

# QuizMaster™ 3.0

The Ultimate in Quiz Systems



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# Chapter I

## Preface, Introduction, Meet the Author, and Format

Thank you for downloading or copying QuizMaster 3.0. Now that you actually have it, we'll disclose to you this is a successor to QuoteMaster 2.3.4. Once you finish barfing, we'll tell you the good news: QuizMaster is a total rewrite which lacks the speed, interfacial, and spelling problems (i.e. "Serial Acces Offset") in QuoteMaster. QuizMaster has been thoroughly tested for bugs, unlike QuoteMaster, which was **never** tested.

This version, David Harris, the author, decided to follow more advice given him by his friend, James Egelhof (who is also writing this manual). It includes extreme performance increases, up to 45 times that of the earlier versions. New, radical ideas such as hints, pictures, sounds, multiple choice, a neat About picture James made, an enhanced score system, and a Top Ten list are all included. Also, this program does NOT include such things as "click-lag", Serial Acces Offset and other useless and misspelled menu items, and the infamous double-click-and-die bug that David never found out about until a day after we released it worldwide.

Also, Quote Suitcases are now much more easily created. Instead of fumbling around with limited and slow DHJE suitcases, the new resource format permits hyperspeed operation. To find out how to create suitcases, please see chapter four.

# Chapter II

## To open or not to open To save or not to save And so on

### FILE MENU

- New** This item creates a new game. This item will be dimmed if you have not selected a suitcase.
- Open...** Opens a game. A standard file selection dialog box appears, and after you select a file, the game will appear on screen.
- Close** Closes a game. A dialog box will appear, in which you specify if (and where) you want to save the game. The window for the game will disappear.
- \_\_\_\_\_ Separator bar. Does nothing.
- Save** Saves the current game. If you have already saved the game, the program replaces that with the new version. If you have not already saved it, a standard file selection dialog appears so you can name and locate the new game.
- Save As...** Saves the current game. Always asks you for a new name and location, whether or not you have already saved it. If you have already saved it, the old version is left alone.
- \_\_\_\_\_ Separator bar. Does nothing.
- Suitcase...** When a game is not already open: Selects the suitcase to use with the next new game. A standard file selection dialog appears, where you select the suitcase. When checked, Suitcase indicates that a file has been selected. Selecting Suitcase when it is checked changes the suitcase to use; the old suitcase is left alone and not used.

When a game is open: Use to change the suitcase of the current game. **New Game will create a game using the suitcase of the current (frontmost) game; to change this you must select Suitcase after you create the new game.** You cannot change the suitcase of a game

that has had ANY questions answered.

\_\_\_\_\_ Separator bar. Does nothing.

**Quit** Exits QuizMaster and returns to the Finder. Hardly ever used.

### EDIT MENU

**Everything** This menu is not used in QuizMaster. It is provided for the use of desk accessories.

### OPTIONS MENU

**Sound** Turns on/off sound. When sound is on, Sound is checked, and when it's not on, it's not checked. Selecting Sound toggles between the two.

**Turning sound off disables automatic sound playing in questions and hints. However, you can manually play everything.**

**Cycle Windows** Cycles the windows. After every question, the next game is brought to the front. Useful for competing with other people.

**View High Scores** Views the high scores list for the current suitcase.

**Clear High Scores** Clears the high scores for the current suitcase. This deletes all the names and all the scores, setting up a "clean slate". Useful when someone you don't like has a place on the Top Ten.

### FONT MENU

**Any Font** Selects this font. Uses this font in the display windows.

### WINDOWS MENU

**Any Window** Brings this window to the front.

Pressing Option while selecting an item from the Options or Font menus saves the change to the Preferences, which means it will be reflected every time you use QuizMaster.

# Chapter III

## “Play.”

(Ms. Havisham)

When you create a new game window, you will see a window with various fields, buttons, and icons. The following list details the function of each.

### **Text, Graphic, Sound, or QuickTime™ Movie\***

This shows you the actual question. Known throughout the program as “the question”.

### **Scroll bar below question**

This scroll bar is available when there are more than one parts to the question. For example, you could have text that says “What is this?”, and also have a picture of a IBM PS/1 personal computer. Having both the picture and the text helps the person taking the test know the answer is “A Piece of Junk”.

### **Edit Field(s)**

Enter answers here. Above the edit field is an indication of what answer goes where. Depending on the question, there can be no, one, or two edit fields.

### **Pop-Up Menus**

For a multiple-choice question. Very much like edit fields, these both have a label above the pop-up menu and there can be no, one, or two pop-up menus.

### **Hinting Icon (picture of guy talking)**

Gives you hints. Click on the icon, and it tells you the hint in the box next to the icon. Hints cost varying amounts of points depending on the suitcase. When gray, there are no more hints.

### **Timer Icon (picture of clock)**

Shows you the time remaining for the question or suitcase (there is no way to tell the difference). Clicking on the watch turns on or off the tick (some people find it annoying). Option-clicking saves the change to the Preferences.

(\* Not Implemented)

# Chapter IV

## Creating Suitcases

To create suitcases, you need “Inside QuizMaster”, a document you will receive with your registration if you request it. Please note your request for it when you register.

# Chapter V

## Copyright & Shareware Information

QuizMaster, like other WerbilTOWN products, is shareware. This means that, if you like QuizMaster, you should send the author some money for his work. Send what you like (we recommend from \$15 to \$20) to:

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Please make checks payable to David Harris.

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