The ROSETTA STONE™

LANGUAGE LIBRARY

User's Guide

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INSTALLATION NOTES FOR WINDOWS 3.1

SYSTEM REQUIREMENTS

MPC or equivalent system (486SX or better, hard drive with at least 4 MB of free space, 4 MB RAM, CD-ROM drive, Super VGA monitor, video card capable of showing 256 colours at a resolution of 640x480, and Sound Blaster-compatible sound card). The voice-recording feature requires a microphone. Make sure you use 640x480, otherwise you may encounter problems.

INSTALLING THE APPLICATION

If you already have a previous Rosetta Stone application installed, you will want to replace it with the latest version.

- Start Windows
- Insert The Rosetta Stone CD-ROM into your CD-ROM drive.
- In the Program Manager, select "Run..." from the File menu.
- Type "d:\setup" and press Enter (your CD-ROM drive letter may differ).
- The Rosetta Stone Setup will guide you through installing The Rosetta Stone software on your hard drive and will create a program group for the application.
- Go to the section "Running The Rosetta Stone" on the next page.

Note: The CD-ROM disk must be in the CD-ROM drive to run The Rosetta Stone.

RUNNING THE ROSETTA STONE

- Insert The Rosetta Stone CD-ROM into your CD-ROM drive.
- Double-click on "The Rosetta Stone" icon in The Rosetta Stone program group in Windows.

SETTING UP THE KEYBOARD

In order to type accented and other special characters, use the sheet supplied with the instructions.

DISPLAY SETTINGS

Make sure you have selected 640x480 256 colours.

MEMORY CONSIDERATIONS

The Rosetta Stone may run very slowly on systems low on memory. This is sometimes the case with computers with only 4 MB of RAM. The following steps should allow you to run the program successfully on these systems.

- In the Windows Program Manager, double-click on the Control Panel icon in the Main program group.

- Double-click on the "386 Enhanced" icon.

- Click the "Virtual Memory…" button.

- If the "Size" is 0 (zero) KB, press the "Change>>" button.

- Type should be "Permanent" if possible.

- Windows will suggest a value for "New Size". Note that the computer will set aside hard drive space for this value, so you don't want to make it arbitrarily large. For example, with 4 MB of RAM, an appropriate amount is usually around 8 MB.

- Click the "OK" button.

- Click the "Yes" button.

- Click the "Restart Windows" button.

If performance problems persist, you can free up space on your hard drive, and follow the steps outlined above with a larger swap file size.

TECHNICAL SUPPORT

If you need further assistance, please contact Europress. Call us from 8 AM to 6 PM, or send an e-mail message. You may also check our World Wide Web site for a list of frequently asked questions.

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INSTALLATION NOTES FOR WINDOWS 95

SYSTEM REQUIREMENTS

MPC or equivalent system (486DX or better, 8 MB RAM, CD-ROM drive, Super VGA monitor and video card capable of showing 256 colours at a resolution of 640x480, Sound Blaster-compatible sound card).

INSTALLING THE APPLICATION

If you already have a previous Rosetta Stone application installed, you will want to replace it with the latest version.

- Insert The Rosetta Stone CD-ROM into your CD-ROM drive.
- Click on the "Start" button on the Windows task bar, usually located in the lower left corner of the screen.
- Select "Run…" from the menu.
- Type "d:\setup" and press Enter (your CD-ROM drive letter may differ).
- The Rosetta Stone Setup will guide you through installing The Rosetta Stone software on your hard drive and will create a program group for the application.
- Go to the section "Running The Rosetta Stone" on the next page.

Note: The CD-ROM disk must be in the CD-ROM drive to run The Rosetta Stone.

RUNNING THE ROSETTA STONE

- Insert The Rosetta Stone CD-ROM into your CD-ROM drive.
- Click on the "Start" button on the Windows task bar, usually located in the lower left corner of the screen.
- Select "Programs" from the menu.
- Select "The Rosetta Stone" from that menu.
- Finally, select "The Rosetta Stone" from this menu as well.

SETTING UP THE KEYBOARD

In order to type accented and other special characters, use the sheet supplied with the instructions.

