

eTeacherGB

Marcin Orłowski and Krzysztof Jonko

COLLABORATORS

	<i>TITLE :</i> eTeacherGB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Marcin Orłowski and Krzysztof Jonko	August 7, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	eTeacherGB	1
1.1	Electronic Teacher - Help file	1
1.2	Copyrights	2
1.3	Instalation	3
1.4	Technical support	3
1.5	Requirements	4
1.6	Features	5
1.7	Feedback	5
1.8	Future plans	6
1.9	Introduction	6
1.10	Program menus	7
1.11	Project menu	7
1.12	Grammar menu	8
1.13	Vocabulary menu	8
1.14	Tests menu	8
1.15	Options menu	9
1.16	Help menu	9
1.17	Menu Users	9
1.18	First	9
1.19	Previous	10
1.20	Next	10
1.21	Last	10
1.22	Cancel	10
1.23	Delete	10
1.24	Add	10
1.25	Header	11
1.26	Ok	11
1.27	Save	11
1.28	Editing header	11
1.29	Extended header editing	11

1.30 Grammar help node number	12
1.31 Description	12
1.32 Instruction	12
1.33 Component name	13
1.34 Minimum %	13
1.35 Random	13
1.36 Exercise Creating and Editing	13
1.37 Multiple Choice Drill - Editing	14
1.38 Dictionary&Translation Drill - Editing	14
1.39 Transformation Drill - Editing	14
1.40 Picture Dictionary Drill - Editing	15
1.41 Picture Multiple Choice - Editing	15
1.42 Multiple Choice Structure	15
1.43 Dictionary Drill Structure	16
1.44 Transformation Drill Structure	16
1.45 Picture Dictionary Drill Structure	16
1.46 Picture Multiple Choice Structure	17
1.47 Multiple Choice - Edit Fields	17
1.48 Dictionary & Translation Drill - Edit Fields	17
1.49 Picture Dictionary Drill - Edit Fields	18
1.50 Picture Multiple Choice - Edit Fields	18
1.51 Special Answer Coding	18
1.52 Question	20
1.53 Question	20
1.54 Picture File	20
1.55 Sound File	21
1.56 Working with exercises	22
1.57 Exercise types	23
1.58 Learn Mode	23
1.59 Test Mode	24
1.60 Multiple Choice Drill	24
1.61 Picture Multiple Choice	24
1.62 Dictionary Drill	25
1.63 Picture Dictionary Drill	25
1.64 Transforamtion Drill	25
1.65 Help	26
1.66 Answers in Multiple Choice.	26
1.67 Answers	26
1.68 Options	26

1.69 Workbench	27
1.70 Graphics	27
1.71 Statistics	28
1.72 Users	28
1.73 Last used drills	29
1.74 Program Options	29
1.75 Keyboard	29
1.76 Teaching Options	30
1.77 Sound and graphics	30
1.78 Export	30
1.79 Comments	31
1.80 Save settings	31
1.81 Choosing answer in Multiple Choice Drill	31
1.82 eTeacher buttons	31
1.83 Editor buttons	32
1.84 Informations on the screen	33
1.85 Grammar Help	33
1.86 Menu Project - Create	34
1.87 Menu Project - Exit	34
1.88 About eTeacher	34
1.89 Menu Project - Learn	34
1.90 Menu Project - Test	35
1.91 Menu Project - Edit	35
1.92 Program Options - Program Language	35
1.93 Program Options - Enable Edition	35
1.94 Program Options - Password	36
1.95 Sound Player Type	36
1.96 Correct & Wrong Answer.	37
1.97 Hints	37
1.98 Auto Repeat	37
1.99 Credit after Auto Repeat	37
1.100 Grammar Help in Test	38
1.101 Intensity Level	38
1.102 Demands Correction	38
1.103 Typing answers	38
1.104 Hint	39
1.105 All correct answers	39
1.106 Choosing Drills from Window	40
1.107 Instruction	40

1.108ENTER (arrow)	40
1.109Help	41
1.110Cancel	41
1.111Grammar	41
1.112Play	41
1.113Pause	41
1.114Tooltype description	42
1.115Index	43
1.116Thanks	48

Chapter 1

eTeacherGB

1.1 Electronic Teacher - Help file

Electronic Teacher 4.0 CD

~Copyrights~
~Requirements~
~Features~
~Instalation~
~Support~
~Future~
~Introduction~
~Program~menu~
~Working~with~exercises~
~Exercise~types~
~Grammar~help~
~Editing~exercises~
~Options~
~Tooltypes~
~Thanks~
© 1997-1998
~W.F.M.H.~

All rights reserved

1.2 Copyrights

Copyright Notice

This manual is Copyright by W.F.M.H., 1998. All rights reserved.

No part of this publication or the accompanying software may be copied or distributed, transmitted, transcribed, stored in a retrieval system or translated into any human or computer language, in any other form or by any means, electronic, mechanical, magnetic, manual or otherwise, or disclosed to any third party without the express written permission of W.F.M.H., ul. Radomska 38, 71-002 Szczecin, Poland

Disclaimer

W.F.M.H. and its associated distributors make no representation or warranties with respect to the performance of the Software nor of the contents of this publication and specifically disclaim any implied warranties of merchandisable quality or fitness for any particular purpose. Further, W.F.M.H. reserves the right to revise the Software and this publication and to make changes to them from time to time without obligation of W.F.M.H. to notify any person or organisation of such revisions or changes.

Illustrations in this publication are intended to be representations and may not be exact duplicates of the screen layouts generated by the Software.

Program License

W.F.M.H. provides this program and updates under the terms set out below and licenses its use world-wide. You assume responsibility for the section of the program to achieve your intended results, and for the installation, use and results obtained from the program.

Warranty

All care has been taken to ensure that this program performs the functions as set out in this manual. However, W.F.M.H. provides the program 'AS IS' and makes no express or implied warranties with respect to the software, its documentation, performance, or merchantability. Should the medium on which the program is supplied fail within 90 days of purchase by the original purchaser, W.F.M.H. will provide a replacement copy for the cost of the medium plus postage, provided the original disk is returned to the address

~below~

(shipping prepaid and properly packed). Proof of purchase (a ←
copy

of, or reference to, the original Registration Card) must accompany any request for warranty.

Program Licence

Electronic Teacher is supplied under the following conditions. If you do not agree to abide by these conditions, you must return the package to the place of purchase together with the medium package unopened and the full refund will be given. You accept responsibility for the serial numbered

version of the software supplied in this package.

W.F.M.H. will institute legal action against any individual, company or organisation found to be creating, duplicating, selling or distributing in any manner, unauthorise copies of this software or its associated user manual.

You may a) Use the program on single machine at the specific site only, unless a multiple site licence has been negotiated at time of purchase from W.F.M.H.; b) Make a maximum of one copy of the software for your personal backup purposes only. If you transfer the program to another party, you must at the same time transfer all copies to the same party or destroy all copies not transferred.

