TypingDemon

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# **Chapter 1**

# TypingDemon

# 1.1 TypingDemon 1.0

SHAREWARE

```
/ TYPINGDEMON VERSION 1.0 \
The only typing tutor for Amiga! /
```

THE FIRST EVER DIGITFREAKS PRODUCTION!

```
What is TypingDemon?

Requirements

Installation

Contacts

History

Bugs

If you like this program, you can share it with the rest of the ↔

world.
```

# 1.2 What is TypingDemon?

Typing skill builder.

The sentences that you will be typing are taken from a typing book called "Mastering Keyboarding Skills.

In the easy Level there is 100 sentences that are picked randomly by the computer.

NOTE. In this demo version there is only 5 sentences for HARD and MEDIUM level. If you like the program please contact us and then we will decide if we should complete Typing Demon and release a new version.

If you happened to make a mistake, you will be prompted with the right spelled sentence to compare them and see where you have made a mistake.

If you have made a mistake, the time that you took to write it is not taken, and it will not count at all in your WPM (words per minute) score.

The entire program is written in AMOS 1.36

#### 1.3 Requirements:

The Demon will run on all Amigas OS 1.3 to 3.0

Tested on:

 A500
 0.5 MB Fast RAM
 0.5 MB Chip RAM
 OS. 1.3

 A500
 1.5 MB Fast RAM
 0.5 MB Chip RAM
 OS. 1.3

 A4000/030
 2 MB Fast RAM
 2 MB Chip RAM
 OS. 3.0

# 1.4 Installation.

You can put TD directory anywhere on your HD.

- You don't have to assign anything.
- You don't need any Libs for it to run.
- You don't need any fonts.

CAUTION!

Make sure that none of the files are missing from the TD directory. The Demon will look for them there.

IF you are running from a floppy, make sure that it's not write protected. You will get the best results running from HD.

# 1.5 Contacts:

- IF YOUR HAVE ANY SUGGESTIONS, COMMENTS, QUESTIONS OR IMPROVEMENTS IDEAS -

Please send Email to:

Luke Michalowski michalow@freenet.calgary.ab.ca Martin Szczotka szczotka@freenet.calgary.ab.ca

Please tell us how much memory do you have on your system. If there will be a lot of people with more than 2MB then we will include animation and more sound.

#### 1.6 Please pass on bug reports to me..

This is our first production ever.

In case of any bugs please contact us via Email.

Luke Michalowski michalow@freenet.calgary.ab.ca Martin Szczotka szczotka@freenet.calgary.ab.ca

You can also leave me a message at Amuc, Lord Foul's Bane

or you can find us on IRC: Luke's nick 'Fester' Martin's nick 'Cousin'

- ANY SUGGESTIONS, COMMENTS AND IMPROVEMENTS IDEAS ARE ALSO WELCOME -

### 1.7 History.

It took us 4 days to write it. 4 weeks to improve it.

First the program needed 4MB of memory to run. Then we started cutting it.

We had to get rid of Ren animation at the end. It needed a double buffer which killed all the memory.

When the program was finally done, I had to come up with the high score idea. It took me all night to figure out the best way to do it.

I have to send thanks to Paul Polak for testing the program. I don't know how many times he had to upload it and play with it.

Since this was our first program, I'm sure that there is still lots of things that could be done better.

For now we are starting to get sick of this program :) That's why now you get it :)