DISPLAY SETTINGS

Make sure you use 640x480 256 colours.

TECHNICAL SUPPORT

If you need further assistance, please contact Europress. Call us from 8 AM to 6 PM, or send an e-mail message. You may also check our World Wide Web site for a list of frequently asked questions.

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INTRODUCTION

THE ROSETTA STONE LANGUAGE LIBRARY

You have discovered The Rosetta Stone, an exciting multimedia approach to rapid foreign language learning. This program combines colour images, phrases spoken by native speakers, and written text in an effective learning system that is both productive and fun to use.

The Rosetta Stone is patterned after the way we learned our native language: words become associated with objects and ideas because they are introduced in a context where the meaning is clear and the reinforcement is immediate. The curriculum is carefully sequenced to introduce the beginning student to a new language and to systematically develop the language skills of more advanced students.

HOW TO USE THE ROSETTA STONE

The Rosetta Stone was designed so that entry level learners of any age can start at the first chapter and go through all the units of instruction. New vocabulary and new syntax are systematically integrated through the whole program.

For learners who already have previous experience in the target language, a correlation can be made to the appropriate content from the Table of Contents and curriculum text in the Language Book.

Your CD-ROM contains two units of instructional material. Each unit is comprised of ten chapters plus one review chapter. A chapter contains ten screens with four pictures each. It is designed to be a self contained language learning course.

In order to accommodate different aspects of language learning and different individual learning styles, there are 12 different "Run Modes" that can be used to exercise the material in each chapter. Most students will want to go through each chapter in three or four of the Run Modes plus the Dictation Mode and Voice Record Mode (found in the Browser). Having the choice of 12 Run Modes and the Delay option allows students and instructors to make The Rosetta Stone as easy or challenging as appropriate.

Students may want to start out using one of the structured Tutorials. In the Tutorials, students are guided systematically through the chapter material. The program keeps track of screens where they

had difficulty and re-exercises them on those screens. The Tutorials start by using a Browser Mode to introduce the material and then go directly to a Run Mode where the student is asked to respond. The Tutorials are particularly helpful for students who are are reticent to use a computer and/or study a new language.

The basic language skills are emphasised in the following Modes:

Listening Comprehension
Run Mode 2
Run Mode 7
Voice Only Tutorial
Browser B

Reading Comprehension
Run Mode 3
Run Mode 8
Run Mode 11
Run Mode 12

Reading and Listening
Run Mode 1
Run Mode 4
Run Mode 5
Run Mode 6
Run Mode 9
Run Mode 10
Voice and Text Tutorial
Browser A
Browser C

Speaking
Browser A
Browser B
Browser C

Writing
Dictation Mode

HOW THE ROSETTA STONE WORKS

In the Run Modes, students are prompted with a combination of voice, text, and/or pictures. They respond by choosing one of four selections they think is the correct match.

If they choose incorrectly, they can try again until they are successful. After picking the correct answer, the available choices are randomly shuffled before they are given the next prompt. When they have successfully answered all four prompts, they are presented with the next screen.

1.0 GETTING STARTED

The Rosetta Stone should be installed on your computer as outlined in the INSTALLATION NOTES. Double-click on the icon labelled "The Rosetta Stone" to launch the application.
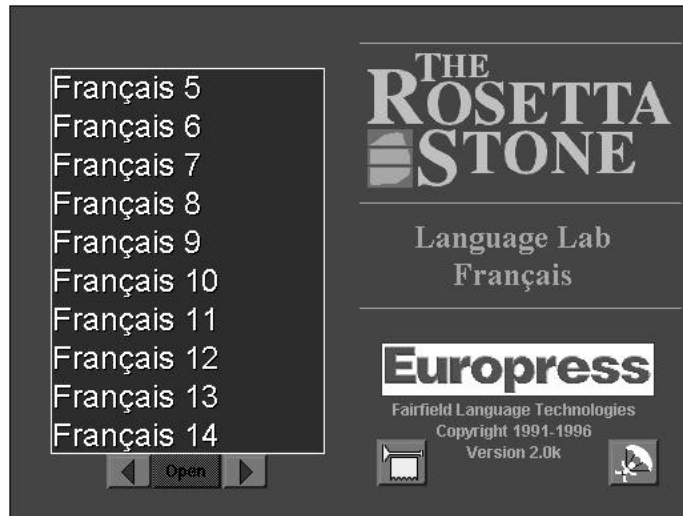
CHAPTER SELECTION SCREEN

Fig. 1.1 The Chapter Selection Screen

You will now be in the Chapter Selection screen. You can select a chapter to study by clicking on it in the Chapter List.

