MATH FLIGHT
Table Of Contents

Introduction

This software was originally developed to help my children with their math lessons from school.   The idea has grown,   and this software is dedicated to all those,   young and old,   that want to sharpen their math skills.   The intent is to provide an easy flexible mechanism to practice arithmetic skills.

Comments and suggestions welcome!

Evaluation of Shareware Version

You may freely sample this software for a period of 30 days.   If you continue to use it beyond that period you are required to register.

Ombudsman Statement

Ronald Swerdfeger, the author of "Math Flight",   is a member of the Association of Shareware Professionals (ASP).   ASP wants to make sure that the shareware principle works for you.   If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly,   ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member,   but does not provide technical support for members' products.   Please write to the:

ASP Ombudsman
545 Grover Road
Muskegon, MI, USA
49442-9427

FAX: 616-788-2765

CompuServe message via CompuServe Mail
To: ASP Ombudsman 70007,3536.

Activity

There are seven Activities to choose from.   Answers can be entered from the keyboard or entered by clicking the correct number(s).

You can specify a <u>Focus</u> for math operation activities.

Addition
Practice your addition skills.

Mix: Addition / Subtraction
Practice your addition & subtraction skills.

Subtraction
Practice your subtraction skills.

Multiplication
Practice your multiplication skills.

Mix: Multiplication / Division
Practice your multiplication & division skills.

Division
Practice your division skills.

Mix-up,   Addition / Subtraction / Multiplication / Division
Practice all your arithmetic skills.

Games
Two games are available to registered users, "Math Join" and "Math Scramble".

When the games are started you select the game operation and are given the opportunity to select an "Answer View" option.

Answer View
View: Math answers will display on screen continuously.
Preview: Math answers will display on screen until a character is entered.
Flash: Math answers display for a specified number of seconds.
No View: Math answers do not display.

Set Flash
Math answers will display on screen for a specified number of seconds before disappearing.(or until a character is entered). The number of seconds an answer is displayed is called the Flash Delay, and is indicated on the menu. Use Set Flash to specify the duration of the delay.

Note: Math Scramble will sometimes attempt to trick you by hiding an answer

digit.   If you cannot find an answer digit click the "Scramble" button.

Register

If you enjoy this program, please register and receive your personal registration code that will convert this software to a fully functional registered version.   You may freely sample this software for a period of 30 days. If you continue to use it beyond that period you are required to register.

For your convenience, the options,   Print Registration Form and Registration Information, are provided on the main menu.

For additional information please send request to:
        Ronald Swerdfeger
        3453 Marydale Ave.
        Cornwall, Ontario   Canada
        K6K 1P6

        ron@datacom.ca
        http://www.datacom.ca/~ron
        613-933-7871

Support

Software support is available via:

Ronald Swerdfeger
3453 Marydale Ave.
Cornwall, Ontario   Canada
K6K 1P6

ron@datacom.ca
http://www.datacom.ca/~ron
613-933-7871

Help

Help also gives you the opportunity to use math tables to solve math questions.   The tables can also be printed.

Print

Math Fun Paper
Print a page of math questions / user definable.

Printer Setup
Use this option to select the desired printer.

Options

The Option menu allows you to select the options you desire to use.   A check mark indicates a selected option.

Setup
USER LEVEL
The User Level allows you to specify the number range for addition & subtraction / multiplication & division.   Increase the User Level to increase the difficulty for each activity.

FLIGHT SPEED
Flight Speed adjusts the speed the airplane travels for each activity.

HINT: Try racing against the airplane by lowering the flight speed so you can complete all math questions before the airplane reaches the end of its flight.

OF QUESTIONS
Adjust the number of math questions for each activity.

POSITIVE / NEGATIVE NUMBERS
Choose to use all positive,   all negative,   or a mix of positive and negative numbers for each activity.

Data Log
The data log option gives the ability to report to a text / ascii data file to record date, user name, activity, score, level, incorrect questions and hints given before first attempt at answering a question.   The data log file name is "mf_data.log".

Graphics
Changes the choice of graphics displayed.

Hall Of Fame
View the Hall of Fame.   Entries in the Hall of Fame indicate the user lever "L", and the number of math questions "Q".   Names entered in the hall of fame can be limited to two characters, see Password / Allow Options below.

Rest Hall Of Fame
Reset all Hall of Fame entries.

Password / Allow Options
This option allows you to set a password for the printing of math fun papers, setup, registration code entry, wave file usage and the data log.   There is also the ability to allow full name hall of fame entries or limit entries to two characters.

Printer Setup
Use this option to select the desired printer.

Sound
Toggles sound on and off.

Sound Board
Use this option to take advantage of sound board support.

Wave File Usage
The Wave File Usage option allows you to specify / record personal wave files for correct and incorrect answer responses. You may choose between default wave files or user recorded / specified wave files.

Adult Mode
Removes display of children's graphics and uses an adult female voice.

Youth Mode
Displays children's graphics and uses children's voices.

Focus

Each "Activity" and the "Print Math Fun Paper" gives you the opportunity to specify a "Focus".   The focus number allows you to specify a number to concentrate on for arithmetic practice.