KNOW YOUR STUFF™

v1.0

by DODDger Software ™
(The Ultimate in Recursive Learning Software)

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Know Your Stuff will be referred to as KYS in this Documentation.

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Know Your Aircraft are trademarks of DODDger Software.**

What is Know Your Stuff?

(Available also for DOS)

KNOW YOUR STUFF is a menu driven, mouse supported program for studying
any subject of your choice.   You choose and create the subject
you want to study such as, Science, English, Math, or whatever. You
create the subject and name it!   And because all the menu areas are USER
DEFINABLE, you can have a total of 32 different USER DEFINABLE MENU
AREAS.   The data files are solely controlled by the user.   One can edit,
change, and put whatever data is desired into the data files for study.
The data files are only limited only by the disk space on the user's
computer.   KNOW YOUR STUFF also has three distinctive features that I,
the programmer/author, have not seen in any other program that makes this
study program unique & user friendly, therefore providing the maximum
learning experience:

    1)Very Computer Friendly
        With many study programs, when the user is asked a question, the
          answer has to be TYPED in EXACTLY.   In KNOW YOUR STUFF, all
          with a few mouse clicks:
          A) The computer asks the question.
          B) The user says the answer to himself.
          C) The computer displays the answer.
          D) The user tells the computer whether he answered right or
        wrong.
          E) The computer then keeps track of the user's score and asks
the
        next question.

    2)Recursive Learning!
        When the user has answered all the questions in the current area
        of study, the computer displays the score & GIVES THE USER THE
        OPTION OF RETESTING THE QUESTIONS HE MISSED.   If he again
misses
        some questions, the computer again GIVES THE USER THE OPTION OF
        RETESTING THE QUESTIONS HE MISSED.   This goes on until all
questions
        are answered correctly or the user decides to quit.   This is
the
        concept of Recursive Learning;   reviewing what you don't know
until
        you know it.

    3)   User Definable Menus!

The user can redefine some menu areas to call them whatever is
desired.   This allows the program to be flexible to meet the
needs
of the user.

Note from the author:
One of the best ways I have found to stay current is to study and
review a few questions every day by selecting ALL AREAS - RANDOM 10% OF
QUESTIONS from the TESTING & MISC menu.

Recursive Learning

The word RECURSIVE comes from the root word RECUR.   RECUR means: 1. To
happen, come up, or show up again repeatedly.   2. To return to one's
attention or memory.   3. To return in thought or discourse.   4.   To
have
recourse.

In KNOW YOUR STUFF, you are given the option to be RECURSIVELY quizzed
on the questions you answered incorrectly.   After finding out what you do
& don't know, why study what you already know?   It only makes sense to
just study what you don't know, after finding out what that is.

The information that you can learn using this program is only limited to
what you put in the data files, diskspace, and your capabilities.
(Of course, brain bytes and motivation could be a limiting factor!)

Data File Listing & Descriptions

This program should consist of the following 36 data files in each
existing data file directory to run properly:

1A-AREA.DAT through 1P-AREA.DAT :   16 User Definable Menu Areas
2A-AREA.DAT through 2P-AREA.DAT :   16 User Definable Menu Areas
MASTER.DAT   :   Master Data File.   Do not edit this file, rather select
                   UPDATE MASTER DATA FILE from TESTING & MISC menu.
MENUAREA.IT1:   Do not edit.   Is used to store User Definable menu
                   descriptions.
MENUAREA.IT2:   Do not edit.   Is used to store User Definable menu
                   descriptions.
NUMBER.QST   :   Do not edit.   Is used to store total number of
questions.

Warning Items:

-KYS must have a least one subdirectory of data files for KYS to
work properly.   If you did not receive a subdirectory of data
    files with KYS then you can create a sample directory of data
    files to get you started by following these steps:
    1) Start the program.
    2) Select <CONTINUE UNREGISTERED> from the Registration Notice screen.
    3) You should be at the Main Menu.   Click on SELECT SUBJECT and another
        menu should appear with one of the options being
        <CREATE NEW SUBJECT AREA>.
        Select that option.   It may ask for a name.   Name it #1SAMPLE.
After
        it creates the new directory, double click on the program's
directory
        and #1SAMPLE should appear in the directory list box.

