

QuoteMaster™ 2.3.4

by David Harris

What it is:

Inspired by an idea from my dad, a fellow Shakespeare fanatic, QuoteMaster was born. Originally designed only for quotes, by this release QuoteMaster can handle almost any quiz or test that you can think of.

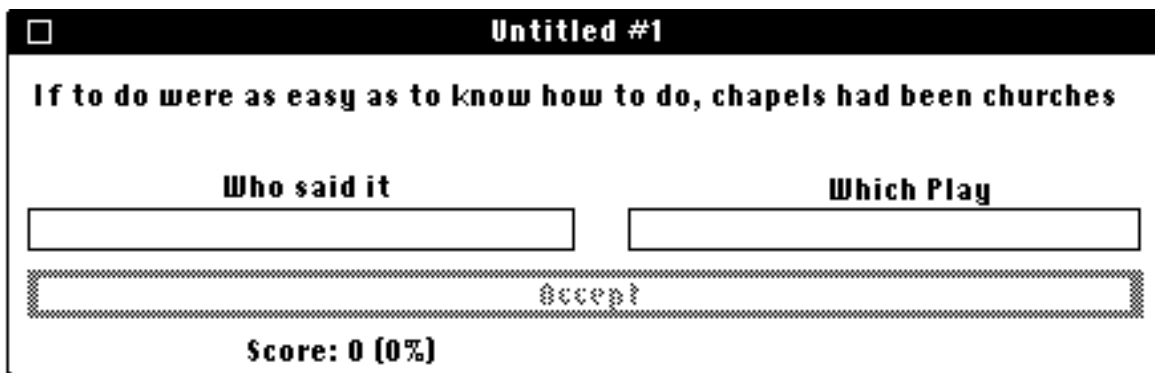
Beginner Startup

From the finder, find the quote suitcase you want and double-click it. Of the three provided (Shakespeare Quotes, Math Test, and Science Quiz), only the Shakespeare Quotes suitcase is a real game; the others are examples of QuoteMaster's many applications.

When in QuoteMaster, wait until the menus stop flickering and then type in command-N (for New). An untitled window will open. You may open up to five simultaneously.

The Game

Which brings us to the actual game. Upon typing command-N, a game window will open. In it are many things.

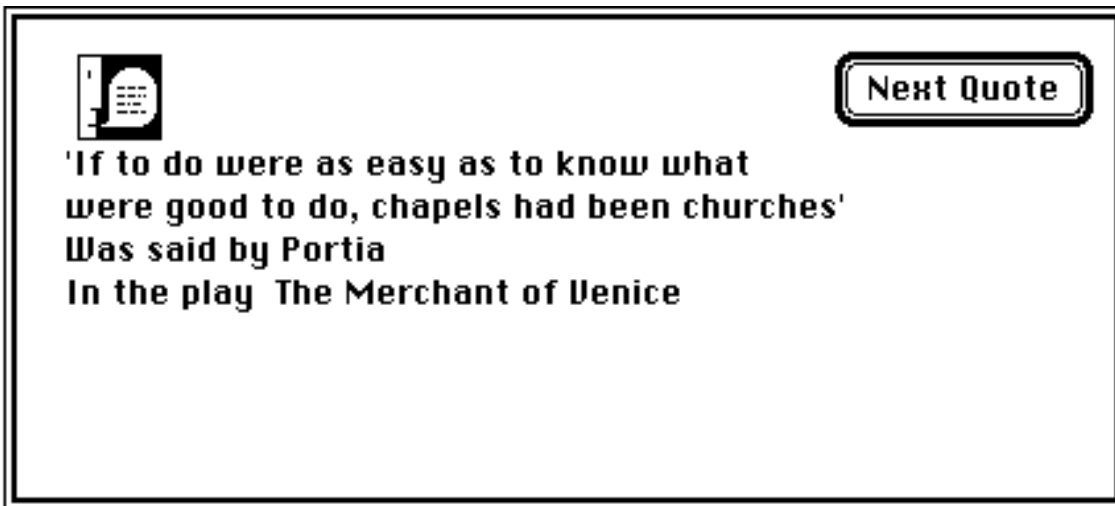


At the top, there is the quote. Below it are two edit fields, labeled "Who said it" and "Which Play". To move between these, you can either press Tab or click the the new edit field. Below these is a button labeled "Accept". It remains dim until you have typed text into both fields. Below that is the score.

Let's type in the correct answer to see what happens. Under "Who said it", type "Portia". For "Which Play", type "The Merchant of Venice". Then either press return or click "Accept".

Did we get it correct? If so, the screen would invert - which it just has done - and a sound of applause is sounded. After waiting a bit, a new question appears, and a modified score.

