



Math in a Flash

Copyright© 1993,1994 Jim Joyner

Math in a Flash is just like a set of flash cards that you buy at the store, except that the student can learn simple mathematical skills without help from anyone. To learn more about this product, click on one of the topics below.

[Getting started](#)

[Features](#)

[Options](#)

[Menu Commands](#)

[Requirements](#)

[A few words about Sound](#)

[What is shareware?](#)

[Registration](#)

Getting started

The first time that Math in a Flash is run, a window will be displayed asking for the student's name. After it is typed in and the OK button is clicked, the program will automatically save the name and then display the main flash card window. If you wish to change the settings from the defaults, then select the Settings option from the Options menu. Once the settings are changed and the OK button is clicked, the program automatically saves the new settings for that student.

Each subsequent time that Math in a Flash is run or the New option from the File menu is selected, the window asking for the student's name will also present a list of all student names that have previously been entered. A new student name may be typed in or one may be selected from the list.

Math in a Flash also remembers the last student to use it. If you are the last student to use Math in a Flash, your name will already be typed in and all you have to do is click the OK button.

Math in a Flash always remembers the settings that were in effect the last time that you used it -- even if you were not the last student.

TIP: You can set up the same student with different settings simply by adding something to what is entered for the name. For example, if you wish Mary to practice only addition and subtraction for level 1, then you can enter "Mary - addition, Level 1" and "Mary - subtraction, Level 1" for the student names and then change the settings appropriately for each name.

Features

- n Online help
- n Customizable options
- n Automatic save of customized options
- n Button bar on main flash card window for easy configuration
- n Four pre-defined skill levels
- n Multiple choice or fill in the blank
- n Animation
- n Sound (sound board NOT required)
- n Two types of timed testing
- n Multiple students (maximum of 100)
- n Printed score sheet

Menu Commands

File

n [New](#)

n [Exit](#)

Options

n [Settings](#)

n [Button Bar](#)

n [Animation](#)

n [Sound](#)

n [Multiple Choice](#)

n [Fill in the Blank](#)

n [Timer - Each Card](#)

n [Timer - All Cards](#)

Help

n [Contents](#)

n [How to Use Help](#)

n [About Math in a Flash](#)

Requirements

Math in a Flash requires the following:

- n Windows 3.1
- n The Visual Basic runtime module, VBRUN300.DLL

Math in a Flash will look for one of the following, in order, for sound capability:

- n a sound card
- n a PC speaker driver
- n TegoSnd.DLL (included with Math in a Flash)

Although a sound card is NOT required, the quality of the sound will be better if you have a sound card. Please note that you may NOT distribute the TegoSnd.DLL file by itself. It may only be distributed in connection with and as part of Math in a Flash. This is a requirement of TegoSoft, Inc.

A few words about Sound

Math in a Flash is capable of producing sound with or without a sound card. If you have a sound card, then the quality of the sound will be much better than is capable through the PC speaker. If you do not have a sound card, but instead have a PC speaker driver installed, then Math in a Flash will play the sound through the PC speaker.

For those people who have neither a sound card nor a PC speaker driver, Math in a Flash will play the sound through the PC speaker driver by using the TegoSnd.DLL file (which is included). Again, the quality of the sound will only be as good as the PC speaker capabilities.

The first two ways of playing sound (card or speaker driver), will always play the sound immediately after the animation stops. The third way (TegoSnd.DLL) is a little different. When the program determines that it must use the third way, it has to first open the sound file, then play it. Opening the sound file will take a couple of seconds, therefore the sound will not start playing immediately.

However, once a sound file has been opened, it does not need to be opened again during the same execution of Math in a Flash. What this all means is that the first time any sound is played, it will take a couple of seconds longer before it starts playing than it will for the second and subsequent playing of that particular sound.

There are ten sounds that are distributed with Math in a Flash -- five for correct answers and five for wrong answers. You may replace any or all of these sounds with your own. The sounds are .WAV files and have a certain naming convention. The sounds for correct answers are named RSND1.WAV through RSND5.WAV and the sounds for wrong answers are named WSND1.WAV through WSND5.WAV. To replace any of the sounds, just rename your own .WAV file to one of the 10 file names and move it to the directory where Math in a Flash is located.

Please note that if you have less than five sound files for either correct or wrong answers, there may be periods of silence when you are expecting a sound to be played.

What is Shareware?

Shareware is a marketing concept designed to let you, the consumer, try before you buy. After you try the product and decide that you like it well enough to continue using it, then you are expected to send the requested payment to the author, usually much less than commercial products. This payment registers the software and encourages the author to upgrade the product and produce other products.

There are several means of distributing these products -- shareware vendors, bulletin boards and online services, retail outlets, etc. Most of these methods require a small fee just to get the software to you. This fee should not be confused with the fee that the author requires for registration of the product.

The shareware concept has brought about an abundance of software available to the general public. The benefit to you is that you now have a wide range of inexpensive software to choose from. The benefit to the shareware author is that he/she has been able to penetrate the market and compete with the large software companies that have sizeable marketing budgets.

The success of shareware is dependent on the general public. If you support the shareware industry by registering those products that you use, then more shareware software will be written.

Registration

The registration fee for Math in a Flash is \$15.00 per family or \$100.00 for a school license. Upon registration, you will receive:

- n a diskette with the latest version of the program with all shareware notices removed,
- n notification of updates available at reduced rates,
- n program support by telephone and/or CompuServe and Prodigy.

[Registration Form](#)

Math in a Flash Registration Form

To register Math in a Flash and receive the latest version of the software, minus the shareware notices, please print and then fill out the form below.