The Page-forward button takes you to the next page in the Chapter List. When you reach the end of the Chapter List this button will be dimmed.

The Page-back button takes you to the previous page in the Chapter List. When you reach the beginning of the Chapter List this button will be dimmed.

The Open button opens the selected chapter in the list. If no chapter is selected this button is dimmed. You can also open a chapter simply by double-clicking on it in the list.

The Bail Out button quits The Rosetta Stone program.

The Credits button tells you about the people and organisations who helped develop The Rosetta Stone.

After you have opened the selected chapter you will be in the Main Menu Screen.

MAIN MENU SCREEN

Fig. 1.2   The Main Menu Screen

The Main Menu screen allows you to select program features and options. When you click on one of the buttons along the bottom of the screen it will become highlighted and you will be presented with the corresponding menu. From the Main Menu screen, the Bail Out button in the lower right corner returns you to the Chapter Selection screen.

Runner (1-5) allows you to select Run Modes one through five. Each of these five Run Modes prompts you with a voice and/or written text and asks you to choose from four pictures.

Runner (6-10) allows you to select Run Modes six through ten. Each of these five Run Modes prompts you with a single picture and asks you to choose from four spoken and/or written texts.

Runner (11-12) allows you to select Run Modes eleven and twelve. These two Run Modes present voice and written text only.

Tutorial has three variations that will guide you by employing a combination of Run Modes. You will be re-tested on questions you have missed. One of the tutorials will challenge you with random screens.

Dictation allows you to work on your writing skills. In Dictation you hear a spoken phrase and use the keyboard to type the corresponding text.

Browsers are your reference tools. They let you page through chapters and see and hear the information in a chapter before you go to one of the Run Modes. You can also switch to a Browser Mode at any time from within a Run Mode.

There are two special choices in the lower right corner of the Main Menu screen:

The **Setup Screen** allows you to select yes/no sounds and icons, adjust volume and change special Test, Delay, and Timer options that modify the Run Modes. When you enter the Setup Screen from the Main Menu, you have access to all Setup functions. (For more information, see Setup Screen Description in Chapter 6.0.)

The **Bail Out** button is used throughout the program to mean "Take me back to the previous function." If you click on it from the Main Menu screen, it will return you to the Chapter Selection screen.

2.0 USING THE RUN MODES

 The twelve Run Modes are denoted by the running figure. Each mode will take you sequentially through all ten screens of the chapter that you selected when you first entered the program.

You will see a Control Panel in the upper right corner of each Run Screen. The Control Panel functions are described later in this section.

RUN MODES DESCRIPTION

 Run Mode 1 – Voice and text are presented. Respond by choosing (clicking on) the matching picture. To hear the phrase again, click on the Speaker button in the upper left corner.

 Run Mode 2 – Voice only is presented. Respond by choosing the matching picture. If you wish to hear the phrase again, click on the Speaker button in the upper left corner.

 Run Mode 3 – Text only is presented. Respond by choosing the matching picture.

Run Mode 4 – Voice only is presented. Respond by choosing the matching picture and text. If you wish to hear the phrase again, click on the Speaker button in the upper left corner.

Run Mode 5 – Text is presented while you hear the spoken phrase for each picture. Respond by choosing the matching picture. If you wish to hear the phrase again for a given picture, click on the Speaker button in the corner of that picture.

If you wish to hear all four phrases again, click on the Cycle button at the centre of the Speaker buttons.

Run Mode 6 – A picture is presented while you hear the spoken phrase for each text box below. Respond by choosing the matching text box. If you wish to hear the phrase again for a given text box, click on the Speaker button in the corner of that box. If you wish to hear all four phrases again, click on the Cycle button at the centre of the Speaker buttons.