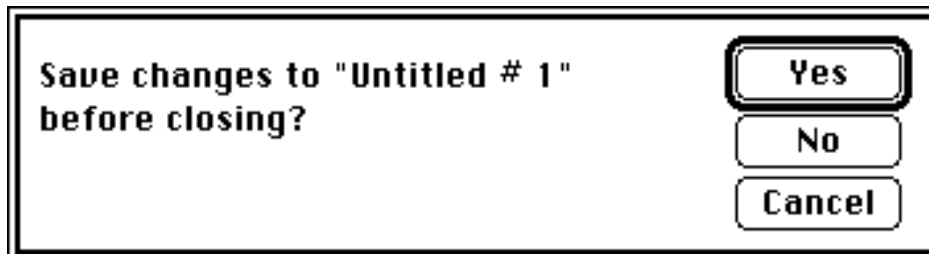
If not, then an alert would pop up to say



Pressing Return or clicking “Next Quote” would then bring up the next quote.

When you are done

To terminate a game, click its close box. You will be prompted with the following alert:



Clicking “Yes” will bring up an SF dialog box to save (if needed). Clicking “No” will close without saving, and “Cancel” will not close the window.

To quit, type command-Q. You will be prompted with the above alert for all games. Clicking “Cancel” will cancel the quit, but all other buttons have the same function.

The Menus

The Apple Menu

About QuoteMaster...

Information about David Harris, QuoteMaster, and the legal agreement.

The File Menu

The Suitcases submenu

Open (command-O)

Opens a standard SF dialog box to open a suitcase. Its name will be added to the list, as a close option. You may open up to 20 suitcases per game, and the one used for any given question is random.

question is

Close *any name*

Closes the selected suitcase. If there is a game open and no suitcase open, the game is closed.

The Game submenu

New (command-N)

Opens up a new, untitled game. You may open up to five simultaneously.

Close

Closes the currently open game

Open

Opens a standard SF dialog box to open a game. The game will open in its window.

Save (command-S)

If the game is untitled, it will prompt a standard SF dialog box to save the game. Otherwise, it will save it in its last location and filename.

Save As...

Prompts the user with a standard SF dialog box to save the game.

Open All

Prompts the user with a standard SF dialog box to open a game suitcase. Only available if no games are open.

Close All

Closes all the open games.

Save All

Unless you saved all previously, an SF dialog is opened to save a game suitcase. A game suitcase contains all the currently open games. If previously saved, it will be saved in the last location.

Save All As

Opens a standard SF dialog to save the games open as a game suitcase.

The Preferences Submenu

Save Prefs

Saves all the menu selections (like font and size and so on) into the default Prefs file, in the system folder.

Revert To Prefs

Changes all the options for the current game to those in the default Prefs file.

Change Prefs to Factory Options

Changes all the options in the default prefs file to the "factory" ones.

Save Prefs As

Allows you to create a prefs file, like in Save Prefs, anywhere and with any name.

Revert To a Copy of Prefs

Same as Revert to Prefs, but for prefs files created with Save Prefs As as well.

File Menu

Quit (command-Q)

Quits QuoteMaster™

Edit Menu

A standard edit menu that interfaces with DA's.

Options Menu

Rebuild Font Menu

If you used a run-time font extender (like Suitcase™ or MasterJuggler™), this rebuilds the font menu so you can use other fonts.

Cleanup Windows

Arranges the windows in a neat way on the screen

Sound

Select this to turn sound on or off (saved in the Prefs file)

Get Quotes Randomly

Gets new quotes in no order at all (saved in the Prefs file)

Get Quotes in Order

For example, quote 1, then quote 2, or quote 2, then quote 4,

etc...

The next menu option allows you to set the amount the quote number is increased each time (saved in the Prefs file)

Serial Access Offset

Don't be cowed by the cryptic name. All it does is open a dialog box so you can tell it the amount the quote number is increased each time, if you use Get Quotes in Order (saved in the Prefs file)

Font Menu

This menu lists all the fonts in your system folder. Selecting a font makes all the text in the current game window take that font. (saved in the Prefs file)

Size Menu

This menu lists the sizes 9, 10 and 12, each outlined if the current font looks good at that size. Selecting a size makes all the text in the current game window take that size. (saved in the Prefs file)

Windows menu

any name

Makes that game the active game.

Cycle Windows

After every turn, the next game becomes active. Great for competitive play. (saved in the Prefs file)

If you are interested in creating your own suitcases...

Please register your copy. Not only will this entitle you to a file detailing the suitcase formats, it will get you **Book of Fate™**, the incredible new adventure by

David Harris, when it comes out (a large portion of code is already finished)