YOU MAY NOT USE, COPY OR TRANSFER THE PROGRAM OR MANUAL, OR A COPY, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED. IF YOU TRANSFER POSSESSION OF ANY COPY OF THE PROGRAM TO ANOTHER PARTY, YOUR LICENCE IS AUTOMATICALLY TERMINATED.

1.3 Instalation

Program installation

In order to run Electronic Teacher you need to install it on your hard drive. Don't worry. It won't crawl out on your hard drive, nothing will be installed in your LIBS: or FONTS: drawers. All necessary files will be stored in ONE drawer as directed by you.

Installation of Electronic Teacher couldn't be simpler. Simply open the "Install" drawer on the program CD, and double-click on the icon "English" to launch the English version of the installer (of course you can launch any other language version of the installer if you wish). Simply follow the displayed instructions.

Please keep in mind the system
~requirements~
of eTeacher.

1.4 Technical support

Technical support

At the discretion of W.F.M.H, any and all warranty or technical support is available only to the original purchaser of this package.

Please contact your local W.F.M.H. distributor in your local country for technical support in the first instance.

For support and orders please contact us:

W.F.M.H.
ul. Radomska 38

71-002 Szczecin
Poland

Phone: +48 91 4836425

E-mail: info@amiga.com.pl
WWW : http://amiga.com.pl

(c) 1997-1998 W.F.M.H.

1.5 Requirements

Program requirements

Electronic Teacher runs well -- even on older machines -- and will run on almost any Amiga system configuration. Everything from low-end to high-end machines are fully supported.

eTeacher supports graphics cards via CyberGraphX or Picasso96 video systems and produces high quality audio on any audio card supported by the AHI system.

Distributable versions of CGFX, P96 and AHI can be found on this CD in the "Support" drawer. Please read the enclosed manuals for further instructions and detailed information.

Base configuration (as low as we go)

- AmigaOS 2.0
- MC68000 processor (no FPU needed)
- any CD-ROM
- at least 4 MB of RAM (it should run on a stock A1200 with 2MB of RAM, too, but it was not tested too rigorously).

Middle class (you'll be more comfortable...)

- AmigaOS 3.0 or better
- MC68030 processor (no FPU needed)
- any CD-ROM
- 6 MB of RAM

Standard system (but this is what we REALLY like!)

- AmigaOS 3.0 or better
 - MC68040 processor (no FPU needed)
 - any CD-ROM
 - 8 or more MB of RAM
 - graphics card (with CGFX or P96 support)
 - audio card (with AHI support)
-

More powerful configurations (such as '060 or PPC with tons of RAM) will only make things better.

Additional options

More program features become available if you install:

- AHI patched sound datatype (available on this CD in the "Support" drawer),
- datatypes that support other sound file formats

(However, we strongly suggest that you use only the default sound formats supported by Electronic Teacher, especially if you plan to share your drills and exercises with other users).

1.6 Features

Program features

eTeacher is high quality multimedia software for the Amiga line of computers. It features:

- more than 200 exercises
- almost 3 hours of high quality (16 bit / 44KHz) audio tracks
- 700 illustrations (both 16 and 256 colour formats provided)
- native speakers' sampled speech
- context-sensitive grammar help
- works on any Amiga equipped with OS2.0 or better
- minimal
 - ~requirements~
 - fully complies with the Amiga Style Guide
- fully configurable
- supports graphic cards (via CyberGrapX or Picasso96)
- supports sound cards (via AHI system)
- 100% AMOS free :-)

1.7 Feedback

User feedback

Please let us know what you think about the eTeacher series. Your suggestions or opinions are welcome. Please
~contact~us~

but please keep in mind that support is available to registered users only, so send your registration card as soon as possible! @endnode

1.8 Future plans

Future plans

Depending on the user (yes, it's about you!)

~feedback~

and sales of this release of eTeacher, we plan to next publish CDs of eTeacher in:

- German
- French

If you like our product, please support Amiga software producers by ordering an original, full featured copy of Electronic Teacher!

1.9 Introduction

Introduction

eTeacher (Electronic Teacher) is a language tutor. Using this program you can learn ANY language, depending on your program settings and what external files you have. You can also use this program to learn other things - it's very versatile!

Electronic Teacher is fully localized, and gives you the opportunity to work in various languages, depending on your personal needs (English, German, Polish etc). Electronic Teacher does not depend on your current Preferences and Locale settings and supports localization even on OS2.0 equipped machines (system localization works on OS2.1 and up).

Electronic Teacher comes with an English grammar handbook, written in your native language (there's no English version of the grammar handbook). The grammar handbook is organized as a context-sensitive AmigaGuide document, so you can easily open it to the desired page. As with any other AmigaGuide document, you can also read it without Electronic Teacher running, e.g. to learn English grammar before you start working with the program.

Electronic Teacher works on any public screen as long as it's at least 640x400 pixels in size. To configure Electronic Teacher you can use

~tooltypes~

(e.g. putting PUBSCRNAME=Workbench in Electronic Teacher's icon to ←
open it

on your Workbench screen). If you use the name of a non-existent public

screen, a new one will be created with the given name. You can also use the built-in configuration panel to set up the program as well.

All sounds Electronic Teacher produces can be either 8 or 16 bit. The 8-bit modes are recommended to all users wishing to play the sound via the built-in Amiga audio hardware (which is 8 bit only). If you own a computer with a sound card, we highly recommend the use of 16 bit audio output. You can use any sound card supported by the AHI v4+ sound system. You can also use 14 bit output without a sound card, using special AHI 14 bit drivers for Amiga hardware, or an AHI-patched sound datatype. Please read the AHI manual for more details. All sound files are 16 bit, and are converted on the fly while playing down to 8 bit if needed.

1.10 Program menus

Program menus

You can choose exercises in two different ways. The "Project" menu lets you quickly choose any exercise by its name. The "Grammar", "Vocabulary" and "Tests" menus let you choose an exercise by theme, grammar and the level of your English knowledge.

Available program menus - click for detailed information

```
~Project~~~~  
~Grammar~~~~  
~Vocabulary~  
~Tests~~~~~  
~Options~~~~  
~Help~~~~~  
~Users~~~~~
```

1.11 Project menu

Project menu

Available menu items - click for more information

```
~Learn~~  
~Test~~~
```

```
~Edit~~~  
  
~Create~  
  
~About~~  
  
~Quit~~~
```

1.12 Grammar menu

Grammar menu

You can choose an exercise by grammar context. When you choose this option, all exercises will be shown sorted by the chosen item. A short description of all available exercises will be shown as well. You can run the exercises in

```
~Learn~Mode~  
,  
~Test~Mode~  
or  
~edit~  
it with the built-in
```

editor.

1.13 Vocabulary menu

Vocabulary menu

With this option you can practice Vocabulary. When you choose this item all exercises with the given Vocabulary will appear. A short description of all available exercises will be shown as well. You can run the exercises in

```
~Learn~Mode~  
,  
~Test~Mode~  
or~  
~edit~  
~it with the built-in editor.
```

1.14 Tests menu

Tests menu

With this menu you can choose exercises by skill level. The number of skill levels available depends on the exercises available. For example - English drills have three skill levels: Easy, Medium and Difficult; French drills use levels 0, A, B, C, and D.

