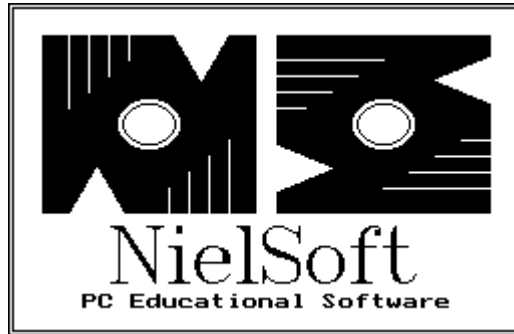


T I C K A R O U N D T H E C L O C K



N i e l S o f t
(PC Educational and Business Software)

T I C K A R O U N D T H E C L O C K

Educational Software for the IBM PC and Compatibles
with CGA, EGA, VGA, or Hercules graphics card

Age Range 5 to 11

TICK AROUND THE CLOCK is designed to help children learn to tell the time and set the clock in an entertaining and instructive way. All aspects are covered from the early stages of the hours, quarter and half hours to the full 24-hour digital clock.

Includes:

CLOCK BASICS - Example clocks showing basics of the time
TELLING/SETTING TIME - Scored and monitored exercises
INTERVAL - Set 5 or 1 minute/second intervals
MONITOR - Stores computer selections and user entries
REAL TIME - A real time clock display
TICK AROUND THE CLOCK - Start/stop the clock practice
PICK AND SET - Setting the clock practice

FEATURES

Suitable for single child or group use up to 10 children
Full monitoring of up to 30 exercises
IBM or Epson printers supported (Normal or Wide print)
Fully menu-driven with 'point and shoot' selections
Entertaining graphics/sound/music for reward and penalty

OPTIONS

CGA, EGA and VGA graphics modes supported (Colour)
Numerous practice options including various clock faces,
12 or 24-hour digital clock, date display, chimes.
Option to set maximum score of 5 or 10 for exercises

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N i e l S o f t
(PC Educational and Business Software)

Educational Software for the IBM PC and 100% Compatibles

SYSTEM REQUIREMENTS

- * IBM PC, PC-XT, PC-AT or fully compatible machines running PC-DOS or MS-DOS Version 2.0 or greater.
- * Recommended minimum of 512K Random Access Memory (RAM).
- * CGA, EGA or VGA colour graphics card or compatible with Colour monitor. Hercules monochrome card or compatible with monochrome monitor.

OPTIONAL PRINTER

- * IBM or EPSON compatible printer connected to the parallel port (PRN) is required for printing the monitored records but is not essential to the running of the program.

* * * * *

COPY AND USE RESTRICTIONS

All the software on the disc is copyright material of NielSoft, 1989. You are licensed for use on a single machine and to make 2 copies of the master disc for backup purposes only to protect your investment. Use one of these to run the run the program, one for backup and keep the master safe for future use.

- * The software is supplied in unprotected form for the benefit of hard disc users who may copy it to a hard disc directory. (Only 1 backup copy is allowed for hard-disc users).
- * It is NielSoft policy to provide software in unprotected form for your convenience - please support this policy by respecting our copyright.
- * REMEMBER - UNAUTHORISED COPYING OF SOFTWARE IS ILLEGAL !!!

PC Educational * * * * * Software

- * We hope you enjoy your purchase and find the program both entertaining and educationally rewarding.

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Wales, U.K.

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T I C K A R O U N D T H E C L O C K

SUMMARY

- * TICK AROUND THE CLOCK is designed to help children learn to tell the time and set the clock in an entertaining and instructive way. All aspects are covered from the early stages of the hours, quarter and half hours to the full 24-hour digital clock. The program is suitable for children in the age range 5 to 11 and older children where practice of these skills are required.
- * The program is equally suitable for a single child or for group use to a maximum of 10 children at a time. All progress during the program is fully monitored and results can be printed out either for individual children or for complete records of a session of learning.
- * A number of options are included in addition to the monitored telling and setting the time. These can be used with the teacher/parent for example purposes and testing progress as the child/children develop their understanding.
- * Graphics and sound are used in an entertaining way to reward correct answers and indicate wrong entries.
- * Time intervals of 5 or 1 minutes/seconds can be chosen to retain interest from the lower to upper ends of the age range.
- * A number of switches are recognised from the DOS command line to customise the program for your own use. For example, one switch is used to change the graphics mode and colour palette (Colour only).

* * * * *

FILES PRESENT ON DISC

CLOCK.EXE	TICK AROUND THE CLOCK program
CLOCKGRF.EXE	Utility program to detect the graphics card on your system and show the graphics modes available (see page 14).
ARC*.DAT	Data files containing essential data defining the clock positions for various graphics modes supported. These are READ ONLY files and should NOT be altered.

