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INTRODUCTION

Please print INSTALL.TXT (about 7 pages) so all the instructions will be visible while you install MasterMind Typing. Unless Windows has control, you may tap PrintScreen now to record just the directions for using Notepad to both display and print.

We recommend printing via Notepad of the Windows Accessories, because it will paginate. In Notepad, select File | Open and specify this file as

<location>\INSTALL.TXT

Before installation, the <location> of INSTALL.TXT usually is A: or B:. After installation, <location> is C:\MMTYPE or another <drive>:\path that you have provided.

With this text on-screen in Notepad, the menu selections are File | Print

Alternatively, you can print from DOS 5.x Edit or from Write of Windows. If you open INSTALL.TXT in Write, choosing "No Conversion" keeps it unformatted. "Convert" changes it unnecessarily to .WRI format, which is all right unless you save the change.

When you exit from any editor, please do NOT save changes.

If you want to print from DOS, a convenient command is COPY <location>\INSTALL.TXT PRN

MasterMind Typing cuts work to about a quarter of any alternative for learning to touch-type. The magic is MasterMind's sensitive way of adjusting repetition for your progress. Though hard to explain in words, you will understand it when you have the MasterMind experience. In the advanced phase of version 2.x, MasterMind enables you to learn memorable literature, while you practice typing or just for fun.

Prerequisite resources are:

Windows 3.x in standard or enhanced mode 80286 or better processor 2 Mbytes RAM for Win3.1 or 1.5MB for Win3.0 extended (XMS) memory manager such as HIMEM.SYS 1.2 Mbytes free on drive C EGA or better display, color preferred mouse (or equivalent, e.g., trackball)

You can check your Windows mode from Program Manager by choosing Help | About Program Manager. Standard or enhanced mode is all right for MasterMind Typing, but enhanced mode needs 2 Mbytes RAM. Real mode is incompatible. Help | About Program Manager also will disclose Free Memory (RAM). With just Windows loaded (before you start MasterMind Typing), Free Memory should be at least 600 Kbytes. For quickness, Windows 3.1 users should install at least 4 Mbytes total RAM.

The distribution diskette of MasterMind Typing may be any of:

720K (3.5-inch) 1.44M (3.5-inch) 1.2M (5.25-inch)

If you got a diskette that your system cannot read, a friend or the seller can copy from it to a diskette that fits.

LICENSE AGREEMENT; MONEY-BACK GUARANTEE 13 October, 1992 supersedes prior licenses

By your authorized use of MasterMind Typing, you accept a license for a single user on the following terms. If you have an unauthorized copy, you have no license and must destroy the copy promptly to limit your liability for dealing with contraband.

Version 1.x is the shareware program distributed for free trial to those who agree to register if the product is helpful. For such trial, we authorize copying and distribution of version 1.x in the manner described below. After trying version 1.x sufficiently to see whether it helps you, you must either register or stop using it.

If you register and pay the fee, you get version 2.x including additional features. (Site licenses are available to organizations.) Version 2.x comes with a 60-day guarantee of satisfaction. Version 2.x is not shareware. Except for backup, copying version 2.x would make you liable for infringement of contract, patent and copy rights.

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This applies to distribution of version 1.x shareware by both professionals and amateurs. Version 1.x shareware distribution must be either free of charge or within the rules of the Association of Shareware Professionals. To alter a file or to recompress the constituent files of MasterMind Typing, a 1.x shareware distributor must apply for a special license at the author's discretion, except that EXTRACT.EXE may be renamed as MMTYPE.EXE or vice-versa. 1.x shareware distribution via removable disk must include uncompressed INSTALL.TXT. Otherwise, constituent files are not distributable. (Please also see "Shareware Libraries & Phone Links" below.)

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ACKNOWLEDGMENTS

MasterMind Typing incorporates runtime ToolBook under license from Asymetrix Corp. EXTRACT.EXE or MMTYPE.EXE incorporates file compression licensed by Haruyasu Yoshizaki.

MEMORY CONFIGURATION, XMS REQUIRED

The Microsoft Windows User's Guide discusses memory configuration in chapter 13 for version 3.0 or chapter 14 for version 3.1. The version 3.0 Guide does not explain, though, that about 384K of your total memory, the portion between 640K and 1 megabyte, is inaccessible to most programs. The system design reserves it for hardware support.

For Windows applications, most or all of your configurable memory--that is, above 1 megabyte--must be extended (XMS), not expanded (EMS). EMS is an outmoded, relatively inefficient way to organize memory. If you have an EMS configuration to help older DOS applications, now is the time to update. MasterMind Typing should have at least 500K of XMS memory to run under Windows standard mode, that is, at least 1.5 Mbytes total memory. To use enhanced mode with a '386 or better processor, you need at least a megabyte of XMS memory, that is, at least 2 Mbytes total. Without XMS memory, MasterMind Typing will not run at all.

If you update all the configurable memory from EMS to XMS, you need to adjust older applications if they have setup parameters that rely on EMS. An older application may slow because only the conventional 640K RAM will be accessible. But the publisher now should have an upgrade version that works with XMS memory and may be a Windows application too. If you have enough memory, it may be possible to configure it as partly EMS and partly XMS to suit all applications.

The method to reconfigure memory varies among computer makers. Typically, one starts a setup program by pressing some combination of keys during bootup. If your hardware manual is unclear, you may need help from whomever set up your system originally. Because XMS memory is a Windows requirement involving other applications and hardware, we do not advise about memory configuration. For advice about Windows, Microsoft Product Support is (206)637-7098.

A disk cache such as SMARTDRV can improve speed, though it may complicate system setup for mixed DOS and Windows applications.