1.15 Options menu

Options menu

With this menu you can change various program parameters. For details please see the

~Options~
chapter of this manual.

1.16 Help menu

Help menu

With this menu you can get help directly from eTeacher. The help file is in AmigaGuide format so you can read it without eTeacher, using tools like Multiview or AmigaGuide. You can browse Help chapters starting either from the Help Index or Main page.

This menu offers both the program manual and grammar handbook.

1.17 Menu Users

Menu Users

This menu contains three items. Click on the menu of interest to find out more.

~Users~~~~~
- lets you add a new user or select from existing
users

~Statistics~~~~~
- displays users' statistics

~Last~used~drills~
- recently used drills

1.18 First

First

While in Edit mode, you can use this gadget to jump to the first available item.

1.19 Previous

Previous

While in Edit mode, you can use this gadget to jump to the previous available item.

1.20 Next

Next

While in Edit mode, you can use this gadget to jump to the next available item.

1.21 Last

Last

While in Edit mode, you can use this gadget to jump to the last available item.

1.22 Cancel

Cancel

While in Edit mode, you can use this gadget to cancel all changes you've made. You'll be asked for confirmation before the program proceeds.

1.23 Delete

Delete

Use this gadget to remove the current item. You'll be asked for confirmation before the program proceeds. All modifications are made in computer memory only, so you must save the changes before exiting if you don't want to lose them.

1.24 Add

Add

Appends a new item at the last position.

1.25 Header

Header

Using this option you can change the description of the exercise, modify instructions and a few other things. For details see the

~Editing~header~
chapter of this manual.

1.26 Ok

Ok

Click this button to leave the editor. To prevent loss of data, you will be warned and prompted to save your work if needed.

1.27 Save

Save

Saves currently edited data back to its disk file for further use.

1.28 Editing header

Editing header

This window can be used to change global information for the exercise. To find more about every changeable item, click the corresponding items listed below:

~Description~

~Instruction~

~Help~No~~~~~

~Random~~~~~

~Minimum~%~~~

1.29 Extended header editing

Extended header editing

This window can be used to change global information for the exercise. To find more about each changeable item, click the corresponding items listed

below:

```
~Description~~~~  
~Instruction~~~~  
~Component~Name~  
~Help~No~~~~~  
~Random~~~~~  
~Minimum~%~~~~~
```

1.30 Grammar help node number

Grammar help node number

Every node in the grammar help file has its own unique number. For every exercise available you can write a detailed help file, to e.g. help the user better understand it. While creating a new exercise you should also add a new help node to the grammar help file and specify its number in this field. Every time a user asks for help, eTeacher opens the grammar help file and the specified node will pop up on the screen. The "Help No" specified in the header of the exercise is valid for all the parts of the exercise. Optionally you can create separate nodes for each single test of the exercise and specify its number in the corresponding field.

1.31 Description

Description

This is a short description or title of the edited exercise. You should fill in both language versions. eTeacher will supply the proper version information automatically, depending on the user's chosen language.

1.32 Instruction

Instruction

This field holds brief instructions for the current exercise. You must give instructions for each exercise in both languages. The Program Options determine which language eTeacher uses. Along with the text description, a sound track file can be specified as well.

The instruction is always displayed when you are about to begin with the exercise. If you want to see it again, press the "Instruction" gadget.

1.33 Component name

Component name

All transformation drills use special elements called "Component Names". This element may be used as question prefix, short hint etc. The best way to get the full meaning of these fields is to edit existing drills and check that.

1.34 Minimum %

Minimum %

In this field you can specify how many answers (in %) are needed to complete the exercise and to get minimum credit. You can use values between 15% and 85%. All other scores are calculated based on this value.

You must remember that some exercises - for example Multiple Choice - are much easier (you have a better chance to guess the proper answer in a picture based test) than, for example, Translation Drills, so you should put different values in "Minimum %" accordingly.

1.35 Random

Random

When this flag is set, Items contained in an exercise are presented in random order. In some cases (e.g. the exercise is a kind of dialog or story etc.) you may wish them to appear in the order they are stored in. In that case, just turn off the randomizer by switching "Random" off.

1.36 Exercise Creating and Editing

Exercise creating and editing

Electronic Teacher offers several built-in editors that enable you to create or modify exercise files. Please note that editors are available only if the "Edit enabled" flag in the "Program Options" window is enabled.

You can run the Editor directly from the Project/Edit menu or from theme oriented menus (Vocabulary, Grammar, Tests) using the Edit gadget.

If you want to create a new exercise from the scratch, please use the

~Menu~Project/Create~

item, select the type for your new exercise, and voila. Don't forget to save it when you finish!

Click the corresponding item to read more about editing of...

~Multiple~Choice~::~::~::~
 ~Dictionary~Drills~::~::~
 ~Transformation~Drills~::~
 ~Picture~Dictionary~Drill~
 ~Picture~Multiple~Choice~

1.37 Multiple Choice Drill - Editing

Multiple Choice Drill - Editing

Choose the theme to get more information:

~Multiple~Choice~Structure~
 ~Editor~Buttons~::~::~
 ~Edit~fields~::~::~
 ~Header~Edit~::~::~

1.38 Dictionary&Translation Drill - Editing

Dictionary & Translation Drill - Editing

Choose the theme to get more information:

~Dictionary~&~Translation~Drill~Structure~
 ~Editor~Buttons~::~::~
 ~Edit~fields~::~::~
 ~Answer~Coding~::~::~
 ~Header~Edit~::~::~

1.39 Transformation Drill - Editing

Transformation Drill - Editing

Choose the theme to get more information:

```

~Transformation~Drill~Structure~
~Editor~Buttons~::~::~::~::~::~
~Edit~Fields~::~::~::~::~::~
~Answer~Coding~::~::~::~::~
~Header~Edit~::~::~::~::~

```

1.40 Picture Dictionary Drill - Editing

Picture Dictionary Drill - Editing

Choose the theme to get more information:

```

~Picture~Dictionary~Drill~Structure~
~Editor~Buttons~::~::~::~::~
~Edit~Fields~::~::~::~::~
~Answer~Coding~::~::~::~::~
~Header~Edit~::~::~::~::~

```

1.41 Picture Multiple Choice - Editing

Picture Multiple Choice - Editing

Choose the theme to get more information:

```

~Picture~Multiple~Choice~Structure~
~Editor~Buttons~::~::~::~::~
~Edit~Fields~::~::~::~::~
~Header~Edit~::~::~::~::~

```

1.42 Multiple Choice Structure

Multiple Choice Structure

Each exercise file has several items, each with one question and 2-5 answers to choose from. You must choose the correct answer from the given answers. 30-50 items per exercise are recommended. Please note that ONE

and ONLY ONE answer is the correct one.