* * * * *

RUNNING THE PROGRAM

Always run the program from a copy of the master disc.

Type CLOCK at the DOS prompt and press ENTER. A number of options can also be selected by using command line switches which are described fully on pages 13 to 15.

* * * * *

THE OPENING SCREEN

Key presses: Any key to start the program

The opening screen shows the copyright notice and the graphics 'characters' used during the program. Press any key to start. If you wait long enough at this screen the characters may wink at you !

* * * * *

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THE MAIN OPTION MENU SCREEN

Key presses: Left/Right/ENTER to select a main option
F1-F8 to directly enter option menu
Q to Quit the program

Move the highlighted bar to the option you want and press ENTER. Alternatively you can press the appropriate function key to directly enter the menu for that option. You must return to this screen to quit the program; continually pressing the ESC key from anywhere in the program will eventually return you to this screen.

N.B. The options are set up as two groups. Options 1 to 5 in UPPERCASE letters, options 6 to 8 in lower case letters. With practice it will become clear that you can switch between options 1 to 5 from WITHIN their menus by using the Left/Right cursor keys. It is not possible to select options 6 to 8 in this way as the left/right cursor keys are used in these menus to set certain choices. The F6 to F8 keys can still be used to switch to options 6 to 8 from within the menus of options 1 to 5.

* * * * *

CLOCK BASICS (F1)

Key presses: Up/Down/ENTER to select menu item
F1-F8 to change to corresponding option
Right to select TELLING TIME
Esc to return to main option menu

The program automatically enters this option on start-up unless a command-line switch has been used to select another start-up option (see page 14).

CLOCK BASICS gives 8 menu items for selecting examples of different clocks to give the basic understanding of the time. They are intended for use with the teacher/parent as preparatory work before the child/children attempt the monitored TELLING/SETTING exercises.

To start each example move the highlight bar to that option, press ENTER to select, then press SPACEBAR to start. The keys H, M (Left/Right cursor) and S may be used as appropriate to move the Hour, Minute or Second hands. Press ESC during any example to return to the menu.

The minute/second hand used on some of the examples is moved at either 5 or 1 unit intervals as determined by the current setting of option 3 (INTERVAL MIN/SEC - see page 6).

CLOCK BASICS EXAMPLES 1 to 8

1. 12-HOUR CLOCK

Shows the common 12-hour clock.
The spoken time (e.g. 2 o'clock) is shown for each hour selected.
Learning point - Minute hand points to 12 at o'clock.
Hour hand points to the hour number.

2. QUARTERS AND HALF HOUR CLOCK

Shows the common 12-hour clock on the left of the screen and a clock indicating the quarters and half hours on the right of the screen.
The spoken time (e.g. Quarter past 3) is shown for each movement of the hour or minute hand.
N.B. For this example only a minute interval of 15 mins is used irrespective of the current INTERVAL set in option 3 (see page 6).
Learning point - Minute hand points to 3 at quarter past
to 6 at half past

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to 9 at quarter to

Note the movement of the hour hand as the minute hand moves around the clock.

3. MINUTES PAST AND TO CLOCK

Shows the common 12-hour clock on the left of the screen and a clock indicating the minutes past (0 to 30) and minutes to (29 to 1) on the right of the screen.

The spoken time (e.g. 20 minutes to 4) is shown for each movement of the hour or minute hand.

This is the normal way of telling the time but some children may find it easier to start by learning the minutes past around the clock as shown in menu item 4.

Learning point - 0 minutes past = o'clock

15 mins past = quarter past

30 mins past = half past

15 mins to = quarter to

Minute hand moves through 5 mins for each hour number on the clock.

Again note the movement of the hour hand.

4. MINUTES PAST ONLY CLOCK

Shows the common 12-hour clock on the left of the screen and a clock indicating the minutes past only (0 to 59) on the right of the screen.

The spoken time (e.g. 40 minutes past 6) is shown for each movement of the hour or minute hand.

N.B. Telling the minutes past only may be easier for some children to learn initially and is essential before attempting to learn the digital clock where all minutes are expressed as minutes past the hour.

Learning point - 0 minutes past = o'clock

15 mins past = quarter past

30 mins past = half past

45 mins past = quarter to the next hour

Minute hand moves through 5 mins for each hour number on the clock.

5. BOTH MINUTES CLOCKS

Shows the minutes past/to clock on the left of the screen and the minutes past only on the right of the screen.

Useful practice is showing the relationship of the two types of minutes clocks as the hand is moved around.

Learning point - 0 to 30 mins, both clocks the same

Mins past = 0 to 30

Mins to = 29 to 1

'Mins to' increase in an anticlockwise direction

Mins to = (60 - Mins past)

6. SECONDS CLOCK

Shows the common 12-hour clock on the left and the seconds clock on the right.

