

# MATH Lock™ by MouseOnion Software

This application is dedicated to Tom, Ryan and Mo.

## *EXPRESSION OF LIABILITIES*

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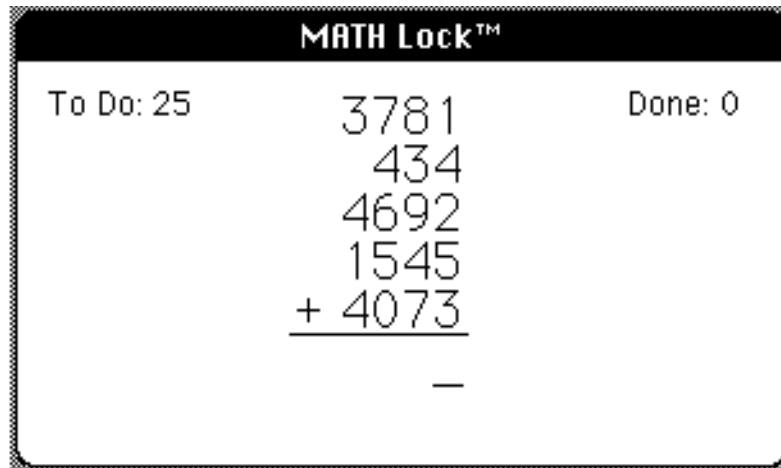
## *INTRODUCTION*

Do you wish that your child spent as much time studying, as playing games on the computer? Do you wonder why on earth you bought that educational software that was only used once? By you! MATH Lock™ may be the answer for you. It won't get your money back and it won't banish games (actually, game applications are a good method of developing computer literacy) but it will direct your child to put business before pleasure.

## *DESCRIPTION*

MATH Lock™ is an educational software application that bars entry to most\* Macintosh computers until your child successfully solves from five to twenty-five addition or subtraction problems. MATH Lock™ also supports various degrees of difficulty. The problems generated (except for the 'ten fingers' option) are all different from each other. A correct answer is rewarded with a properly juvenile sound while an incorrect answer yields a low key text to that effect (some programs, I believe, incorrectly reward wrong answers with sounds and graphics).

\* A floppy disk based system may not always be able to utilize this scheme.



Typical addition problem.

## *SYSTEM SOFTWARE AND HARDWARE*

MATH Lock™ is optimized for System software version 6.0 or higher. MATH Lock™ will work with an earlier version of the System software, but the user will lose the digitized sound effects. MATH Lock™ has been tested and will work correctly on a Mac Plus, Mac SE and a Mac SE/30. This application has not been tested, but should work correctly, on all other Macintosh models. If any user encounters a problem with one of the untested configurations, please call MouseOnion Software at (301) 472-9815 or write to the address listed at the end of this document.

## *INSTALLATION*

Installation is as simple as copying the program onto your 'boot' or 'startup' disk and setting it as the startup application. MATH Lock™ works equally well with either the Finder or MultiFinder. Although a hard disk based system is the preferred configuration it may also be used with a floppy disk based system.

#### Hard Disk Installation:

1. MATH Lock™ should be copied to your boot volume;
2. Click the MATH Lock™ application once to highlight it;
3. Choose 'Set Startup' from the 'Special' Menu;
4. Click the 'MATH Lock™' Radio button (see figure 1); and
5. Click the 'OK' button.

Floppy Disk installation must be performed for all floppy disks that you wish to limit access to. These disks must contain a System Folder, have enough disk space and must not be copy protected. MATH Lock™ should **NEVER** be copied to a master disk. If you cannot make a working copy of an original disk, then you may safely assume it is copy protected. If you copy MATH Lock™ onto a copy protected disk you may also safely assume it will not work any more.

#### Floppy Disk Installation (repeat operations 1 through 6 below for all boot disks):

1. Start computer with desired boot disk;
2. MATH Lock™ should be copied to the boot disk;
3. Click the MATH Lock™ application once to highlight it;
4. Choose 'Set Startup' from the 'Special' Menu;
5. Click the 'MATH Lock™' Radio button (see figure 1); and
6. Click the 'OK' button.