When you are creating your own exercises give one clearly correct answer, one clearly incorrect answer, and a few answers close to the correct one, to increase the difficulty of the exercise.

1.43 Dictionary Drill Structure

Dictionary Drill Structure

Both Dictionary and Translation Drills have the same Structure. You can use these Drills for other functions: e.g. some kinds of Transformations and Filling Blanks.

Each Drill has one question (it can be a word or sentence) and list of answers. You can use up to 64 answers without Answer Coding. When you use

~Answer~Coding~
you can increase the choices

to hundreds.

50-60 items are recommended when the word is the correct answer, and 20-25 items when the sentence is an answer.

1.44 Transformation Drill Structure

Transformation Drill Structure

Each exercise has several items. Each item has a question, component and list of acceptable answers. You can use components in different ways: begin an answer, word or expression to insert into the answer, and even short instructions.

If you choose Phrase Transformation or Question Formation the component contents will be placed at the beginning of the answer.

If you choose Fixed Word Transformation the component name will be placed in a special window. The title of this window can be specified in the Header subwindow while editing any exercise.

50-60 items are suggested when the word is an answer and 20-25 items when the sentence is an answer.

1.45 Picture Dictionary Drill Structure

Picture Dictionary Drill Structure

This type is similar to a normal Dictionary Drill. Each item contains a picture and sound file related to the picture theme. Each item also has a

text and sound question and list of acceptable answers (up to 64). You can use

```
~Answer~Coding~
to store several answers in
```

one line answer.

Each answer can have its own audio file.

1.46 Picture Multiple Choice Structure

Picture Multiple Choice Structure

All exercises have several items. Each of them has one picture and 2 to 5 answers. You the most correct answer and click on the gadget next to the text properly describing the displayed image. You can also use a

```
~keyboard~shortcuts~
. Remember that only ONE answer is correct.
```

Each answer can have its own audio file.

1.47 Multiple Choice - Edit Fields

Multiple Choice - Edit Fields

There are few Editing Fields in Multiple Choice Drills. Click on one of them to get more information:

```
~Help~No~~
```

```
~Question~
```

```
~Answers~~
```

1.48 Dictionary & Translation Drill - Edit Fields

Dictionary & Translation Drill - Edit Fields

There are few Editing Fields in this kind of Drill. Click on one of them to get more information:

```
~Help~No~~~~~
```

```
~Question~~~~
```

```
~Answers~~~~
```

~Sound~Files~

1.49 Picture Dictionary Drill - Edit Fields

Picture Dictionary Drill - Edit Fields

There are few Editing Fields in Multiple Choice Drills. Click on one of them to get more information:

~Question~~~~~

~Question~File~

~Picture~File~~

~Answers~~~~~

~Answer~Files~~

1.50 Picture Multiple Choice - Edit Fields

Picture Multiple Choice - Edit Fields

In Picture Multiple Choice exercises, there are three different fields to fill in:

~Picture~File~

~Answers~~~~~

~Answer~Files~

1.51 Special Answer Coding

Special Answer Coding

In each answer field you can code several answers using special coding. Using this technique allows you to define a template of correct answers.

In coding answers you may use three characters [/] (brackets and forward slash). You should use [] (brackets) only for coding purposes.

Coding rules

A. Optional parts

If part of the text is placed between brackets ([and]) it means that the component is optional. For example:

He said [that] he was ill.

means that two different answers will be accepted:

1. He said that he was ill.
2. He said he was ill.

B. Alternative parts

If there is a / (slash) character between brackets ([and], it means that any one of the parts listed between the brackets is acceptable as part of the answer. At least ONE of these answers is required. Each valid part is separated by a slash.

Example:

We['ll/ shall/ will] overcome.

means that user can type 'll OR shall OR will. There are three acceptable answers:

1. We'll overcome
2. We shall overcome.
3. We will overcome.

note the "'ll" in the example above - it's written WITHOUT a leading space! "Shall" and "will" have to be specified with leading spaces because a sentence like "Wewill overcome" is definitely wrong.

You can also use more than one slash (/) in a coded answer.

C. Mixing A and B elements

You can mix both forms of coding and you can put each of them into embedded sequences. For example:

I [do[n't/ not] have/have[n't/ not]][got]] a car.

gives six acceptable answers:

1. I have not a car.
 2. I do not have a car.
 3. I don't have a car.
 4. I haven't a car.
 5. I have not got a car.
 6. I haven't got a car.
-

You can code several answers into one field but sometimes it is difficult to create a good matching pattern. Don't overcomplicate the coding until you get used to it.

NOTE: Do not use coding if you are not sure your 'template' accepts only good answers. It's easy to make a hard-to-track bug in a coded answer, so think twice before you use this feature!

When you give an answer eTeacher "decompresses" all coded answers and compares them to your given answer. When your answer compares correctly it is printed on the screen as a correct answer. If your answer doesn't match any of them, eTeacher prints the FIRST correct answer. Remember to put the MOST correct answer at the top of the answer list.

1.52 Question

Question

In this field you have to supply a question. Usually it's a phrase with empty spaces to fill in with a given word or expression. In the empty space simply write a few (we suggest 4) "____" (underscore) characters.

NOTE: the number of underscores used makes no difference to eTeacher. It's just a visual indication to the user that something should be placed there. It is advisable to always use the same number of underscores (4 suggested) in order to discourage the user from guessing the correct answer based on the number of underscores.

e.g., put "____" if you want user to answer "a" and put "____" if you want him/her to type "incredible".

Your answer will replace the empty place. When you use more than one empty space in a question, answers should be separated by a comma followed by a space (", ").

1.53 Question

Question

This field must be filled in with a question. It can be a word, a phrase to translate, a phrase with empty spaces to fill, or a phrase to be transformed. In each exercise you have to fill in the header.

Don't forget to give simple instruction for each exercise.

1.54 Picture File

Picture File

All picture names are inserted automatically from a file requester. You can use IFF saved image files, fixed at a size of 128x128 pixel each.

Remember - older Amigas (ECS/OCS) can only use 16 colours in HiRes modes, (AGA or graphics card can use up to 256 colors per image), so either prepare two sets of exercises (with 16 colour images and 256 colour images) or else use only 16-colour images so that all Amigas can use them.

The displayed image will be automatically adapted to match the current screen palette and available colours, but if you want to remap your images yourself, see the contents of the "Support" drawer. We put optimised palette files here, so you can load it into your favourite image processing software and render your images using these colours.

If using your own palette, remember that AmigaOS locks 8 colours (0, 1, 2, 3 and the 4 last colours) on each screen for its own purposes (gadgets, window borders etc). And don't forget that the mouse pointer also has definable colours, so make sure your palette won't make the pointer disappear.

There is a special
 ~Tooltype~
 to set the picture file pattern. The default
 is set to #?.IFF but you can use e.g. #?.IFF256. Picture datatype support
 is planned for future releases of eTeacher.

