

## **Flashmath for Windows Help Contents**

The Contents lists Help topics available for Flashmath for Windows.  
Click on words highlighted in green to move to that topic.

**Overview**

**Menus**

**Run Menu**

**Options Menu**

**Limits Menu**

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## **Run Menu**

The items on this menu will start Flashmath with the arithmetic operation selected. Options may be set with the **Options Menu**. Limits may be set with the **Limits Menu**.

Select the menu item again to stop. Then select another item.

## **Contents**

# **Options Menu**

**Timer on**

**Timer amount**

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# Limits Menu

Addition

Subtraction

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Multiplication

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## **Pics Menu**

The Loadpicture Menu Item enables the user to load a BMP picture file to use as a background. When the user picks this option all BMP files in the current directory are displayed. The file controls may be used to locate files in other directories. You may use 16 or 256 color BMP files if your computer has the capability. A 256 color BMP file will load with a lower resolution but with poor picture quality.

When the window is sized the picture will be sized also

## **Contents**

## **Overview of Flashmath for Windows**

Flashmath for Windows is a full featured flashcard simulation. This program is intended for children from pre-school through Junior High level. The teacher or parent has many options for customization. Some options are, testing, setting ranges of numbers and using specific numbers. This program is intended to be used as a supplement to other learning options. It is hoped that a parent or teacher will actively participate in the use of Flashmath for Windows with the child. The options are set up specifically for the teacher or parent to be able to move the child progressively through the math fundamentals. The testing options will allow the child to work on specific problem areas. The limits can be set so that problems will be limited to a range that is at the child's learning level.

When you select a Run menu item it will be checked. The options for this item will be available in other menus. Options for other items on the Run menu will be disabled. To end a Run menu process, select the menu item again. Some options are available at all times. Just remember, if a menu item is checked, select it again to turn it off.

A couple of things about this Help file are listed below.

1. Clicking on any green underlined text will take you to that topic.
2. Use the scroll bars to see text not visible on the screen.
3. You may use the "F1" key to start Help as well as the Help menu.
4. Use Exit on the Help File menu to return to Flashmath for Windows.

### **Contents**

## **Timer on Menu Item**

The timer will beep when the correct answer has not been entered by a specified length of time. This menu item will turn the timer on. A check mark will appear next to the menu item. The user must select it again to turn it off.

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**Options Menu**

## **Timer Amount Menu Item**

This menu item will allow you to set the length of time before a beep will occur. Use this option with the **Timer On** option. A check mark will appear next to this item when it is on. You must select the menu again to turn it off.

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**Options Menu**



## **Enter on Menu Item**

The **Enter On** option allows the user to hit the enter key to continue after the correct answer has been typed. The default setting is instant. When this option is selected a check mark will appear next to the menu item. Select the item again to turn it off.

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**Options Menu**

## **Set Pause Menu Item**

After the correct answer is entered the program will pause with the answer in view. This pause length is set with the **Set Pause** option. The number entered represents seconds. You may set the pause to less than 1 second by using decimal numbers such as **.5**

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**Options Menu**

## **Answer Button Menu Item**

Selecting the **Answer Button** option will place a push button control in the window. You may enter the correct answer by clicking on the **Answer Button**. This option may be turned off by selecting the menu item again.

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**Options Menu**

## **Times Tables Menu Item**

The Times Tables option lets the user multiply 1 through 12 in order with any multiplier. This option may be turned off by selecting the menu item again.

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**Options Menu**

## **Testing Menu Item**

You may create and run your own tests with the Testing option.

### **Testing Create Test Submenu**

Use the following steps to create a test.

1. Select the Testing Create Test Submenu.
2. Click on one of the option buttons to select the type of arithmetic that you want.
3. Click in the top text box in the middle of the window and enter the number. Do the same with the lower text box.
4. Click on the ADD button to add the problem to the list.
5. When you have all of the problems that you want, select the Save Test File option on the menu.
6. If you do not want to save the test but want you run it, you select the Run Test or Run Test Continuous option on the menu. The Run Test Option runs the test once. The Run Test Continuous option runs the test continuously until you click on the stop button.
7. You may exit anytime by selecting the Exit option on the menu.

### **Testing Run Test Submenu**

Select the Run Test option to run a test that you have created. A list will show the available tests. Click on the name of the test that you want and then click on the OK button.

### **Testing Run Test Continuous Submenu**

This menu is the same as the one above. However, the test will run continuously. Click on the stop button exit.

### **Contents**

### **Options Menu**

## **Addition Limits Menu Item**

### **Submenu Highest Total**

With this option you can set the highest total of both numbers being added. This will enable you to set the program for each student.

### **Submenu Specific Number**

If you wish to use a specific number to add with, use this option.

### **Submenu Add Same Number**

This option will let you set pairs of numbers to add. This technique along with the **Add Same Plus One** option is sometimes used with beginning math students.

### **Submenu Add Same Plus One**

This option will let you set a number to add with itself plus one. (EXAMPLE ---  $2+3$ ). This technique along with the **Add Same Number** option is sometimes used with beginning math students.

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**Limits Menu**

## **Subtraction Limits Menu Item**

Selecting this menu option allows you to choose the highest number to be subtracted from. Select the menu again to change again.

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**Limits Menu**

## **Division Limits Menu Item**

You may set options for division with this menu.

### **Highest Divisor Submenu**

Use this option to set the highest number to divide with. Any number equal to or lower than the number you enter will be randomly picked to divide with.

### **Specific Divisor Submenu**

Use this option to set a specific number to divide with. The number you enter will be the only one divided with. Select the menu item again to turn this option off.

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### **Limits Menu**



## **Multiplication Limits Menu Item**

This menu option is for the setting of limits for multiplication.

### **Highest Multiplier Submenu**

This menu option will allow you to set the highest number to multiply with. To change it again, select the menu again.

### **Specific Multiplier Submenu**

This menu option will set one specific number to multiply with. A check mark will be placed by the menu item. Select the menu item again to turn off this option.

### **Multiplication Table Submenu**

This menu option will display a multiplication table. You may minimize this window by clicking on the minimize button. To make it appear again just double click on the X icon. It can be positioned by dragging it. You do this by pointing to the title bar and holding down the left mouse button. Then, just move it where you want it to be.

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### **Limits Menu**