                                                    <END OF PROCEDURE>

-In the data files, you must CAPITALIZE the letter Q & the letter A,
    which are KYS's flag that a question or answer is next.

-If you manually edit the data files outside of KYS using your
    own word processor, then after starting KYS you need to select
    UPDATE MASTER DATA FILE from the TESTING & MISC menu before using the
    COMPREHENSIVE TESTING SECTION (also located in the TESTING & MISC menu).
    Also, if you use your own word processor to edit the data files, be sure
    to save them in the ASCII format.

-You must strictly abide to the format set forth for creating data files
    as outlined in the CREATING DATA FILES section of this document.   If
    you follow the examples in the file DATAFIL.EXP you should have no
    problem.   If you incorrectly create a data file, it will show up when
you
    run KYS and access that data file by putting the questions and answers
    out of order. It may also show up when the program goes to UPDATE THE
    MASTER DATA FILE by locking up the program.   This is not good,
    Maverick!   In case the program locks up, after CNTL-ALT-DEL to get out
    of it, load the file, MASTER.DAT, into your word processor and see what
    Question & Answer was put in last: that Question and Answer (or the
one
    preceding or following) is most likely the culprit that was put in
    incorrectly. You now need to go to the data file containing that Question
    & Answer and correct it.   You can pretty much tell what file that
question
    and answer is in by the subject matter of the questions around it in the
    MASTER.DAT file.

Caution Items:

(Hints, Tips, Etc.)

-The KYS for Windows's data files are compatible with KYS for DOS.

-You MUST at least have a TITLE in each data file.

Know Your Stuff Menus

User Defined Menu 1
User Defined Menu 2
Testing & Misc
Quit

Help
Select Subject

Options While Quizzing

User Defined Menu 1
A-Area through P-Area
Retest Missed Questions
Redefine Menu Areas

These are the redefinable menu areas.

If you missed any questions from the last quizzing session you have another chance to retest them.

Allows redefining of the menus to call them whatever is desired.

User Defined Menu 2

A-Area through P-Area
Retest Missed Questions
Redefine Menu Areas

These are the redefinable menu areas.

If you missed any questions from the last quizzing
session you have another chance to retest them.

Allows redefining of the menus to call them whatever is desired.

Testing & Misc

All Areas - All 000000 Questions
All Areas - Random 10% of Questions
All Areas - Random 20% of Questions
All Areas - Random 50% of Questions
Retest Missed Questions
Update Master Data File
Edit Data Files
Print Data Files
Test-Maker
Create an Install Diskette
Product Info & Ordering

<u>About this Program</u>

Tests all questions in all areas.

Tests a random 10% of all questions.

Tests a random 20% of all questions.

Tests a random 50% of all questions.

If you missed any questions from the last quizzing session
you have another chance to retest them.

This updates the master data file (MASTER.DAT) whenever
changes have been made to any data file.   Select this
whenever you have made changes to a data file using
your own word processor.   If you edit a data file from
within KYS using the online editor, then the master data
file is automatically updated.

Double Click on the file you want to edit.
(The editor within Know Your Stuff is limited
 to file sizes of 30000 bytes.   If a data file gets
 larger than that, then a word processor must can be used.
 If you use a word processor other than the one within
 Know Your Stuff, then remember to select UPDATE MASTER
 DATA FILE located in the TESTING & MISC menu before using
 COMPREHENSIVE TESTING.)

Here you can individually select what files to print or
print them all.

Generates and prints tests and the key to the tests.
Also will use Questions & Answers from a quizzing
session that have been preselected.