Name: _____

Address: _____

City: _____

State/Country: _____ Zip/Postal Code: _____

Phone: Work: (_____) _____ - _____ Home: (_____) _____ - _____

Comments or Suggestions: _____

Quantity	Description	Unit Cost	Total Cost
_____	Single Copy	\$15	_____
_____	Site license	\$100	_____

Diskette type: 5.25" _____ 3.5" _____

Send form and payment to:

Jim Joyner
507 Bain Drive
Huntsville, AL 35803

Animation

This program has five different randomly selected animations that occur when the student has answered the problem. The Animation option allows you to turn the animation on or off. Note that animation is automatically turned off when the student is taking the timed test for the entire set of cards.

Answer Mode

The Answer Mode option allows you to select either multiple choice answers or fill in the blank answers.

Multiple Choice mode displays five possible choices that the student can select from. The selected Skill Level determines how the answers will be shown.

Fill in the Blank mode requires that the student type in the answer and either press the enter key or click the OK button.

Button Bar

The Button Bar, located at the bottom of the flash card window, allows the student to quickly and easily change the equations based on the selected Operator and Skill Level. The Button Bar option allows you to turn the Button Bar on or off. If turned off, it does not show on the flash card window.

Cancel Button

Click the cancel button to return to the flash card window with the previous settings.

Defaults Button

Click the defaults button to return all settings back to their default values.

Help Menu

The following options are available:

n [Contents](#)

n [How to Use Help](#)

n [About Math in a Flash](#)

Number of Cards

The Number of Cards option determines the number of cards that are shown to the student during this test.

OK Button

Click the OK button when all settings are as you want them. Once clicked, this button will automatically save the settings for the student and return to the flash card window.

Operator

This option selects the type of Operator that will appear in the equations on the flash cards. The Mixed operator will randomly select one of the other four operators to use. After you have selected the Operator, you should select a Skill Level and the Range of Numbers.

Range of Numbers

The Range of Numbers option allows you to select what numbers will display on the flash cards. Each Operator and Skill Level combination have a different range of numbers.

For the addition and multiplication operators, you may vary both of the numbers that appear on the flash card. For the subtraction and division operators, you may vary the bottom number of the flash card and the answer to the equation.

When the Random Swap indicator is checked, the two ranges that you have selected will randomly swap places. This is particularly useful when the student is practicing a small subset of numbers.

The Next Operator button is available only when the Mixed operator is selected. This allows you to cycle through all four operators selecting the Range of Numbers for each Operator.

Show Answer Delay

Once the student has selected his answer, the program will inform the student if the answer is correct or not and show the correct answer. Some machines are so fast that the correct answer does not stay on the screen long enough. The Show Answer Delay option allows you to keep the answer on the screen for the specified number of seconds.

Skill Level

The Skill Levels are pre-defined levels that are set for each Operator. Each combination of Operator and Skill Level have a Range of Numbers that will be used on the flash cards. The levels range from 1 being the easiest to 4 being the hardest.

The Range of Numbers may be changed for any of the Skill Levels. This may be useful when the student needs to practice a small subset of numbers.

The Skill Levels also affect the answer choices that are displayed when in Multiple Choice mode. Skill Levels 1 and 2 show the answer choices as a series of five sequential numbers with the correct answer being one of the five. While Skill Levels 3 and 4 still show five answer choices with one of the five being correct, the choices are not necessarily sequential. This makes guessing at the answer a little tougher.

Sound

This program has ten different sounds, five for correct answers and five for wrong answers, that are randomly selected when the student has answered the problem. The Sound option allows you to turn the sound on or off. Note that the sound is automatically turned off when the student is taking the timed test for the entire set of cards.

Time Allowed

The Time Allowed option is determined by the type of timed test selected. If it is the individual card timed test, then the time allowed determines how much time is allowed to answer each individual card. If the entire set of cards timed test is selected, then the time allowed determines how much time is allowed to answer all of the cards.

Timer

The Timer option allows you to turn the timed test mode on or off. If timed test mode is on, you should also select the Type of Timed Test. Note that when the timed test mode is on for the entire set of cards, both the animation and sound are automatically turned off.

Type of Timed Test

The Type of Timed Test option allows selection of two types of timed tests:

- n one that will time each individual card, and
- n one that will time the entire set of cards.

During the individual card timed test, each card is allowed the number of seconds specified by the Time Allowed option.

During the entire set of cards timed test, the number of seconds specified by the Time Allowed option determines that maximum time allowed to answer all of the problems. Note that the animation and sound options are automatically turned off for this selection.

Once the Type of Timed Test is selected, you should specify the Time Allowed.

About Math in a Flash

Displays the Math in a Flash About window.

Animation

Toggles the animation on and off.

Button Bar

Toggles the Button Bar on and off.

Contents

Displays the Contents window of the Math in a Flash help file.

Exit

Ends the program.

Fill in the Blank

When checked, Fill in the Blank mode is on.

How to Use Help

Displays the Contents window of the Microsoft How to Use Help file.

Math in a Flash

An automated set of flash cards intended to drill the student in basic mathematical facts.

Multiple Choice

When checked, Multiple Choice mode is on.

New

Displays the window asking for a name and then restarts the program with the appropriate settings.

Settings

Display the Settings window where you can change the configuration of Math in a Flash.

Sound

Toggles the sound on and off.

TegoSnd.DLL

(C) copyright TegoSoft, Inc. This file may NOT be distributed except when distributed in connection with and as part of Math in a Flash.

Timer - All Cards

When checked, the Entire Set of Cards timed test mode is on.

Timer - Each Card

When checked, the Individual Card timed test mode is on.