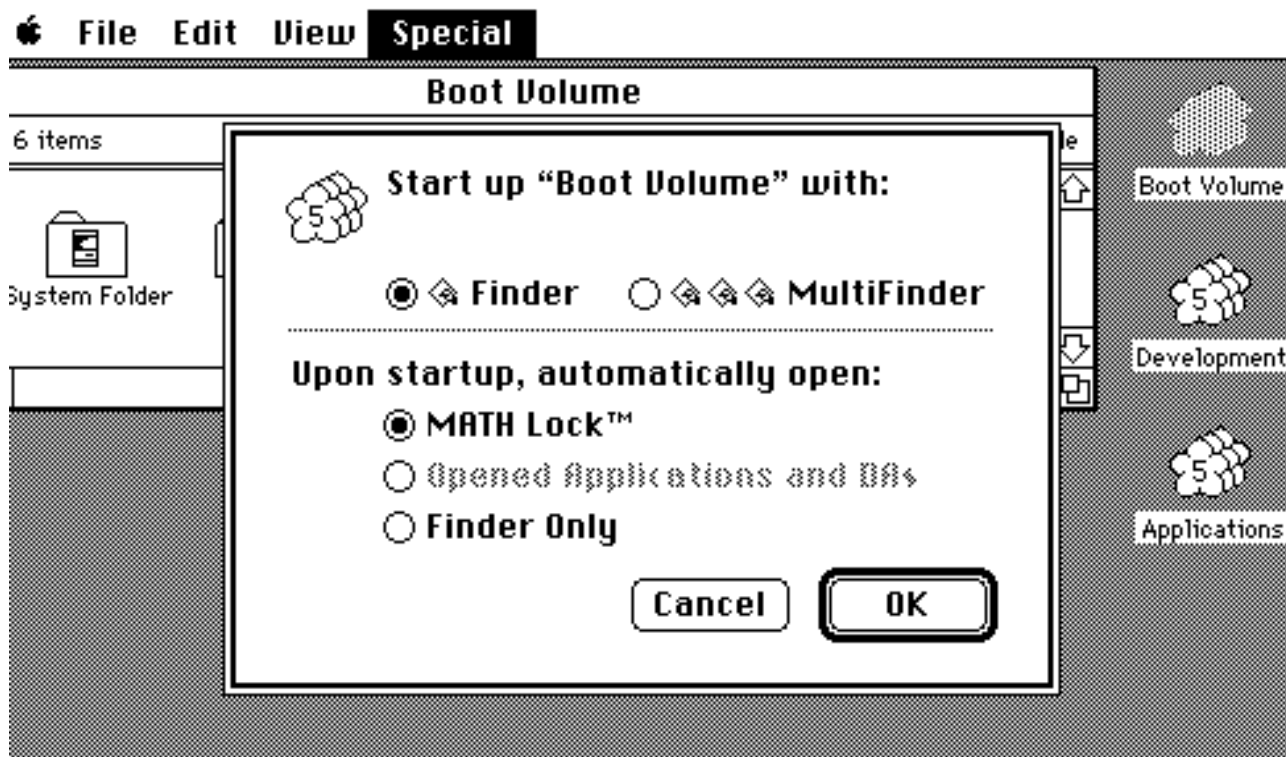


Figure 1

#### CONFIGURATION

After installation is complete, the program must be configured for your child's needs. The set-up dialog is used to change the set-up password and select the type, number and difficulty of arithmetic operations. The following steps are used to invoke the set-up dialog.

1. Double click the MATH Lock™ application icon.
2. Press 'command-p' followed by 'command-w' to invoke the set-up dialog password.
3. Click the OK button to invoke the set-up dialog (see figure 2 - the application is distributed without a password).



