

## ***Flashmath for Windows Help***

Welcome to Flashmath for Windows Help. This help file should give you all the information you need to run Flashmath for Windows. All of the features and options in the program are covered here.

### **Select a topic.**

[Run Menu](#)

[Options Menu](#)

[Testing Menu](#)

[Limits Menu](#)

[Sound Menu](#)

[Pics Menu](#)

[Help Menu](#)

## ***Run Menu***

When you first start Flashmath for Windows, you are in practice mode. This means that problems will be randomly generated for the type of math that you have picked. Just select a math type from the Run Menu to start. A check mark will show that the math type that you selected is active. Reselect the menu item to turn off the option. You can then select another math type.

## ***Options Menu***

You can turn certain features on or off with the Options menu. These settings have to do with how you will interact with the program.

### **Select a topic.**

[Enter On Option](#)

[Set Pause Option](#)

[Move Flashcard](#)

[Answer Button](#)

[Number Bar](#)

## ***Enter On***

If this menu item is checked(on) then you must hit the enter key after typing the answer to a problem. If this menu item isn't checked, then when the correct answer has been entered, the next problem will automatically be started.

## ***Set Pause***

After the correct answer is entered the program will pause with the answer in view. You can set amount of time for the pause with this option. When prompted, enter the number of seconds that you want. Use decimal numbers to set to less than one second.

## ***Move Flashcard***

The Move Flashcard option lets you move the flashcard to any part of the screen. When you select this menu item a four arrow pointer will replace the usual pointer. Place the pointer where you want the flashcard to be and click the left mouse button. Select the Move Flashcard menu item again to turn this option off.

## ***Answer Button***

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.

## ***Number Bar***

Selecting the Number Bar option will place a bar on the bottom of the screen. The numbers 0-9 are on the bar as well as ENT and CLR. You may use this bar instead of typing in the numbers. Click on the numbers and then click on the ENT key. The CLR button will clear the numbers that you have already entered.



## ***Testing Menu***

This menu allows you to work with tests. You can make and run your own tests.

**Select a topic.**

Create Test

Run Test

Run Test Continuous

Test Results

Times Tables

Multiplication Table

## **Create Test**

Use the following steps to create a test.

1. Select the Create Test menu item
2. Click on the type of math you want for the test.
3. Click in the top text box and enter a number. Do the same with the lower text box
4. Click on the Add to list button to add the problem to the list.
5. When you have all of the problems that you want, click on the Save button.
6. After you have saved the test, click on the OK button to continue.
7. You may exit anytime by clicking the Cancel button.
8. You may clear the list of problems and start again by clicking on the Clear list button.

## ***Run Test***

Select the Run Test option to run a test that you have created or one of the tests that comes with the program. A list will show the available tests. Click on the name of the test that you want and then click on the OK button. You may exit at any time by clicking on the Cancel button.

## ***Run Test Continuous***

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

## ***Test Results***

Selecting this option will display a list of files with results from previous tests. These files have a file extension of .RLT (ex. John.rlt). Click on the file of the student that you want to see results for. Then click on the OK button.

## ***Times Tables***

When you select this option, you will be asked for a number to multiply with. After you enter the number, it will be used to multiply 1 through 12 continuously. Click on the stop button to exit this function.

## ***Multiplication Table***

This menu option will display a multiplication table. You may minimize this windows by clicking on the minimize button. To make it appear again just double click on the icon. Selectet the Exit menu to close the table.

## ***Limits Menu***

This menu has settings that control or limit the range that problems will have. This allows the student to focus on specific areas.

### **Select a topic.**

[Additon Menu](#)

[Subtraction Menu](#)

[Multiplication Menu](#)

[Division Menu](#)



## **Addition**

### **Highest Total**

With this option you can set the highest total. This will be the highest total that both numbers can add up to.

### **Specific Number**

If you wish to use a specific number to add with, use this option. If you set this number to 2 then you would be adding a randomly generated number plus 2. Select this menu item again to turn it off.

### **Add Same Number**

This option sets addition to pairs only. You will be adding the same number for all problems. Select this menu item again to stop.

### **Add Same Plus One**

This option sets the program to add the same number plus 1 (Example  $2+3$ ). Select this menu item again to stop.

## ***Subtraction***

This option allows you to choose the highest number to subtract from.

## ***Multiplication***

### ***Highest Total***

This option allows you to set the highest total that answer can be.

### ***Highest Multiplier***

This option lets you set the highest number to multiply with.

### ***Specific Multiplier***

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

## ***Division***

### ***Highest Divisor***

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 divided with.

### ***Specific Divisor***

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.

## ***Sound Menu***

You use this menu to modify sound settings. You will not need to use this menu if you do not have a sound card installed.

### **Select a topic.**

[Sound On Menu](#)

[Default Sounds Menu](#)

[Modify Random List Menu](#)

[Random Sounds On Menu](#)

## ***Sound On***

You use this menu option to turn sound on or off. If the menu item is checked, then sound is on. Select this item turn it on or off.

## ***Default Sounds***

This menu option allows you to select sounds for certain categories. When Random Sounds On is not checked, only one sound will be played for each category. You can choose the sounds that you want by selecting a category and then picking a sound.

## ***Modify Random List***

When Random Sound On is checked, sounds are randomly picked from a list of sounds. You can modify this list by adding or removing sounds. Follow the instruction on the screen. You can try out a sound in the list by selecting the sound and clicking on the TEST SOUND button.



## ***Random Sounds On***

You select this menu option to turn on random sound selection. If this option is checked, then sounds will be picked from a list of sounds. If this option is not checked, then the default sounds will be used.

## ***Pics Menu***

Select this menu to load background pictures and clear the background picture.

Load Picture

No Picture

## ***Load Picture***

The Load Picture option enables you to load a .BMP picture file onto the background. When you select this all .BMP files in the current directory are displayed in a list. Use the file controls to locate .BMP files in other directories. You may use 16 or 256 color pictures. Some systems are not able to display 256 color pictures. On those systems a 256 color picture will load. However, the picture quality will be very poor. If this happens, try loading a different picture. When you resize the window, the background picture will also be resized.

## ***No Picture***

Select this option if you do not want a background picture. On some slower systems this may increase the speed of the program.

## ***Help Menu***

Select this option to start the help feature. When you are finished using help, select the FILE/EXIT option to return to the program.