Creates an unregistered install diskette of
Know Your Stuff that contains the serial
number of the last person to register the
program so that when a new DODDger Software
customer registers and reports that serial
number, the appropriate person will get their
Distribution Royalty.   (See Registration
Benefits & Distribution Royalties.)

This is where you can print out the order
form to the printer or to a disk.   The order
form contains prices for all Windows and DOS
programs along with certain discounts.
Information on other DODDger Software
products can also be found there.

Displays registration info and etc.

Quits the program.

Options While Quizzing
Right
Wrong
Print Q & A
Test-Maker
See Answer
Exit

Counts the question right and goes to next question.

Counts the question wrong and goes to next question.

Prints the current Question & Answer to printer.

Puts the question and answer into the Test-Maker queue.
Before selecting questions for Test-Maker, it is
a good idea to make sure the queue is empty by
Selecting TEST-MAKER on the TESTING & MISC menu
and assuring that PRESELECTED QUESTIONS = 0.

After saying answer to yourself select SEE ANSWER
to see the answer to the current question.

Exit the current quizzing session.

Selects on On-Line Help.   (Your are reading it!)

Select Subject

You must double click on the subject area you want to select and then click on OK.

Create New Subject Area
Backup Data Files to Floppy from Selected Area
Restore Data Files from Floppy (Creates New Area)

Creates a new Subject Area subdirectory.
It will ask you to input a Subject Area name.

Backs up the Selected Subject Area's data
files to floppy disk.   Be sure to label the
diskettes in numerical order if more than
one is used.   Data files backed up with KYS
for Windows can be restored with KYS for
DOS.   DO NOT use the backed up files
created here for uploading to BBSes to
share with others.   Instead, from DOS use
a file compression (archiving) utility to
zip up the desired data file directory into
one file and upload that file.

Restores data files previously backed up
with KYS.   Be sure to insert the diskettes
in the same sequence they were backed up.
Data files backed up with KYS for DOS
can be restored with KYS for Windows.

Creating Data Files

(See DATA FILE LISTING & DESCRIPTIONS for filenames & descriptions)

If you have created a good base of data files for a certain subject, then
please upload it to the DODDger Software BBS in order that they may be
shared with others.   Or, if you got this program from a BBS, then
upload your data files into the same area the program is in to share
with others.   Before uploading data files, from DOS use a file
compression (archiving) utility to zip up the desired data file directory
into one file and upload that file.   (When uploading a file to a BBS and
the BBS asks for a description of the file, be sure to include the program
it goes with (KYS in this case), subject area, etc.)

Although data files must be present for KYS to operate properly, data
files are not part of the program.   Therefore, DODDger Software cannot
be liable for the content of any data file.   The user has the ability
to edit, change, and construct data files for his/her own usage.

Data files will usually be located in subdirectories under the program
directory.   However they can be located wherever you desire.
The KYS for Windows's data files are compatible with KYS for DOS.
 (KYS for DOS's data files must be located under the KYS for DOS directory.)
You must have a least one data file subdirectory for KYS to operate properly.
Each data file subdirectory contains 33 data files plus 3 other files that
store program information for a total of 36 files.   33 data files have
the extension of DAT (*.DAT).   One of those 33 files is the master data
file (MASTER.DAT) which automatically updated when you finish editing
data files from within KYS. (You can edit data files from within KYS by
selecting EDIT DATA FILE from the TESTING & MISC menu.)   If you edit a data
file outside of KYS, then upon starting KYS the next time, you need to
select UPDATE MASTER DATA FILE from the TESTING & MISC menu so that the
data you have changed in the data file(s) will be updated in the master
data file.   The master data files does not include the title and
introductory remarks of the individual data files, only the questions
& answers.
The other three files in each data file directory are:
        MENUAREA.IT1--It contains the User Defined Area 1 data.
        MENUAREA.IT2--It contains the User Defined Area 2 data.
        NUMBER.QST----It contains the total number of questions in the master
                data file.