1.55 Sound File

Sound File

File names are inserted automatically from a file requester. At the right side of each sound file gadget are placed two different gadgets:

- 1.to open file requester
- 2.to play the sample (see
 ~Sound~Options~
 for more information)

eTeachers can internally (INTERNAL) read and play sound files stored in the following formats:

- IFF 8SVX
- WAVE 8 bit mono
- WAVE 16 bit mono

All 16 bit samples are converted to 8 bits while replaying on 8 bit audio hardware (e.g. the built-in Paula chip). Sound card owners will hear full 16 bit audio.

When using an EXTERNAL sample player you can use all formats that your favourite external player supports. We suggest that you try Play16 to get

14 bit Paula sound from 16 bit WAVE files.

Under AmigaOS 3 (or later) equipped Amigas, the datatype system can be utilised to play ANY sample that datatypes can read.

AHI users: there's special patch for sound.datatype to make it use your audio card. Please see the "Support" drawer.

As with any other modern software, eTeacher can utilise the AHI audio system. At least version 4 of the AHI system is required. Using it you can play IFF and WAVE 8 and 16 bit mono samples on your 16 bit audio card as well as on the Amiga's Paula chip.

In

~Tooltypes~

is one special item SND_PAT. You can specify your own pattern to be used by the sound file requester.

Please see the contents of the "Support" drawer on this CD to get the latest (as of June 1998) versions of AHI, Play16, sound datatypes and other useful tools and system expansions.

1.56 Working with excises

Working with excises

All exercises have a number of items to learn. You give the answer for the displayed question, fill in the sequence, translate something, etc. In Multiple Choice drills you simply have to click on the correct answer. In other exercise types you have to enter the answer on the keyboard.

In

~Learn~Mode~

all items are repeated until all are answered correctly.

In

~Test~Mode~~

each item appears only once. At the end of drill you'll get scored based on how many correct answers were given.

To get the next item simply click on the big arrow gadget or press ENTER.

In all exercises internal grammar help is available. You can abort the current exercise by pressing "Cancel". All exercises have hints on how to make them correct - click on the "Instruction" gadget to see the instruction text again at any time.

If you want to know how to learn in a chosen exercise type, please see

~Exercise~Types~

While working with the exercise you can pause it at any time by clicking on the "Pause" gadget. The timer will stop and an information window will appear. To get back to the exercise, confirm this requester by clicking on the "Ok" button.

1.57 Exercise types

Exercise types

eTeacher offers nine types of exercises. Click on the type of interest to get more information:

```

~Multiple~Choice~Questions~~
~Picture~Multiple~Choices~~~
~Dictionary~Drill~~~~~
~Picture~Dictionary~Drill~~~
~Filling~Blanks~~~~~
~Phrase~Transformation~~~~~
~Fixed~Words~Transformation~
~Question~Formation~~~~~
~Translation~of~Phrases~~~~~

```

1.58 Learn Mode

Learn Mode

In Learn Mode eTeacher ask you for an answer. When you give an incorrect answer eTeacher will ask the same question later on. In Teaching Options there is a special slider to set learn

```
~Intensity~level~
```

. When this value is greater than 1 you'll have to give a correct answer more than 1 time to get credit for it (for example, intensity=3 means that eTeacher will require three correct answers for the current item in the drill to tell you that "you have learned this item"). Default intensity is 1.

Grammar help is available in grammar exercises. You can also use the

```
~AutoRepeat~
```

option. When this flag is set to TRUE, eTeacher will repeat the question until a correct answer is given. You must give the correct

answer to proceed to the next step. When the flag

~Credit~after~Auto~Repeat~

is set, you will be given credit for such
"corrected" answers.

1.59 Test Mode

Test Mode

In Test Mode eTeacher asks each item only once (it doesn't matter if the answer was correct or not). During the test, eTeacher tracks the percentage of good answers and scores you at the end of the test. The scale is different for each exercise.

In

~Teaching~Options~

you can change the strictness of the program and
whether or not the grammar help should be available during the test.

1.60 Multiple Choice Drill

Multiple Choice Drill

In this kind of drill you have to select the correct answer from those listed. Choose theme to get more information.

~Working~with~exercises~~~~~

~Buttons~~~~~

~Choosing~answers~~~~~

~Informations~on~the~screen~

In Multiple Choice exercises only ONE answer is correct!

Exercise files have MLT extension.

1.61 Picture Multiple Choice

Picture Multiple Choice

In this kind of exercise you click on the picture corresponding to the correct answer. Choose theme to get more information.

~Working~with~exercises~~~~~

~Buttons~~~~~

~Choosing~answers~::~::~::~

~Informations~on~the~screen~

In Picture Multiple Choice exercises only ONE answer is correct!

Exercise files have MPD extension.

1.62 Dictionary Drill

Dictionary Drill

In these exercise you must enter the correct answer exactly - please read the instruction for each file. Choose theme to get more information.

~Working~with~exercises~:::~

~Buttons~:::~

~Typing~answers~:::~

~Informations~on~the~screen~

Exercise files have DIC, DEP, TRA or FIL extension.

1.63 Picture Dictionary Drill

Picture Dictionary Drill

In this kind of exercise you must enter the word describing an object shown in a picture. Choose theme to get more information:

~Working~with~exercises~:::~

~Buttons~:::~

~Typing~answers~:::~

~Informations~on~the~screen~

Exercise files have WPD extensions.

1.64 Transforamtion Drill

Transforamtion Drill

In these exercises you must carefully enter the answer using elements from the Component Name window. Choose the theme for more information:

```

~Working~with~exercises~~~~~
~Buttons~~~~~
~Typing~answers~~~~~
~Informations~on~the~screen~
Exercise files have PHR, FIX or QUE extensions.

```

1.65 Help

Help!!!!

Can you help me???

Just kidding, but I guess you already know what help is for ... ;-)

1.66 Answers in Multiple Choice.

Answers in Multiple Choice.

In these fields you should type two to five answers for the user to choose from.

It is recommended that the same number of answers be used consistently in all questions of the exercise, as scoring is thus simplified, based on the number you use to indicate the correct "minimum %" in

```
~Header~Edit~
```

.

Indicate the correct answer by setting the appropriate radio button.

1.67 Answers

Answers

In these fields you enter all the correct answers. You can use up to 64 uncoded answers or use

```
~Answer~Coding~
```

to increase the possible

number of correct answers. Each answer may have its own sound sample.

Coded answers can have only one sound sample, so if you want more, you cannot use the coding feature.

1.68 Options

Options

In the Options menu you can change the program parameters. The menu contains the following options:

```
~Program~options~~
~Teaching~options~
~Sound~~~~~~
~Graphics~~~~~~
~Comments~~~~~~
~Workbench~~~~~~
~Save~Settings~~~~
```

1.69 Workbench

Workbench

If your computer has little available memory, you can use this option to close the Workbench screen (if possible) which frees a few bytes of memory. If "Workbench" is checked, then the WB screen remains open.