Run Mode 7 – A picture is presented while you hear the spoken phrase for each box below. Respond by choosing the matching box. If you wish to hear the phrase again for a given box, click on the Speaker button in the corner of that box. If you wish to hear all four phrases again, click on the Cycle button at the centre of the Speaker buttons.

Run Mode 8 – A picture is presented, with no voice. Respond by choosing the matching text box.
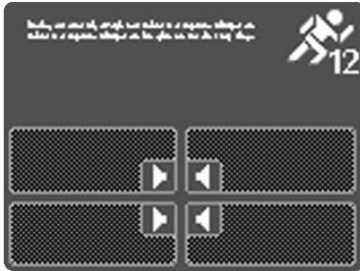

Run Mode 9 – A picture is presented along with the corresponding spoken phrase. Respond by choosing the matching text box. If you wish to hear the phrase again, click on the Speaker button in the corner of the picture.

Run Mode 10 – A picture and text are presented while you hear the spoken phrase for each box below. Respond by choosing the matching box. If you wish to hear the phrase again for a given box, click on the Speaker button in the corner of that box. If you wish to hear all four phrases again, click on the Cycle button at the centre of the Speaker buttons.

Run Mode 11 – Voice only is presented. Respond by choosing the matching text box below. If you wish to hear the phrase again, click on the Speaker button at the top of the screen.

Run Mode 12 – Text only is presented while you hear the spoken phrase for each box below. Respond by choosing the matching box. If you wish to hear the phrase again for a given box, click on the Speaker button in the corner of that box. If you wish to hear all four phrases again, click on the Cycle button at the centre of the Speaker buttons.

RUN MODE CONTROL PANEL

The Control Panel appears in the upper right corner of Run Mode screens. It is used to move among the screens within the current chapter and to toggle between the Run and Browser modes. It also allows you to access the Setup screen or go back to the Main Menu. Your score can be displayed at the bottom of the Control Panel if you so desire.

Fig. 2.1 Control Panel for Run Modes
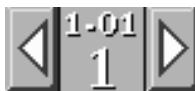
Screen Pager – You can move forward to the next screen by clicking once on the right Arrow button or backwards to the previous screen by clicking once on the left Arrow button. The current unit and chapter are displayed between the arrows, along with the current screen number. As you move back and forth the screen number changes. If you want to pass through several screens quickly, click and hold an Arrow button and the screen number will change rapidly. Release the mouse button at the screen number that you want.

Browser/Run Toggle – This button allows you to switch between the current Run Mode (designated by the runner icon) and a Browser mode (designated by the book icon). When you are in a Run Mode, the runner icon is highlighted and the book icon is dimmed. If you click on the book icon, you will leave the Run Mode and go directly into a Browser mode (see Chapter 5.0 – Using the Browsers). The book icon will be highlighted and the runner icon will be dimmed.

In most cases, you will enter Browser Mode A, a text and voice Browser. However, if you are in a voice only Run Mode, you will be taken into Browser Mode B, a voice only Browser. (This is for students who wish to concentrate on listening, rather than reading). You can stay in the Browsers for as long as you wish, and use the arrows to page through screens. When you are ready to go back into the Run Mode, click on the runner icon. You will return to the same screen and prompt you were last playing.

Setup Screen – You can go directly into the Setup screen from a Run Mode by clicking on this button. The Setup screen allows you to modify volume, yes/no sounds and icons, and Run Mode options. If you enter the Setup screen from any Run Mode, you will have access to all Setup functions, unless you are in the middle of a Test. (For more information, see Chapter 6.0 – Setup Screen Description.)

Bail Out – Clicking on this button will take you out of the current Run Mode and back to the Main Menu screen.

Scoring – If you wish to turn off the display of your score, click on this button. Click again to view your score at any time. Scoring is as follows:

Correct answers are scored in yellow.

Incorrect answers are scored in red.

The icons on this button can be changed on the Setup screen.

There are 10 screens of four pictures each in every chapter. Each screen is worth 10 points, for a total of 100 points per chapter.