Figure 2

At this point any of the MATH Lock™ user parameters may be altered as desired. Please refer to the Reference section below for a complete definition of each item in the set-up dialog. You are encouraged to share this program; however, before posting it on a bulletin board please use the set-up dialog to remove the password.

#### *RUNNING THE APPLICATION*

Since MATH Lock™ is the startup application, it will be invoked automatically after starting or restarting the Macintosh. Alternately, you may also double click on the MATH Lock™ icon to invoke the application at any time.

#### *REFERENCE*

MATH Lock™ Window (see figure 3) - This window contains an arithmetic problem and a status display which shows the number of problems that have been done and the number remaining to be done.

0 through 9 and the minus sign '-': Used to enter the answer to the problem displayed. The answer is entered from right to left (least significant digit first).

Return or Enter: Will submit the answer which has been entered to the application.

Command-p command-w: When detected by the application, will invoke the password dialog which is used to gain entry to the application's set-up dialog.

Backspace, Clear, Delete, -> arrow: Delete the last character typed.

<- arrow: Will re-display the last incorrect answer. *Only available immediately after an incorrect answer.*

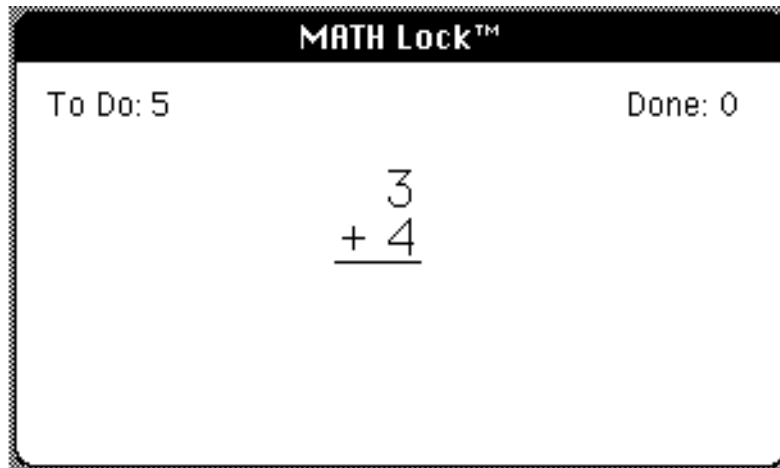


Figure 3

Password Dialog (see figure 2) - This dialog box is used to prevent your creative child from accessing the set-up dialog. If no password is being used (as in the distribution version), simply hit OK when the password entry dialog is displayed.

OK: Invoke the set-up dialog.  
 Cancel: Return to the main window.

Set-up Dialog (see figure 4) - This dialog box is used to modify various arithmetic parameters, change the password, look at the about box and exit the program immediately.

