



## LF95 software Middle School Grammar Help

Click on the contents button for more information.

## Selecting Chapters and Sections



To select a chapter or section double click with the mouse or use the up and down arrow keys to highlight the topic and then press the ENTER key. This brings up the Problems window.

Click the part of the Problems window that you want to know more about.

The screenshot shows a software window titled "Section 1.1 Introduction to Nouns" with a standard Windows-style title bar (minimize, maximize, close buttons). Below the title bar is a menu bar with the following items: Example, Worked, Details, Print, Score, Help, and Exit. Below the menu bar is a toolbar with several icons: a question mark (labeled "example"), a person with a checkmark (labeled "worked"), a magnifying glass over the word "details" (labeled "details"), a printer (labeled "Print"), a document with "100%" (labeled "Score"), and a door (labeled "Exit"). To the right of the toolbar, the text "Total Problems 5" is displayed. Below the toolbar is a section titled "Instructions" with the text "Identify the nouns in the sentences in the Example." Below the instructions is a large text area containing the following text:

PROBLEM 2. Which one of the following sentences contains a noun that names a place?

A) The band played in a huge auditorium.  
B) Many fish were trying to bite on my line.  
C) The teachers jogged in the afternoon.  
D) None

At the bottom of the window, there are four buttons labeled "A", "B", "C", and "D", and two buttons labeled "PgUp-Previous" and "PgDn-Next".

Select **A**, **B**, **C** or **D** as your choice for the answer to the problem. A right or wrong response will then appear.

Select PageUp to view the previous problem and PageDown to see the next problem.

This is the display area for all problems.

Instructions for all problems of this type.

The Example window displays an example problem similar to the current one you are viewing in the Problems window.

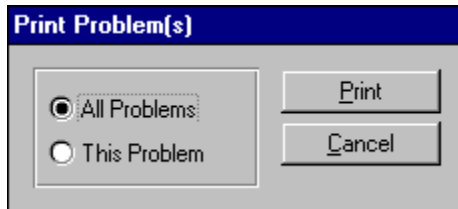


The Worked window displays the current problem worked out step-by-step.

The Details window describes in depth the material needed to successfully complete the problem.

Closes the window.

## Printing Problems

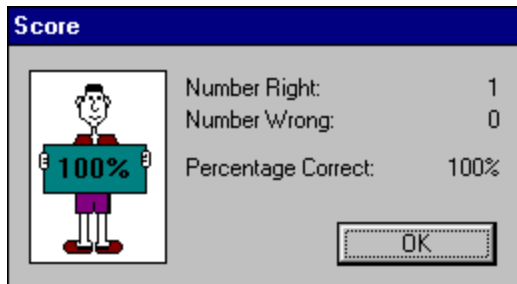


Clicking this option allows you to print **one** or **all** of the problems in this section.

## Having Trouble?

If you are getting an **Invalid Property Value** message this is usually due to the fact that this program tried but could not install the font resource (needed for this program) into the Windows 95 font table. Why? Good question. Some programs (especially font managers) take over control of the font table and don't allow installation of fonts unless they are installed manually or through the font manager. Is this a nice thing to do? We don't think so and we don't believe Microsoft does either. There is a fix though. To run our program correctly you will have to manually install the font(s) by using the **Install New Font** option in the **File Menu** of the Windows 95 **Font Folder**. All of our true type fonts (usually just one) are located in our program's directory. **Make sure** that you **remove** the **check mark** from the **Copy fonts to Windows folder (check box)** before you click the **OK** button. If your still having trouble call Technical Support.

## Your Score



A dialog box titled "Score" with a blue header. On the left is a cartoon character holding a sign that says "100%". To the right, the following statistics are listed:

Number Right:	1
Number Wrong:	0
Percentage Correct:	100%

An "OK" button is located at the bottom right of the dialog box.

Clicking on this option will display the number of correct and incorrect answers that you have chosen in this section. If you answered a problem incorrectly and went back and changed it to the correct answer, it would no longer be counted as incorrect. Your score is not available in a review section.

## The Resume Feature

By clicking this option the program will automatically return you to the chapter, section and problem that you were working on before you last exited the program. All your previous answers for that section are also restored.

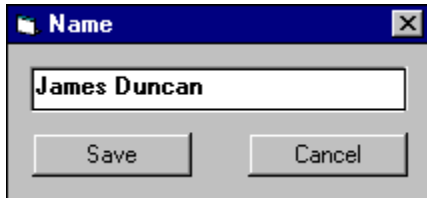
## Playing Sounds

To play the sounds that come with this program, you'll need to click over the **Sound** option located on the main menu bar. You can either enable or disable the programs ability to play sounds by clicking over the appropriate command. The current option selected will have a check mark in front of it and the settings are automatically saved when they are changed. To properly hear the sound (.WAV) files you'll need to have a sound driver installed as well as a sound card that gives you sound capabilities. Consult your Windows or sound card documentation for further assistance.

Many thanks to **Jim Faircloth** for creating the voices used in this program and mega thanks to **Beachware** for letting us use sound (.WAV) files from their Shareware Breakthrough CD.



## Entering Your Name



Clicking this option allows you to enter and save your name. When you send problems to the printer the name saved here will be displayed at the top of the printout.

## Review Sections

Reviews are a compilation of all the sections in the chapter. No examples, worked, or details text can be displayed in a review section; however, your score and right or wrong responses are available.