While running KYS, the data file that is being read from is listed in the
upper right hand corner of the screen.

Each data file is made of of:
              1) The Title   (MUST be one in each data file.)
              2) 17 Lines of Introductory Remarks (Optional)
              3) The Question and Answer (17 Lines of Data Total for
                                    each question and answer.)
-All data files are limited to 74 characters per line.   KYS's online editor
 is already set to 74 characters per line.   (The max file size that the
 KYS online editor is can handle is 30kb.   For a file larger than 30kb
 you must use another word processor.)   If you use another word processor
 to put data files together, use one that displays the column
 number where the cursor is currently located, or has a ruler showing the

column number.   DOS 5+'s EDITOR does display the column number where the
 cursor is presently located.

*-The first line in the data file is the TITLE for that area.
    (Must have a title in each data file.)
*-The next 1-17 lines are for the INTRODUCTORY REMARKS for that area.
    (Do not have to have introductory remarks.)
 -The Introductory Remarks can have blank lines, but those blank lines
    are counted as one of the 17 Lines of Introductory Remarks.
*-Then come the QUESTIONS AND ANSWERS.
 -The question and answer together can consist of no more that 17 lines of
    data.
    -Each data file MUST have a TITLE in it if nothing else.
 -You must always precede the Question with the capital letter Q.   The
    Q must be on a line by itself.
 -You must always precede the Answer with the capital letter A.   The
    A must be on a line by itself.
 -The Q & A are not counted as one of the 17 Lines of Data.
 -You can have blank lines in the Question, but not in the answer.   Those
    blank lines are counted as one of the 17 Lines of Data.   You can
    a blank line in the Answer by putting some character at the beginning
    of the line, like the character "-".   See the following sample.

SAMPLE DATA FILE-THIS IS THE TITLE LINE
17 LINES OF INTRODUCTORY REMARKS CAN BE DISPLAYED HERE   I
(Line 1)
                                                                N   (Line
2)
There can only be 74 characters in each line.
T   (Line 3)
You can have blank lines in these INTRODUCTORY REMARKS but   R
(Line 4)
 those blank lines are counted as one of the 17 LINES OF   O
(Line 5)

  INTRODUCTORY REMARKS.
D   (Line 6)
You don't have to have any INTRODUCTORY REMARKS.   U
(Line 7)
                                                                C   (Line
8)
        NOW CONCERNING THE QUESTION AND ANSWER
T   (Line 9)
There can only be 74 characters in each line.
O   (Line 10)
The Letter "Q" must be on the line preceding the question.   R   (Line
11)
The Letter "A" must be on the line preceding the answer.   Y
(Line 12)
The question and answer cannot exceed a combined total
(Line 13)
 of 17 LINES OF DATA.
R   (Line 14)
You can have blank lines, but only in the QUESTION,   M
(Line 15)

not the ANSWER.
K   (Line 16)
                                                          S   (Line
17)
Q
This is where the question should go?
A
This is where the answer should go.
(See DATAFIL.EXP file in program directory for an example and details.)
Q
Question -   Line 1   (Demonstrates max of 17 Lines of
Data)
                    Line 2
                Line 3
                    Line 4
A
Answer   -   Line 5
                    Line 6
                    Line 7
                    Line 8
                    Line 9
                    Line 10
                    Line 11
                    Line 12
                    Line 13
                    Line 14
                    Line 15
                    Line 16
                    Line 17
Q
Can you have blank lines in the question
(Line 1)
                                                            (Line
2)
or the answer?
(Line 3)
A
You CAN have blank lines in the QUESTION as demonstrated in this   (Line 4)
question.   However, those blank lines MUST be counted as one of   (Line
5)
the 17 LINES OF DATA.
(Line 6)
-
(Line 7)
You can SIMULATE blank lines in the ANSWER by putting any
(Line 8)
character at the beginning of the line you would like to have   (Line
9)
blank.   For example, the character "-" was used at the beginning (Line 10)
of this paragraph to simulate a blank line.
(Line 11)
-
(Line 12)
There is ALWAYS a blank line inserted by the program between the (Line 13)
question and answer (blue text & yellow text.)   It is NOT