On each screen:

The first answer is worth 4 points.

The second answer is worth 3 points.

The third answer is worth 2 points.

The fourth answer is worth 1 point.

If you use the Arrow buttons to go back to a screen that you have already played, the points for that screen are cleared and you are given another chance to try for a perfect 10.
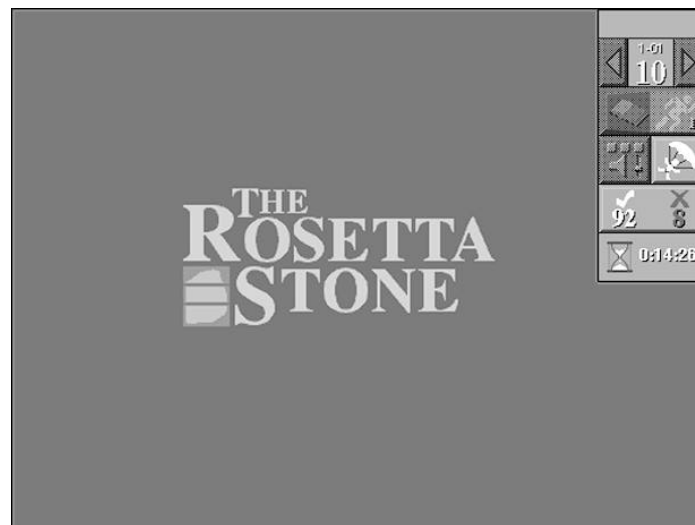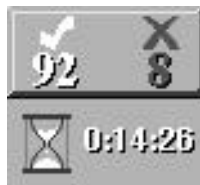
RUN MODE END SCREEN

Fig. 2.2 Run Mode End Screen

After you have answered the last question on Screen 10, you have completed your pass through the chapter. The Rosetta Stone logo will appear in the centre of the screen and disabled parts of the Control Panel will be dimmed. The total elapsed time taken is displayed in hours, minutes, and seconds below the Score button. If you had scoring turned off, you may click on the Score button now if you wish to view your final score.

To return to the Main Menu Screen, click on the Bail Out button.

3.0 USING TUTORIALS

The Tutorials are guided sequences of Run Modes that exercise you in various and sometimes unexpected ways. Unlike the simpler Run Modes, the Tutorials do not stop after ten screens, but continue on and on.

TUTORIAL DESCRIPTIONS

Voice and Text Tutorial – You are presented with the voice and text for four pictures and then quizzed in Run Modes 1 and 6. Occasionally, the Delay option is applied to keep you on your toes (see Chapter 8.0 – Using The Delay Option.) As the program works you systematically through the chapter material, it keeps track of the screens where you had difficulty and re-quizzes you on those screens. This Tutorial is excellent for beginners.


Voice Only Tutorial – You are presented with the spoken phrases for four pictures and then quizzed in Run Modes 2 and 7. Occasionally, the Delay option is applied. As the program works you systematically through the chapter material, it keeps track of the screens where you had difficulty and re-quizzes you. This Tutorial is excellent for beginners who wish to concentrate on listening comprehension, without text.

Random Tutorial – If you think you have mastered the chapter material, here is the ultimate challenge. The program presents screens in a random sequence and random Run Modes, with and without the Delay option. Random Tutorial continues until you bail out.

TUTORIAL CONTROL PANEL

The Control Panel in the Tutorials is the same as in the Run Modes, with two exceptions:
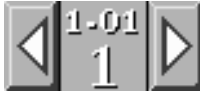
Screen Pager – This function is disabled in the Tutorials. The arrows are dimmed.

Scoring – Tutorials automatically take you back to screens that you have already played. Your score can continue to accumulate beyond 100.

4.0 USING DICTATION

Dictation allows you to develop your ability to correctly write words, phrases, and sentences in the target language. The program is case sensitive, so you must use capital letters when appropriate. Exact punctuation is also required.

Note: Some languages use accented letters or special characters. See APPENDIX A for information on how to type these characters.

DICTATION DESCRIPTION

Dictation – You are presented with four pictures, each with a Speaker button. Click on any Speaker button to hear the spoken phrase for that picture. A text-entry window will appear.