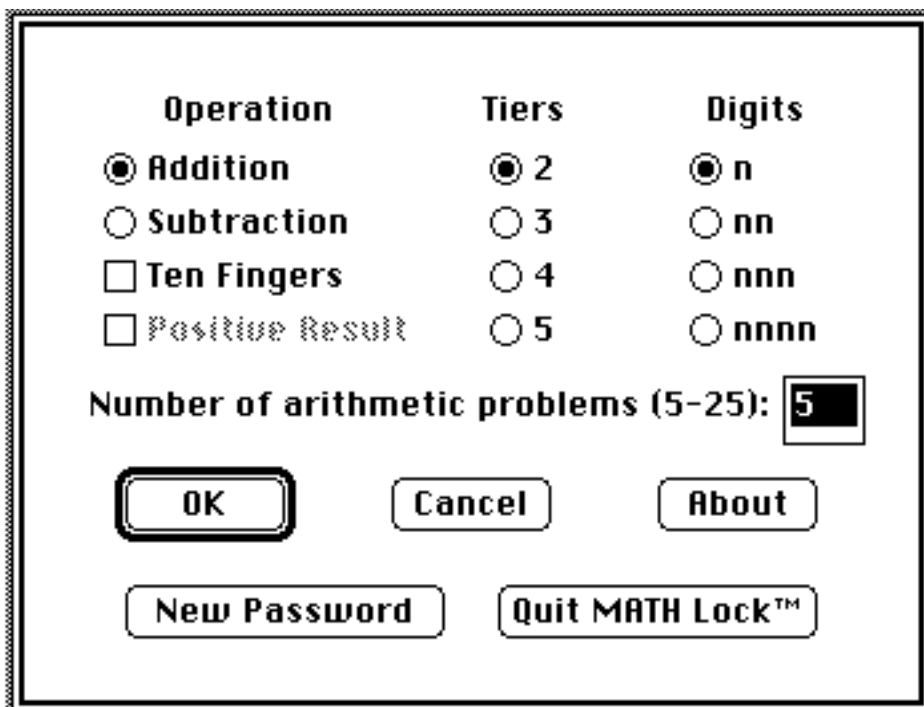


Figure 4

OK: Save any parameter changes, reset the main window's parameters and return to the main window.

Cancel: Discard any parameter changes (except for a changed password) and returns to the main window. The main window is not reset and the problem that was displayed prior to invoking the set-up dialog is re-drawn.

About: Display the *About Box* information.

Operation - Addition: Configure the application to generate random addition problems.

Operation - Subtraction: Configure the application to generate random subtraction problems.

Ten Fingers: Lowest proficiency level. When this box is checked, problems are restricted to two single digit integers each of which will have a value of five or less. This option is for pre-school children so all they need to solve the problems are 'ten fingers'.

Positive Result: Force the problems to yield a positive result (the minuend will always be larger than the subtrahend). *Available only for subtraction operations.*

Tiers - 2 through 5: Determine the number of integers to be added together. *Tiers 3 through 5 are available only for addition problems.*

Digits - 'n' through 'nnnn': Specifies the maximum width, in digits, for each integer appearing in a problem, i.e., 'n' is a one digit number, while 'nnnn' is a four digit number.

Number of problems: Determine the number of problems that must be completed prior to MATH Lock™ exiting back to the Finder or MultiFinder. The program is fixed to accept no less than 5 and no more than 25 problems.

New Password: Invoke the dialogs which accept and confirm a password change.

Quit MATH Lock™: Save all parameter changes and exit the application.

New Password Dialog - This dialog box is used to enter your new password.

OK: Invoke the confirm new password dialog.

Cancel: Return to the set-up dialog keeping the old password.

Confirm New Password Dialog - This dialog box is used to confirm your new password.

OK: Compare the password entered in the new password dialog with the one entered in the confirm new password dialog. If the passwords are the same, the password is changed and control goes back to the set-up dialog. If the passwords are not the same, the new password dialog is brought back for another attempt at changing the password.

Cancel: Return to the set-up dialog keeping the old password.

### REGISTRATION

As with all good things in life, this application is not free. The shareware fee for this program is \$10.00 US. As an inducement, everyone who registers will receive version 2.0 of MATH Lock™. The difference (between version 1.0 and 2.0) being the capability to also generate multiplication and division problems. In effect, you are direct-mail purchasing version 2.0 as it will not be willfully uploaded to a bulletin board service. In the interest of new users version 1.0 will continue to be supported through the main national bulletin boards.

No product or person can exist in a vacuum. To better serve you please contact MouseOnion Software with your comments, opinions and criticisms. Please make your \$10.00 check payable to MouseOnion Software and send it along with your comments to:

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### *SUMMARY*

The rationale for this program is twofold: First - a good friend, with children who enjoy using his Mac, wished he had an application like this so it was not all play. Second - I enjoy mathematics because it has been good to me in my professional life. I give credit to my father because I, as a fifth through eight grader, was not allowed to play on Saturday mornings until I finished a legal pad full of arithmetic problems. Some of the numbers even had to be read and written in Roman numerals! At the time I hated doing them, but what my little brain couldn't realize was the foundation in mathematics that I was building. Admittedly, some people are more apt with numbers than others so I can't claim that this application will allow every child to be a math whiz, but it won't hurt either.