1.70 Graphics

Graphics options

In this panel you can adjust the following options:

1. Background Picture
2. ScreenMode
3. Miscellaneous

Background

Here you can specify what you would like to see as the background picture in the program's main window. You can choose between:

- a) Default - the default background image
- b) None - select this if you don't care for a background image
- c) One - one background image, specified by you
- d) Random - randomly chosen image, changes on every program startup.

ScreenMode

Here you can specify the screen mode you wish to be used by Electronic

Teacher. If you force eTeacher to be opened on another public screen, this option will be disabled. Save Settings automatically puts the necessary information into the program icons.

If you use a graphics card, we strongly recommend 8-bit screen modes, at least 640x400 pixels (or better, like 800x600) in size. Most background images are 720x480 or 768x512.

Miscellaneous

Various graphics related options. If "Try multicolor first" is turned on, eTeacher will always try to open the image with with highest available depth. Normally eTeacher looks for e.g. "CAT.IFF", it will first try "CAT.IFF256", then "CAT.IFF128", and down to "CAT.IFF16". If no multicolor picture is found it will use "CAT.IFF".

1.71 Statistics

Statistics

In the Statistics window you can check which exercises were done, when they were done, and the scores posted for the exercise. All this information is collected for all users in separate files. By default, the program displays statistics for the highlighted (current) user, but if you want to see the results for your friends or children, please select the name of other students.

If you think the history list is already too long, or holds information you no longer care about and want to clear your log, just remove yourself in the

Users

menu and then create a new user with the same name again (we plan ↔ to

add "Delete" button to this window in future releases to simplify this operation).

1.72 Users

Students

With eTeacher you can teach yourself alone or together with your friends and relatives. In the Users window you can choose to remove and add students who are going to use the program. The program collects all student related notes in separate files, and allows you to see the results at any time. Just try

```
~Statistic~Option~
.
```

There is a special flag labeled "Show at startup". When this flag is set, eTeacher will ask for the student's name each time you run it. If you are the only student, you can turn this feature off.

1.73 Last used drills

This window displays all the drills you recently accessed. The list shows the mode you accessed the file in:

```
L - via Learn menu
T - via Test menu
E - via Edit menu
C - via Create menu
```

It also shows the file name and description of the drill. You can access drills again by selecting the desired drill on the list and clicking the proper gadget, depending on what mode you want use. Please note that you can't "Create" the drill again. You can only edit it. By using the "Delete" gadget you can remove the selected item from the list. This DOES NOT affect the file itself. It still remains on the disk and is still available for further use.

1.74 Program Options

Program Options

In Program Options you can change these options:

```
~Program~Language~
~Protect~~~~~
~Export~~~~~
~Keyboard~~~~~
```

1.75 Keyboard

Keyboard

Using this window you can alter how the function keys operate within the program. Each function key has a default assignment, which you can see by opening the menu.

Additionally, you can specify which context of help you want to be opened using the HELP key: program manual (Program) or grammar handbook (Grammar).

1.76 Teaching Options

Teaching Options

In Teaching Options you can tell eTeacher how to perform exercises.

```

~Hint~~~~~
~Auto~Repeat~~~~~
~Credit~after~Auto~Repeat~
~Grammar~Help~in~Test~~~~~
~Intensity~level~~~~~
~Demands~Correction~~~~~

```

1.77 Sound and graphics

Sound and graphics options

From this menu you can change the sound effects:

```

~Sample~~Player~
  choose the type of audio player

~Correct~Answer~
  sound reaction for correct answers

~Wrong~Answer~~~
  sound reaction for incorrect answers

```

1.78 Export

Export

With this option you can very easily move all exercises (drill, pictures and samples) between two computers. To Export you must choose two directories for exported pictures and samples, which must be SUBDIRECTORIES of the main directory - for example: Export/Video and Export/Audio.

When you enable Export every shown picture and played sample is copied into the specified directory. You can also use the "Export" gadget in the editor to export ALL exercises.

1.79 Comments

Comments.

Using this option you can modify/create the comment files. You can choose between congratulations and invectives. There are three additional buttons:

New	create a new comment
Delete	delete the currently active comment
Save	save modified comment file
Cancel	cancel all modifications and exit
Ok	set comment file but don't save

Remember that Save only saves changes made to the comment files. If you change a file with comments, remember to store the settings with

~Save~settings~
from Menu Options.

1.80 Save settings

Save settings

When you choose this option the current eTeacher configuration will be stored on disk. When you run eTeacher again new settings will be loaded and used, otherwise default settings will be used next time you run eTeacher. Unsaved settings are valid till you quit eTeacher.

1.81 Choosing answer in Multiple Choice Drill

Choosing answer in Multiple Choice Drill

In multiple choice drills you should choose the correct answer from those available. Simply click the mouse on the button A B C D E or type the corresponding letter on the keyboard. Only ONE answer is correct!

When clicked, the correct answer will be coloured white. If you gave the incorrect answer, the selected (incorrect) answer will be coloured red and the correct answer will be coloured white at the same time.

1.82 eTeacher buttons

eTeacher buttons

When you are working with eTeacher you will see a number of buttons. Choose the button to get more informations:

```
~Hint~~~~~  
  hint for current item  
  
~Show~All~Answers~  
  show all acceptable answers  
  
~Help~~~~~  
  run internal help  
  
~Instruction~~~~~  
  give instructions for current drill  
  
~Cancel~~~~~  
  break learning/testing and exit to menu  
  
~Grammar~~~~~  
  run grammar handbook  
  
~Play~~~~~  
  play sound sample  
  
~Pause~~~~~  
  pauses current drill  
  
~Arrow~~~~~  
  go to the next item
```

1.83 Editor buttons

Editor buttons

There are number of buttons in the editor. Choose the button to get more informations:

```
~First~~~~  
  go to the first item  
  
~Previous~  
  go to the previous item  
  
~Next~~~~~  
  go to the next item  
  
~Last~~~~~  
  go to the last item  
  
~Add~~~~~  
  add new item  
  
~Delete~~~~  
  delete current item  
  
~Header~~~~  
  edit header of current exercise
```

```

~Help~~~~~
  help

~OK~~~~~
  save modified exercise and exit

~Save~~~~~
  only save

~Cancel~~~
  cancel all changes and exit

?~~~~~
  prints all DECODED answers (very useful in alternate coding)

```

1.84 Informations on the screen

Informations on the screen

On the right side of the screen you will find information about the current exercise. The right side shows how much of the exercise (in percent) you've already done, the percent of correct answers and your current score.

The number (percentage scale) of correct answers depends on your

```

~teaching~options~
, and can be adjusted depending on your preferences. If
you think you're talented student, you can raise it up to the maximum
(+10). If you're a novice, you can lower it.

```

While you work with

```

~Test~Mode~
, Electronic Teacher displays percent value
of items already done, percent of correct answers and your current score.

```

The display in

```

~Learn~Mode~
is limited only to percent of passed items.

```

In both modes you can see the timer. The Timer's timing depends on the TICK parameter in

```

~Tooltypes~
. Please verify it is correct for your screen mode.

```

For PAL mode TICK=50, for NTSC TICK=60. But before you change it, verify if it really needs changed.

