modules are found on the Lesson diskette. These lessons can incorporate video from either videotape recorders or videodisc players. The program can take advantage of all Course Designer features including text-to-speech and record keeping to diskette and to a compatible printer.

SET UP (file)

This file is used by the text-to-speech feature.

SPEAK (file)

This file is used by the text-to-speech feature.

XLAT (file)

This file is used by the text-to-speech feature.

IN CASE OF DIFFICULTY

- STEP 1:** Be sure that the diskette you are using is the correct one. Use the Catalog command on your Disk Manager Command Module to check for the correct program.
- STEP 2:** Be sure that the hardware configuration you want to use is properly connected and turned on. Be certain that you have turned on all peripheral devices before you turn on the computer.
- STEP 3:** If your program does not appear to be working correctly, press CLEAR and remove the diskette from the disk drive. Reinsert the diskette and follow the "User Instructions" carefully. If the program does not appear to be working properly, remove the diskette from the disk drive, turn the computer off, wait several seconds, and turn it on again. Then load the program again.
- STEP 4:** If you are having difficulty in operating your computer or are receiving error messages, refer to the "Maintenance and Service Information" and "Error Messages" appendices in your User's Reference Guide for additional help. If you are having difficulty with any of the other hardware, refer to the appropriate Owner's Manuals.
- STEP 5:** If you continue to have difficulty with your Texas Instruments computer, its peripherals, or the Course Designer Authoring Package, please contact the dealer from whom you purchased the hardware or the Course Designer package for service directions.

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