(Line 14)
counted as one of the 17 LINES OF DATA.
(Line 15)
-
(Line 16)
-
(Line 17)
Q
2 + 2 = ?   'This is an
example of a math problem.
A
4
Q
How many inches are there in a foot?   'This is an
example of a
                                        multiple choice problem.
A-Sixteen
B-Three
C-Twelve
D-Six
A
C
-----------------------END OF DATA FILE EXAMPLE:------------------------

DODDger Software BBS

Please call the DODDger SOFTWARE BBS: (817) 431-3557 at settings
N-8-1(NO parity, 8 data bits, 1 stop bit), 14,400bps(baud) or
lower for support & to upload & download data files for Know Your Stuff,
Know Your Aircraft, & Know Your Verses.   Also, you can write for support.

Troubleshooting

-You must strictly abide to the format set forth for creating data files
 as outlined in the CREATING DATA FILES section of this document.   (If
 you follow the examples in the file DATAFIL.EXP you should have no
 problem.   If you incorrectly create a data file, it will show up by
 by putting the questions & answers out of order when you access that
 data file. It may also show up when the program goes to UPDATE THE
 MASTER DATA FILE by locking up the program.   This is not good,
 Maverick!   In case the program locks up, after pressing Cntl-Alt-Del to
 exit KYS, load the file, MASTER.DAT, into your word processor and see what
 Question & Answer was put in last: that Question and Answer (or the one
 preceding or following) is most likely the culprit that was put in
 incorrectly.   You can pretty much tell what file that question and answer
 is in by the subject matter of the questions around it.

The Shareware Concept

KNOW YOUR STUFF is distributed as shareware.

Shareware is commercial software distributed in an unconventional manner.   Microcomputers copy information very easily.   Instead of trying to frustrate this through copy protection, shareware takes advantage of it to reach as many users as possible at the lowest cost. Anyone may copy a shareware program and distribute it to whomever they desire, provided they do not charge a fee or alter it. Shareware isn't free.   Serious shareware is as polished as any conventional commercial product, and represents just as much programming effort.   If you use it regularly, the authors expect compensation.

However, unlike conventional distribution, shareware allows you to evaluate the product before you decide to purchase it.   The price is often lower because there are no advertising, packaging, or distribution costs.

It can only work with your support.   If you are still using a shareware product after a few weeks, then it is obviously worth something to you, so please register it.

I encourage you to freely copy and distribute the shareware version of KNOW YOUR STUFF provided that:

1.   Anyone distributing KNOW YOUR STUFF must charge less than $10 per copy.

2.   In all cases where a fee is charged by a distributor, it must be clearly stated to the purchaser that he or she is receiving an unregistered copy of a shareware product.

3.   The program files must be distributed in their original form. The unrestricted registered version may not be distributed. Any install diskettes created with the CREATE AN INSTALL DISKETTE from the KYS program is considered to be in the original form and therefore can be distributed.

If you received KNOW YOUR STUFF as shareware (i.e. you downloaded from a bulletin board, you received it from a friend, it came with some hardware you purchased, or you bought a disk from a shareware library), and it is useful to you, please register it.   For registering information, from the program select PRODUCT INFO & ORDERING from the TESTING & MISC menu.