Learning point - Seconds are always measured around the clock from 0 to 59.

7. 24-HOUR CLOCKS

Shows the common 12-hour clock on the left and the hours from 13 onwards on the right of the screen. AM/PM is indicated in the "12 o'clock" position.

The spoken time is shown for each movement of the hour hand (e.g. 4 o'clock). The time of day (AM/PM) is also shown beneath each clock.

These clocks are useful for examples before starting to learn the digital hours.

Learning point - There is a +12 mapping from the AM hours to the PM hours.

e.g. 1 + 12 = 13 ---> 1 o'clock (PM)

11 + 12 = 23 ---> 11 o'clock (PM)

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8. THE DIGITAL CLOCKS

Shows the 12-hour digital clock on the left and the 24-hour digital clock on the right of the screen.

The spoken time is shown for each movement of the hour or minute hand and the appropriate time of day (AM/PM) is also indicated. The minutes to are also shown where appropriate (e.g 50 minutes past 1 or 10 minutes to 2 in the morning (AM)).

Learning point - There is a +12 mapping from the AM hours to the PM hours.

00:00 to 11:59 (AM) - morning

12:00 to 17:59 (PM) - afternoon

18:00 to 23:59 (PM) - evening

N.B. The 24-hour digital is used in all TELLING/SETTING exercises as it is the most common for all bus/train timetables etc.

The 12-hour digital (showing AM/PM) is sometimes used on video recorders/digital alarm clocks etc. and is included for example here and also in the REAL TIME/ TICK AROUND THE CLOCK/ PICK AND SET options (see pages 11 to 13).

* * * * *

INTERVAL (MIN/SEC) (F3)

Key presses:	Up/Down/1/5	to select interval
	F1-F8	to change to corresponding option
	Left	to select TELLING TIME
	Right	to select SETTING TIME
	Esc	to return to main option menu

This option can be used to set the time interval for CLOCK BASICS (F1), TELLING TIME (F2) and SETTING TIME (F4). Simply move the highlight bar to the required selection, or press the appropriate number key. Exercises within these options will then use the selected interval until reset.

N.B. This option does not operate the interval for REAL TIME (F6), TICK AROUND THE CLOCK (F7) and PICK AND SET (F8). These options have their own INTERVAL selection in their menus (see pages 11 to 13).

* * * * *

SELECTING TELLING TIME (F2) OR SETTING TIME (F4) EXERCISES

Key presses:	Up/Down/ENTER	to select exercise
	F1-F8	to change to corresponding option
	Left/Right	to change to option on left/right
	Esc	to return to main option menu

TELLING TIME or SETTING TIME give 15 menu selections for selecting examples of telling/setting the time in an order suitable for use as the understanding and age of the child/children progresses.

After selecting the required exercise using the Up/Down cursor keys, pressing ENTER will reveal the NAME SCREEN asking for the name of the child to be input, or selected from those previously entered.

NAME SCREEN

Key presses:	Up/Down/ENTER	to select name
	N	to enter a new name
	Esc	to return to TELLING/SETTING menu

* On the first entry to this screen, a name is automatically requested

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before the exercise can be started.

- * The names are entered by using the letter and SPACEBAR keys to a maximum of 16 characters. The BACKSPACE key can be used to correct mistakes or pressing ESC will cancel the entry.

N.B. The screen will not accept duplicate names or entries consisting of spaces only. In these circumstances an error sound will be heard and a correctly entered name must be input or ESC pressed to cancel.

- * On the second or subsequent entry to this screen, the last player is highlighted and the bar is used to select the current player. New names can be added by pressing the 'N' key and entered as described above up to a maximum of 10 names.

N.B. For group use it is suggested that the teacher/parent enter all the names of the children in this way. Each child then only needs to move the bar to his/her name and press ENTER in the same 'point and shoot' manner for all other menus.

- * When the name is confirmed by pressing the ENTER key, the USER SCREEN is removed and the selected TELLING/SETTING exercise is again shown on the screen.

N.B. To prevent accidental selection of the wrong name it is flashed at the bottom of the screen for checking before the SPACEBAR is pressed to start the exercise or ESC pressed to cancel.

* * * * *

PLAYING TELLING TIME (F2) OR SETTING TIME (F4) EXERCISES

Key presses: SPACEBAR to move through the sequence of examples
ESC to abort exercise and return to TELLING/SETTING menu

All time examples are chosen at random in the ranges appropriate to the exercise selected. Where minutes and/or seconds are used the random examples take into account the current interval setting of 5 or 1 units as set with option 3 (INTERVAL MIN/SEC - see page 6).