Once you start to type, you can use the Arrow keys and Delete key on the keyboard for editing. The text will automatically word-wrap.

Check – When you have finished typing, click on the Check Mark button. If you have made a mistake, your first error will be highlighted. You can correct your text and check it again if you wish.

You can view the correct text at any time by clicking on a picture. (This does not check what you have typed.)

Bail Out – You can close the text-entry window by clicking on the Bail Out button in the window's lower right hand corner.
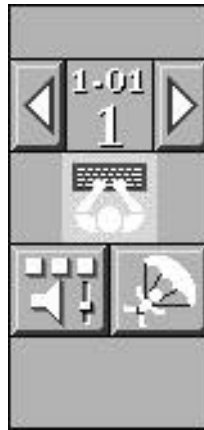
DICTATION CONTROL PANEL

Fig. 4.1 Control Panel for Dictation

The Dictation Control Panel is the same as in the Run Modes except that there is no Browser-Run Toggle or Score.

5.0 USING THE BROWSERS

The Browsers are reference tools which allow you to freely look up information. Within the Browsers, the Voice Record/Playback option enables you to record your voice and compare your pronunciation with that of the native speaker. You can enter the Browsers directly from the Main Menu or any of the Run Modes, using the Browser/ Run Toggle button.

BROWSER DESCRIPTION

Browser Mode A – Picture, voice and text. In Browser Mode A you are presented with four pictures. Click on a Speaker button to hear the phrase and see the written text for that picture. If you wish to hear all four phrases, click on the Cycle button at the centre of the Speaker buttons.

If you wish to see the accompanying text for all four pictures at once, click on the Text Display button in the lower right corner of the screen. (See the description of the Browser Mode Control Panel on the next page.)

Browser Mode B – Picture and voice only. In Browser Mode B you are presented with four pictures. Click on the Speaker button to hear the phrase for that picture. If you wish to hear all four phrases, click on the Cycle button at the centre of the Speaker buttons.
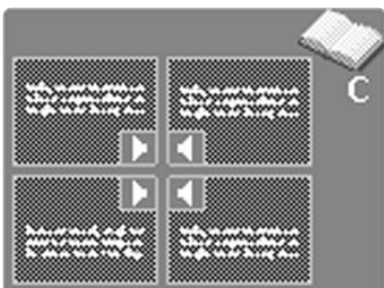
Browser Mode C – Text and voice only. In Browser Mode C you are presented with four text boxes. Click on the Speaker button to hear the phrase for that text. If you wish to hear all four phrases, click on the Cycle button at the centre of the Speaker buttons.

BROWSER MODE CONTROL PANEL

Fig. 5.1 Control Panel for the Browser Modes

The Browser Mode Control Panel is the same as in the Run Modes, with the following changes.
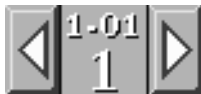
 Screen Pager – If you entered a Browser Mode from a Run Mode, changing screens with the Screen Pager Arrow buttons does not affect the screen that you were last playing in Run Mode.

 When you toggle back (using the Browser/Run Toggle button), you will be taken back to the same screen and prompt you were last playing.

If you entered a Browser Mode directly from the Main Menu, the Browser/Run Toggle button is not displayed.

 Score – If you entered a Browser Mode from a Run Mode, your score will continue to be displayed. If you entered a Browser Mode directly from the Main Menu, there is no score to display.

Voice Recording – In the Browsers, you can record your voice and compare your pronunciation with that of a native speaker. You can record up to 10 seconds. Click on the Microphone button and keep holding the mouse button down to record. When the cursor changes into a level meter, start speaking into the computer's microphone. When you have finished, release the mouse button to stop recording. You will immediately hear what you just recorded. Your last recording will be saved when you exit the program and will still be present the next time you run the program.

Note: If voice recording does not work on your computer, you may not have the necessary hardware/software – see the INSTALLATION NOTES for information about system requirements and setup. Also, voice recording will only work if you are running The Rosetta Stone application from a hard drive, not from the CD-ROM – see the INSTALLATION NOTES for more information about this.