Registration Benefits & Distribution Royalty

KNOW YOUR STUFF is being brought to you as `SHAREWARE'.   It is not
free software, `FREEWARE', or `PUBLIC DOMAIN' software.   Under the
shareware concept, you `demo' a program (try it out), and if you like
it, you register it.   Registration benefits vary from program to
program.   Registration of KNOW YOUR STUFF activates these benefits:

-Removal of the Registration Notice!
-Access to more than 15 Questions per Area!
-All Test-Maker features!
-Distribution Royalty of 25% of what a new DODDger Software
 customer pays to register a program that you also have previously
 registered, and reports your program's serial number!
-KYS for DOS for 75% Off!
-Other DODDger Software programs for 25% Off!
-Know Your Stuff for Windows upgrades for $2.50 P&H!
-Satisfaction of supporting this product & free enterprise!
-Tech support by mail and, if operating, the DODDger Software BBS.
-Upon registering, you will receive a registration number to enter into
 this program which will give you access to the features listed above.
-To register, select PRINT ORDER FORM from the Registration Notice screen
 or from PRODUCT INFO & ORDERING screen in the TESTING & MISC menu.
 (If you do not have a printer, select PRINT ORDER FROM TO DISK from
    from the PRODUCT INFO & ORDERING screen in the TESTING & MISC menu.
    Then fill out the ORDERFRM.TXT file that is created on the disk and send
    it in.)

        DISTRIBUTION ROYALTY

As a gift of appreciation to registered DODDger Software customers and as
a means of motivation for distribution of the programs:
When a new DODDger Software customer registers a program and reports a
serial number (should be on the order form) of a registered user, then
the registered user whose serial number was reported will receive
from DODDger Software a Distribution Royalty of 25% of what the new
DODDger Software customer paid to register that program.

For example:
     When you register KYS, you receive a serial number that
    is displayed on the ABOUT THIS PROGRAM screen.   When you make
    a copy of that program using the CREATE AN INSTALL DISKETTE
    from the TESTING & MISC menu, then your serial number is put
    into that unregistered copy and will be displayed in the ABOUT THIS
    PROGRAM screen.   When someone orders using the copy you created, then
    your serial number is printed onto the order form.   (This is why the
    order form in not in an ASCII file, but rather must be printed to
    a printer or disk to be filled out.)   The serial number that shows up
    on the order form tells DODDger Software who to send the Distribution
    Royalty to.

Another example: (KYV means Know Your Verses, Win means Windows)
     Let's say you have registered KYS for Win and KYV for Win.
That means you have two serial numbers under your name in the DODDger
Software files.   Now let's say someone registers KYS for Win and KYV for
Win and your KYS for Win serial number is reported on the order form.   You

will get paid 25% of what they paid to register both KYS for Win and KYV
for Win.   Had you not previously registered KYV then you would only have
received 25% of what they paid to register KYS.

Another example:
        Let's say you have registered KYS for Win and KYV for Win.
That means you have two serial numbers under your name in the DODDger
Software files.   Now let's say someone registers KYS for Win and your KYS
for Win serial number is reported on the order form.   You will get paid
25% of what they paid to register KYS for Win.   Now let's say at a later
date that same customer registers KYV for Win.   No one gets any
Distribution Royalty in this case because of two reasons: 1) They are no
longer a NEW DODDger Software customer and 2) They will be reporting their
own serial number from their earlier registration of KYS for Win.
Even if they fail to report their own serial number from a previously
registered program and even report someone else's, their name is still
in the DODDger Software files.   And since they are not a NEW DODDger
Software customer, but rather a repeat customer, then no one gets any
Distribution Royalties.   Remember the Distribution Royalty is for when a
NEW DODDger Software customer registers.   This is because once a person
registers, he is now able to receive Distribution Royalties and also can
get other DODDger Software at a discount.

If you are a registered user then to make the most use of the Distribution
Royalty:
            1) Select CREATE AN INSTALL DISKETTE from the TESTING & MISC
                  menu.   (It will be an unregistered copy but have your
serial
                    number in it.)
            2) Make copies of that unregistered INSTALL DISKETTE you created
                  and pass around to your friends, setup display stands, etc.
            3) Compress the files on the unregistered INSTALL DISKETTE you
                  created into one file (using an archiving utility) and upload
                  it to as many BBSes as possible.
            4) Whatever you can do to get an unregistered copy of the
                  program with your serial number in it into the hand of others

                  may benefit you.