INSTALLATION FROM FLOPPY TO HARD DISK

This does not apply if you downloaded MMTYPE.EXE or MMTYPE.ZIP from another computer to your hard disk.

MasterMind Typing on the floppy disk cannot execute because it is in compressed format. For the same reason, you cannot install MasterMind Typing with COPY or XCOPY commands. If D is the floppy drive where you have the MasterMind Typing distribution diskette, the DOS-level command

D:extract

will decompress the files and write them in directory \MMTYPE of the current drive. Creation of directory \MMTYPE will be automatic too unless it already exists.

In place of the generic D, please substitute the actual letter of the floppy drive, usually A or B. It is immaterial whether D:EXTRACT be in capital or small letters. If reinstalling, you will get prompts for a series of Y's (yes) that you must key to overwrite the older MasterMind Typing files.

You must execute D:EXTRACT from a DOS prompt, which is available before Windows starts or from the Main window after Windows starts. (Under the Program Manager or File Manager of Windows, D:EXTRACT attempts incorrectly to install on the floppy drive.) Please observe the DOS prompt and BE SURE THE CURRENT DRIVE IS THE HARD DISK WHERE YOU WANT THE INSTALLATION TO GO. The floppy drive must not be current. On the hard drive, it does not matter what directory is current.

If directory \MMTYPE does not suit you, you can move the files elsewhere after installation. This installation does not yet make MasterMind Typing accessible under Windows. Please see below.

SHAREWARE LIBRARIES & PHONE LINKS

This does not apply if you are installing MasterMind Typing from a floppy disk.

We encourage distribution of version 1.x (shareware) and forbid it for version 2.x. You are welcome to upload shareware version 1.x to your favorite bulletin boards in compressed form under the name MMTYPE.EXE. This means changing the name of the compressed archive if you acquired it as EXTRACT.EXE on a floppy disk. If you distribute shareware version 1.x EXTRACT.EXE via removable disk, recipients need uncompressed INSTALL.TXT too. Except INSTALL.TXT, distribute only the original, compressed archive of shareware 1.x, not the constituent files.

The original archive of MasterMind Typing uses LHA compression. The compressed MMTYPE.EXE or EXTRACT.EXE will self-extract and write the constituent files in directory \MMTYPE. Unlike PKSFX archives, self-extraction is independent of the current directory and fully automatic including directory \MMTYPE creation (provided that no floppy disk is involved). The same procedure reinstalls if directory \MMTYPE already exists. There will be prompts for a series of Y's (yes) that the installer must key to overwrite prior MasterMind Typing files.

You may archive MasterMind Typing differently for your personal use; but you must apply for a special license before issuing a copy of a different archive to anyone else. We control this to keep installation foolproof. A "different" archive is any recompression or rearchive of MasterMind Typing's constituent files. This applies only to shareware version 1.x, as 2.x is not distributable at all.

If you received a .ZIP archive of MasterMind Typing, please notify us unless it has a special license. With a .ZIP archive, the installer must explicitly create directory \MMTYPE, or the equivalent, and must run an unzip utility to decompress files into the new directory. Decompression should make INSTALL.TXT (this document) available to guide the installer onward.

Please see below about access to MasterMind Typing from Windows. After installation, MMTYPE.EXE or MMTYPE.ZIP becomes unnecessary, except for backup or, as to shareware 1.x, for redistribution. You must not erase MMTYPE.TBK, though.

ACCESS UNDER WINDOWS

The installed files and approximate sizes on your hard disk will be:

MMTYPE.TBK, 180K TBKBASE.DLL, 354K TBKCOMP.DLL, 105K TBKUTIL.DLL, 60K TBKVIDEO.DLL, 21K MMTBOOK.EXE, 400K MMBW.ICO, 2K INSTALL.TXT, 13K (this file)

Putting MasterMind Typing on your hard disk does not make it accessible under Windows. When it is on your hard disk, please make MasterMind Typing accessible as follows.

1. In Windows, activate Program Manager. Then, if you already have a program group that suits MasterMind Typing, please skip to part 2. Every Windows application is a member of some group. If you now have no program group for Windows applications, here is how to create one. From the Program Manager menu bar, choose File I New

In the New Program Object dialog box, select Program Group, then click OK. This produces the Program Group Properties dialog box. As the Description, enter

Applications

(It suffices to leave the Group File space blank.) Then click OK in Program Group Properties. This leaves on the screen an active, group window for Windows applications.

2. If it is not active already, now activate the group window where you want the MasterMind Typing icon, keeping Program Manager's menu bar visible.

3. From Program Manager, choose File | New

4. In the New Program Object dialog box, select Program Item, then click OK. This produces the Program Item Properties dialog box. As the Description, enter

Typing

 As the Command Line, enter C:\MMTYPE\MMTBOOK.EXE MMTYPE or a substitute conforming to the directory of MasterMind Typing files, if you put them elsewhere. The final command is always MMTBOOK.EXE MMTYPE

6. To conclude, click OK in Program Item Properties. The icon, overlapping M's, should appear in your chosen window, where you may double-click on it to start MasterMind Typing.

OPERATING INSTRUCTIONS

MasterMind Typing will put appropriate instructions on-screen as you use it. If you wish, a mouse click on a PRINT button will send the instructions of interest to your printer.

You will use your mouse to set up a lesson. Within a lesson, though, the mouse is inoperative and you use keys only. The control to stop or interrupt a lesson is function key <F1>.

Before reading the instructions thoroughly, it helps to start your first lesson and observe how MasterMind Typing works. This will make the instructions easier to understand. But please run a lesson no more than a few minutes before reading the instructions, or you will develop bad habits.

For more information about MasterMind Typing, please contact

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For advice about Windows, Microsoft support is (206)637-7098 in Redmond, Washington.