Playback – To hear your recording again, click on the Speaker button on the Control Panel. To hear the native speaker's voice, click on the Speaker button in the picture or text box of the phrase that you want to hear. You can alternately listen to your voice and the native speaker's voice as many times as you like, and re-record your voice to more closely match the native speaker's pronunciation.

Text Display – This button only appears in Browser Mode A, in the lower right corner of the screen. Clicking on this button causes the corresponding text to be displayed over each picture. Click on the button again to make the text disappear.

6.0 THE SETUP SCREEN

The Setup Screen allows you to configure the Run Mode options Test, Delay, and Timer. It also allows you to change the yes/no sounds and icons and adjust the volume.

When you go to the Setup Screen from the Main Menu, all of its features are accessible. You can also go to the Setup Screen from Tutorials, Dictation, any of the Run Modes, or any of the Browser Modes. In this case, access to some Setup Screen functions may be restricted, depending upon context. If a Setup Screen function is inaccessible, it will be dimmed.

For a description of the Setup functions available for each program feature, refer to the Control Panel Description for that particular feature.

Fig. 6.1 The Setup Screen

SETUP SCREEN DESCRIPTION

Test Option – If you wish to take a test, click on this button. Click on the Bail Out button to exit the Setup Screen. Select the Run Mode in wish you wish to run the test and proceed. To turn off testing, go back to the Setup Screen from the Main Menu Screen and click on the Test button. (See Chapter 7.0 for more information on Using the Test Option.)

Delay Option – If you wish to run the program with the Delay option, click on this button. Click on the Bail Out button to exit the Setup Screen. Select the Run Mode that you wish to use with delay and proceed. To turn off the Delay option, go back to the Setup Screen and click on the Delay button. (See Chapter 8.0 for more information on Using the Delay Option.)

Timer Option – If you wish to use the Timer, click on this button. The default Timer setting is 5 seconds. Use the Arrow buttons next to the Timer button to change the setting. The Timer ranges from 1-30 seconds. Click on the Bail Out button to exit the Setup Screen. Select the Run Mode that you wish to run with the Timer Option and proceed. To turn off the Timer option, go back to the Setup Screen and click on the Timer button. (See Chapter 9.0 for more information on Using the Timer Option.)

Note: The Test, Delay, and Timer options are always reset to "off" the next time you run the program.

Yes/No Icons – You can choose either a "happy face" or a "check mark" as visual feedback for correct answers by clicking on the corresponding button.

Sound Selection – You can choose from 6 different sounds for correct ("yes") answers and 6 different sounds for incorrect ("no") answers. To hear a sound, click on a button. The last one you choose will be the default sound until you click on another one.

Random Sound – If you click on this button, the computer will use one of the six sounds at random for each answer. You can set this option for correct and incorrect responses independently.

Sound Disable – You can turn off the yes/no sound responses for correct or incorrect answers by clicking on this button.

Speaker Volume – This control adjusts the volume for the entire program. Click on the Arrow buttons to incrementally increase or decrease the volume. When you change the volume you will hear the first two seconds of a phrase from the current chapter (don't be alarmed if it cuts off abruptly).

Note: On some MPC systems there is a manual volume control on the sound card itself at the back of the computer. If this is the case, changing the volume in the Setup Screen may not have any effect.

Bail Out – Click here when you have finished with your changes and you will return to the last screen that you were on.

Note: All of your sound and icon settings will remain in effect until they are changed.

7.0 USING THE TEST OPTION

The Test option can be applied to any of the twelve Run Modes and only modifies the Run Modes. From the Main Menu screen, you can select the Test option through the Setup Screen and then choose the desired Run Mode for the test. You can also turn the Test option on while already in a Run Mode by going to the Setup Screen (this will take you back to the start of the chapter to begin the test). At the end of the tenth screen, you can record your score to disk.

TEST CONTROL PANEL

Almost all of the Control Panel functions are disabled when using the Test option. You are being tested, so you cannot switch to a Browser Mode to find the answers! You can access the Setup Screen to modify volume and the yes/no sounds and icons. You can also bail out to the Main Menu, but that will quit the test you are taking.