1.85 Grammar Help

Grammar Help

eTeacher has its own Grammar Handbook. It works as an eTeacher Help file, using the AmigaGuide hypertext system. You can open the Grammar Handbook in three different ways:

1. From the Handbook Menu (by choosing Contents or Index)
2. Directly from an exercise, by clicking on the "Grammar" button. This will cause the Grammar Handbook to be opened on the desired page.
3. By selecting the Grammar Handbook icon from Workbench. This way you can use the Grammar Handbook even without eTeacher.

1.86 Menu Project - Create

Menu Project/Create

Using this menu allows you to create a new exercise from scratch.

1.87 Menu Project - Exit

Menu Project - Exit

Ends the current session with eTeacher.

Note: unsaved program settings will be lost.

1.88 About eTeacher

About eTeacher

Opens the About window, displaying information about the program and the publisher.

Give it a look!

1.89 Menu Project - Learn

Project Menu - Learn

From this menu you can run any exercise in

~Learn~Mode~

. First you must

choose the type of exercise, then choose then its file using the standard

Amiga file requester.

1.90 Menu Project - Test

Project Menu - Test

From this menu you can run any exercise in
~Test~Mode~
. First you must
choose the type of exercise then choose then its file using the standard
Amiga file requester.

1.91 Menu Project - Edit

Project Menu - Edit

Using this menu item you can open and edit any available exercise using
eTeacher's built-in editor. First you must choose the type of exercise
you want to work with and then load the exercise, then choose its file
using the standard Amiga file requester.

1.92 Program Options - Program Language

Program Options - Program Language

This option sets the language used by eTeacher. After
changing this window, texts, menus and gadgets will use the choosen
language. You can change the locale file too - look at CAT_BUTTON1,
CAT_BUTTON2, LANG1, LANG2 in
~Tooltypes~
if needed. However, all predefined
settings are already set - just select the proper program icon when
launching eTeacher.

1.93 Program Options - Enable Edition

Program Options - Enable Editing

When this flag is set, all eTeacher editors will be available (otherwise
you can't modify any exercise). If you want to avoid any modification just
disable this option.

You may also set a
~Password~

. This option is useful when more than one person is using eTeacher and allows you to avoid "practical jokes" by protecting your data from being modified.

1.94 Program Options - Password

Program Options - Password

When you want to protect eTeacher files against unwanted modifications use this option to specify an access password. If the password is set, eTeacher will ask for it every time a user tries to enter the Options Menu.

If you disable

~exercise~editing~ability~

as well as set a password, nobody will be able to modify your exercises.

1.95 Sound Player Type

Sound Player

There are various ways to play

~sample~

files:

1. The internal sound sample player
2. With any external Shell driven player
3. By using the DATATYPE system (requires OS3 or better),
4. With help from the AHI audio system (audio cards mostly)

Of course, you can also turn the sound off if you so desire.

- To run eTeacher in INTERNAL mode you don't need any other programs. The program reads and plays IFF and WAVE sample files using the Amiga's built-in audio hardware.
- If you want to use a player other than the internal one (e.g. PPC optimized sound player), set Sound Player to EXTERNAL. More about using external players can be found ~here~.
- While using the DATATYPE system (it is a part of AmigaOS release 3) you must have at least IFF and WAVE datatypes installed (see the "Support" drawer) to play eTeacher samples.

AHI users: there's special patch for sound.datatype to make it use your audio card. Take a look in the "Support" drawer

If you want to learn quietly, (i.e. at evenings or nights) just turn the sound OFF. When sound is off, eTeacher doesn't load any samples, so

if you are extremely low on memory, you can use this option to prevent "Out of memory" problems.

1.96 Correct & Wrong Answer.

Correct & Incorrect Answer.

You can choose "reaction type" for correct and incorrect answers. There are five different choices available:

Answer	- play answer
Comment	- play and show comment
Sound Effect	- additional sound effect
Random	- random effect
File	- single additional effect file

When the "Random" option is NOT set, only the additional file is played. If this option is turned on, eTeacher will play a random effect directly from disk or CD. All options are available for both correct and incorrect answers, so you have a lot of different combinations available.

1.97 Hints

Hints

By turning this option on, you can get hints while in Learn Mode. However, eTeacher will then ask the question again (even if

~Intensity~Level~
is 1)

until it gets the correct answer without hinting.

1.98 Auto Repeat

Auto Repeat

This option works only with
~Learn~Mode~

. If you make a mistake and give an incorrect answer, eTeacher will ask you the same question again.

1.99 Credit after Auto Repeat

Credit after Auto Repeat

This option works only in
~Learn~Mode~
and when
~AutoRepeat~
is enabled.

When this option is on, eTeacher will ask you a question again if your answer is not correct. If the second answer is correct, eTeacher accepts the second answer as a "good" one and gives credit for the question's successful completion.

1.100 Grammar Help in Test

Availability of Grammar Help in Test mode

When you turn this option ON, Grammar Help will be available in
~Test~Mode~
as well. If the option is OFF, Grammar Help will only be ←
available while in

~Learn~Mode~
.

1.101 Intensity Level

Intensity Level

Intensity level is a numeric value which defines how many attempts a user may make at the correct answer to a question. Possible values are between 1 and 6. Default is 1, which means the user has only one try per question.

1.102 Demands Correction

Demands Correction

With this option you can change demands while in
~Test~mode~
. If you think
that eTeacher's notes are too strict or too easy you can correct them.
Values between -10 to +10 are accepted.

1.103 Typing answers

Typing answers

In all exercises you have to type an answer in the "Your Answer" field. You have to type all answers very carefully - try to make no errors. All answers are case sensitive, and proper punctuation must be used. Press ENTER when finished.

The field you use when typing in your answer is a standard system string gadget with all normal editing shortcuts available:

Backspace deletes the character to the left side of cursor

Delete deletes the character under the cursor and shifts all characters to the right of the cursor one space to the left.

Cursor -> moves the cursor one space to the right

Cursor <- moves the cursor one space to the left

SHIFT -> jumps to the end of the line

SHIFT <- jump to the start of the line

ALT -> jumps to the next word

ALT <- jumps to the previous word

Amiga + X deletes all text in the gadget

Amiga + Q undo

1.104 Hint

Hint

Using this gadget causes the correct answer to appear in the Correct Answer field list on the screen. You must retype this answer in the "Your Answer" field to pass the question.

NOTE: Even though you retype the hint correctly your answer will be accepted but not credited towards the final results.

1.105 All correct answers

All correct answers

Using this gadget ALL the correct answers appear in the "Correct Answer" list on the screen. You should type one of these answers in the "Your Answer" field to pass the question.

You shouldn't use this feature very often - it's tough to remember all the correct answers from the Correct Answer list.

HINT: To close you can click the close window gadget (left upper corner) or depress the right mouse button.

1.106 Choosing Drills from Window

Choosing Drills from Window

In this window you can choose an exercise from a theme oriented list.