NOTE: If you distribute unregistered copies of DODDger Software programs
            for a fee, then see the THE SHAREWARE CONCEPT for distribution
            policy.

AIRLINE PILOTS:
      If you desire to set up a display in your company's pilot lounge
      (along with all the other advertisements on the bulletin board),
      favorite pilot shop, etc., then please give me a call.   We can
      probably work something out that may be financially beneficial
      to you.   (Like getting disks duplicated with your serial number
      in them at wholesale cost, display stands, etc.)
RETAILERS, VENDORS, DISTRIBUTORS, ETC.:
      If you desire to set up a display stand, please give me a call
      and maybe we can work something out that may be financially
      beneficial to you.   (Like getting disks duplicated with your
      serial number in them at wholesale cost, display stands, etc.)

NOTE: Distribution Royalty may or may not apply to site licenses.
              (Depends on each particular case and how site license is
written.)

Other Products from DODDger Software

KNOW YOUR VERSES ™:   (Available for DOS or WINDOWS)

KNOW YOUR VERSES is a menu driven, mouse supported program for memorizing
Bible verses.   It has the same look, feel, and features as KNOW YOUR
STUFF, except it is tailored for Bible verse memorization.   Instead of
choosing different subjects, you choose from different Bible
versions.   Instead of choosing from different topic areas, you choose
from different Bible topics.   In addition, KNOW YOUR VERSES has the
ability to display the Book, Chapter, & Verse Reference as the question OR
to display the Verse as the question.

KNOW YOUR AIRCRAFT ™:   (Available for DOS or WINDOWS)

KNOW YOUR AIRCRAFT is a menu driven, mouse supported program for studying
an airplane's systems and related items, such as Emergency Procedures,
Weight & Balance, FARs, etc.   It has the same look, feel, and features
as KNOW YOUR STUFF, except it is tailored for learning aircraft systems.
Instead of choosing different subjects, you choose from different
aircraft types.   Instead of choosing from different topics areas, you
choose from different aircraft systems.

Airline Pilots: On the DODDger SOFTWARE BBS there MAY be an
area of data files tailored for your airline's airplanes, uploaded by
other users of KNOW YOUR AIRCRAFT.   If you send in: 1) A copy of your
airline ID, and 2) a 6 character password, you may access your airline's
respective data file section.   When you log in, use your FULL name EXACTLY
as it appears on your Airline ID and the password you sent in.   Also check
your airline's forum on CompuServe for Know Your Aircraft data files.

For pricing, print the order form either to the printer or to diskette
from within the program by selecting PRODUCT INFO & ORDERING from the
TESTING & MISC menu.

We will do custom programming, please call.

About the Programmer/Author

While writing this program for the last year, I have set in front of my computer like a hermit wondering what has happened to my motivation to ride dirt bikes, run, and be in shape.   I think that motivation was temporarily replaced with the desire to pass FAA check rides without the need for last minute cram sessions.   Henceforth, Know Your Aircraft & Know Your Verses were developed.   I am a pilot with a major airline.

Disclaimer & Copyright

Final Words

Again, if you create a data base of files for a specific subject for KNOW YOUR STUFF, then zip them up into a compressed file and send it to the DODDger SOFTWARE BBS.   It most likely will be put into the appropriate file area on the BBS for downloading to others.

I hope this program can be of help to those who have a need or desire to study.

I would appreciate any CONSTRUCTIVE comments and ideas.
I can be reached in the following ways:
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        Through the INTERNET at: 70232.156@compuserve.com
        DODDger Software BBS: (817) 431-3557 (N81-14.4-v.42bis)

        Postal Mail:
            DODDger Software
            P.O. Box 1319
            Keller, TX   76244-1319
        Voice: (817) 431-3292

        Stuff Hard! - Roger Dodd`ger'

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