TEST END SCREEN

After you have answered the last question on Screen 10, you have completed the test. The Rosetta Stone logo will appear at the centre of the screen and disabled parts of the Control Panel will be dimmed. The total elapsed time that you spent on the test is displayed in hours, minutes, and seconds below the Score button. If scoring is turned off, you can click on the Score button to view your final score. You can also save your test results in one of two ways:

Save Scores to a New File – If you click on this button, you will be presented with a standard file dialogue box. You can create a new file on the disk of your choice to save your test results.

Save Scores to an Existing File – If you click on this button, you will be presented with a standard file dialogue box. You can append your test results to an existing file on the disk of your choice. Test scores are saved to standard ASCII text files. You can view or print these files by opening them with any text editor or word processor.

To leave the End screen and return to the Main Menu, click on the Bail Out button.

8.0 USING THE DELAY OPTION

The Delay option can be applied to any of the twelve Run Modes and only modifies the Run Modes. The Delay option can be turned on in the Setup Screen. Delay is particularly useful for developing user retention because it forces the student to hold a mental image of the picture, spoken phrase or written text while trying to select the correct answer. This is done by delaying presentation of the four choices until after the prompt is gone.

Delay Recall Button – This button is used in all of the Run Modes with Delay to call back the picture, voice or text prompt that appears for a moment and then disappears. To recall a voice-only prompt, click on this button. To recall a picture and/or text prompt, click and hold this button down for as long as you wish to view the information.

DELAY CONTROL PANEL

All of the Control Panel functions that are available during normal Run Modes are in effect when using the Delay option.

9.0 USING THE TIMER OPTION

The Timer option adds fun and suspense. It can be applied to any of the twelve Run Modes and only modifies the Run Modes. You select the Timer option and set the time limit through the Setup Screen.

The time limit can be set anywhere from 1-30 seconds. The default is five seconds.

For Run Modes 1, 2, 4, 9 and 11 where a single phrase is presented, the timer begins at the end of the phrase.

For Run Modes 5, 6, 7, 10 and 12 where you are cycled through four phrases, the timer begins at the end of the cycle.

For Run Modes 3 and 8 where you are presented with either text or picture, with no voice, the timer begins immediately.

TIMER CONTROL PANEL

All of the Control Panel functions that are available during normal Run Modes are in effect when using the Timer option.

10.0 KEYBOARD SHORTCUTS

The keyboard shortcuts are invoked by holding down the control key and pressing another key.

ctrl–J   Jump Window – This is useful if you are in one of the Run Modes (or a Browser that you entered through a Run Mode) and wish to change to another Run Mode (or Browser) without going back to the Main Menu. The following window will appear.
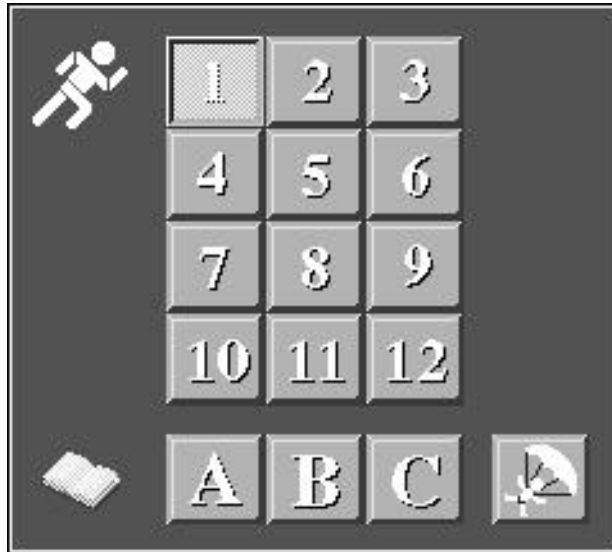

Fig. 10.1 Jump Window

Your current Run Mode number (or Browser Mode letter) will be highlighted. Click on the new Run Mode number (or Browser Mode letter) that you want and you will be immediately transported there. If you decide not to change, click on the Bail Out button in the Jump Window.

ctrl–Q   Quit – You can quit The Rosetta Stone program at any time by pressing this key combination.

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