Available buttons:

Learn - run exercise in Learn Mode,

Test - run exercise in Test Mode,

Add - lets you add any existing exercise to the list,

Delete - lets you delete any exercise from the list.

Deleted exercise is removed only from list -
not from disk! You have to save the file to make
your changes permanent.

Save - lets you save the changed list on disk,

Edit - open the exercise to Edit.

1.107 Instruction

Instruction

When you click on this gadget eTeacher will display (and play, if related audio file is set and available) instructions for the current exercise. Read the instructions carefully if you are not sure of what to do.

1.108 ENTER (arrow)

ENTER (arrow)

Clicking on the big arrow is the same as pressing the ENTER key on the keyboard. When all items in an exercise are correct, use this arrow to accept it and tell eTeacher that you are finished with the current item.

1.109 Help

Help

With this button you can get internal eTeacher help.

1.110 Cancel

Cancel

When you click on this button the current exercise will be stopped and you can exit to the Main menu. A confirmation requester will appear first.

1.111 Grammar

Grammar

If this button is active you can open the Grammar Handbook on the desired page. Grammar Help is available only in

~Learn~Mode~
or in Learn and

~Test~Mode~
depending on
~Teaching~Options~
in the Options menu.

1.112 Play

Play

In all drills you can replay any available sound sample by clicking this button.

1.113 Pause

Pause

Clicking on the Pause gadget you can stop the current drill. The timer will hold until you signify you are ready to resume by closing the confirmation requester.

1.114 Tooltype description

Major functions of eTeacher can be controlled with the preferences editor, but some can be changed from icon ToolTypes. Here's the list of all the available tooltypes eTeacher understands.

NOTE: for almost 99,9% of all cases you do not need to play with the tooltypes!

Tooltype description (default value is shown in brackets):

SCREENMODE	- screenmode for the eTeacher screen	(\$8004 for PAL)
	When you bracket SCREENMODE with () the standard ASL Screen Requester lets you chose the screen mode. The minimum resolution is 640x400.	
PUBSCRNAME	- name or existing public screen name	(eTeacher)
DEPTH	- number of bitplanes to use	(4)
FONT	- font to use. Here you can change eTeacher's standard font to Cyrylic or another national charset. (Electronic Teacherwin???.font)	
BACKPIC	- here you can change the background picture (Electronic Teacher_Logo.IFF)	
TICK	- refresh rate for desired screenmode	(50 for PAL)
	This tooltype is used to manage "speed" of the internal timer in exercises.	
TMP_DIR	- directory for temporary files.	(T:)
	If you have a lot of memory simply use T:. If you havn't - try using a harddisk directory.	
CDROM_SND	- if you have a CD-ROM version write here the path for RSA files on CD.	
CDROM_CAT	- if you have a CD-ROM version write here the name of RXA files	
GUIDE1	- name of grammar handbook file	
GUIDE2	- name of eTeacher help file	
CAT_AUDIO	- harddisk audio directory	(Audio/)
CAT_COM	- harddisk comments directory	(CoAudio/)
CAT_GRA	- harddisk gratulations effects directory	(FXGRA/)
CAT_INV	- harddisk invectives effects directory	(FXINV/)
CAT_VIDEO	- picture directory	(VIDEO/)

CAT_DATA	- main data directory	(DATA/)
CAT_DATA1	- second data directory (localized)	(DataGB/)
CAT_BUTTON1	- first language buttons directory	(English)
CAT_BUTTON2	- second language buttons directory	(Polish)
CAT_DRILL	- drill directory	(DRILL/)
CAT_PDRILL	- picture drill directory (DRILL/PICDRILL)	
LANG1	- localized file1	
LANG2	- localized file2	
SND_PAT	- pattern for sound request (#?.IFF #?.WAV)	
PIC_PAT	- pattern for picture request (#?IFF #?.IFF256)	
REQ_X	- X position of ASL Requester	
REQ_Y	- Y	
REQ_W	- width	
REQ_H	- height	
PL_CONV	- YES NO Polish national characters internal conversion	
IFF_AUTO	- YES NO replace BMP extension in pictures with IFF one	

1.115 Index

A

~accepted~answers~

~add~button~

~AHI~support~

~all~acceptable~answers~

~answers~

~answers~in~Multiple~Choice~

~answers,~typing~

~auto~repeat~

~author~

B

~buttons~

~buttons~in~editor~

C

~cancel~button~
~choosing~answer~in~Multiple~Choice~
~choosing~exercises~
~coding~answers~
~comments~
~comments,~editing~
~component~name~
~copyrights~
~correct~answer~
~creating~new~drills~
~credit~after~autorepeat~
D

~datatypes~support~
~delete~button~
~demands~correction~
~Dictionary~Drill~
~Dictionary~Drill,~editing~
~Dictionary~Drill,~structure~
~drill~types~
E

~editor~buttons~
~editing~exercises~
~enable~edition~
~exercise~types~
~extended~header~edit~
~external~player~

F

~Filling~Blanks~
~first~button~

~Fixed~Word~Transformation~
G

~grammar~button~

~grammar~help~

~grammar~help~in~test~

~gratulations~
H

~header~

~header~button~

~header~edit~

~header~edit,~component~name~

~help~button~

~help~

~help~no~

~hint~

~hint~button~
I

~informations~on~the~screen~

~instruction~

~instruction~button~

~intensity~level~

~invectives~
K

~keyboard~
L

~last~button~

~learn~mode~
M

~menu~

~menu~file~

~menu~grammar~

~menu~help~

~menu~options~

~menu~tests~

~menu~vocabulary~

~minimum~%~

~Multiple~Choice~

~Multiple~Choice,~editing~

~Multiple~Choice,~structure~
N

~next~button~

~notes~
O

~OK~button~

~options,~change~
P

~password~

~Phrase~Transformation~

~Picture~Directory~Drill~

~Picture~Directory~Drill,~editing~

~Picture~Directory~Drill,~structure~

~picture~file~

~Picture~Multiple~Choice~

~Picture~Multiple~Choice,~editing~

~Picture~Multiple~Choice,~structure~

~play~button~

~previous~button~

~program~language~

~program~options~

~protection,~drills~
Q

~Question~Formation~
R

~random~in~exercises~

~reaction~type~
S

~save~button~

~save~settings~

~sound~

~sound~effects~

~sound~file~

~sound~player~type~

~sound~reaction~

~statistics~

~users~

~system~language~
T

~teaching~options~

~test~mode~

~tests~

~tooltypes~

~Transformation~Drill,~editing~

~Transformation~Drill,~structure~

~Translation~Drill,~editing~

~Translation~Drill,~structure~

~Translation~of~Phrases~

~types~of~drills~

~typing~
W

~working~with~exercises~

~wrong~answer~

1.116 Thanks

Thanks

my wife Joanne - for testing and help,

Red When Excited - for BLITZ BASIC II,

Fabio Rotondo - for locator.library,

Martin Bloom - for AHI system,

Andre Beer - for German locale and eTeacher Help correcting,

Erwan Fouret - for French locale correcting.