

Stopwatch 2

Description

Stopwatch 2 is a computerized stopwatch and clock.

Required Hardware and Software

386, 486, or Pentium computer running Windows 95, NT 3.5 or later, or Win32s.

Running the Program

After starting the program, select the Start/Stop button with the mouse or press the Enter key. When the event that you are timing is over, select the Start/Stop button or press the Enter key again. To save times while the stopwatch is running, select the Save button.

Time Format

The current time is displayed in 24 hour format as follows:

hour:minutes:seconds.hundredths of one second

Elapsed times are displayed as follows:

days hours:minutes:seconds.hundredths of one second

On-Line Help

To get help while the program is running, select the Help button with the mouse.

Program Info.

To get information about this program (i.e., version number, copyright, etc), select the About... button with the mouse.

Quitting the Program

To quit the program, select the Exit Program button with the mouse.

Distribution and Payment

Stopwatch 2 may be freely copied without cost, provided it is not changed in any way. If you find the program useful, please send \$7.50 to:

Pocket-Sized Software

8547 E. Arapahoe Road
Suite J-147
Greenwood Village, CO 80112 USA

Other Shareware Programs from Pocket-Sized Software

Program Name	Description	Requires	Windows 95, NT, and Win32s Version
Astronomy Lab	Astronomy program for MS Windows 3.X	Win 3.1	AVAILABLE
Astronomy Clock	Clock for astronomy enthusiasts	Win 3.1	AVAILABLE
Bog	Word search game	Win 3.1	AVAILABLE
Bomb Squad	Logic Puzzle	Win 3.1	AVAILABLE
FracView	Fractal viewer	Win 3.1	AVAILABLE
Hangman	Hangman game	Win 3.1	AVAILABLE
MIDI JukeBox	Plays multiple MIDI files on sound card	Win 3.1	AVAILABLE
Puzzle-8	8 tile puzzle	Win 3.1	AVAILABLE
RCALC	Talking RPN calculator	Win 3.1	AVAILABLE
Stereograms	Generates random-dot stereograms	Win 3.1	AVAILABLE
Stopwatch	Clock/stopwatch program	Win 3.1	AVAILABLE
Talking Clock	Talking clock	Win 3.1	AVAILABLE
Telephone Puzzle	Word Game	Win 3.1	AVAILABLE