On a colour monitor both the hands and the entries use the same colour - GREEN for hours, YELLOW for minutes or RED for seconds. (Or CYAN for hours, WHITE for mins, MAGENTA for seconds if the optional colour set is selected - see page 14).

TELLING TIME EXERCISES

- * All TELLING TIME exercises require the child to manually enter the time shown on the clock using the number keys for the minutes/hours/seconds as appropriate and pressing ENTER after each entry.
- * Pressing ENTER after the last requested value completes that entry.
- * Should an error be noticed before the last ENTER is pressed, the DELETE key will cancel all entered values and return to the start of that example.
- * For QUARTERS/HALF exercise the appropriate description of the minute hand position is first selected by pressing 1/2/3 as appropriate. The hour is then entered as above.
- * For the DIGITAL exercises the time of day is first selected by pressing A for AM/P for PM as appropriate. The hour/min/sec value(s) are again

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entered as described above.

- * The program is forgiving for entries outside the legal range (e.g. entering 40 mins instead of 20 mins for a MINS TO exercise). A message is displayed (e.g. ?? minutes to... Try a number 1 to 29) and the child can re-enter a legal value without penalty.

SETTING TIME EXERCISES

- * All SETTING TIME exercises require the child to set the clock to the requested time using the H, M or S keys to move the corresponding hand in a clockwise direction.
- * The left/right cursor keys can also be used for the minutes to move the minute hand both clockwise and anti-clockwise as if using the winder on a watch or clock.
- * The hour hand is automatically adjusted dependent upon the current position of the minute hand.
- * Press ENTER after setting the clock to confirm the attempt.

CORRECT ENTRIES

- * Each correct entry is rewarded with a smiling face and a diddy man is added to the score at the top of the screen.

N.B. The type of face depends upon the interval set:
A MARTIAN for 5 unit time intervals.
A FROG for 1 unit time intervals.
HOURS only, QTRS & HALF HOURS only use the MARTIAN irrespective of the interval set.
- * The program waits for a SPACEBAR press to move on to the next in the sequence of examples.

INCORRECT ENTRIES

- * For each incorrect entry a sad face is shown, the last diddy man starts to disappear and Pacman appears ready to eat him up.
- * A second chance is always given accompanied by the message 'Press SPACEBAR to try again...'.

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In TELLING TIME, question marks are placed by the entries in error. The opportunity is then given to correct those entries.

In SETTING TIME, a hint is given when the attempt is close to the correct answer. (e.g. HOURS ok, MINS ok, SECS wrong will give message '...CHECK the seconds');

- * A successful second entry will restore the last diddy man and give a smiling face.
- * A second incorrect entry will start Pacman who duly eats up the last diddy man and a sad face is shown. The correct answer is then revealed and the face smiles.
- * The program waits for a SPACEBAR press to move on to the next in the sequence of examples.

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SUCCESSFUL COMPLETION OF THE EXERCISE

- * To complete the exercise then either 5 or 10 (Default maximum score - see page 14) diddy men must be collected.

N.B. A maximum of 10 entries are allowed to achieve the maximum score of 5 and 1 diddy man is given to start.

A maximum of 15 entries are allowed to achieve the maximum score of 10 and 2 diddy men are given to start.

- * When the maximum score is achieved a musical reward is played together with the words of the tune at the bottom of the screen.

N.B. Again the choice of tune is dependent upon the interval set:

THREE BLIND MICE for 5 unit settings.

TICK TOCK for 1 unit settings.

- * The diddy men then do a jiggle, the smiling face winks in appreciation at the child and a congratulatory message is shown.

- * Press SPACEBAR to return to the TELLING/SETTING screen to select a new exercise or new user.

FAILURE TO COMPLETE THE EXERCISE

- * If the maximum score is not achieved within the maximum number of entries then a SORRY message is shown and the tune NICE ONE CYRIL is played. Press SPACEBAR to sweep away the screen and return to the TELLING/SETTING menu screen.

ALL entries are recorded in the monitor described below. Entries are monitored after the first entry/attempt even when the exercise is aborted by use of the ESC key.

* * * * *

MONITOR (F5)

The monitor holds records of the exercises attempted up to a maximum of 15 TELLING and 15 SETTING exercises and tracking the progress of up to the maximum of 10 users. After 15 TELLING or 15 SETTING exercises the records are overwritten in a wrap-around manner starting at record number 1 again.

N.B. For group use, frequent print dumps should be made to avoid losing monitored information when this occurs.

Careful analysis of the information stored in the monitor can provide valuable guidance as to specific problems and reveal where further practice is necessary.

Three screens are used to select/view the records:

EXERCISE SELECTION SCREEN

Key presses: Up/Down/ENTER to select TELLING/SETTING records
F1-F8/Left to change option
Esc to return to main option menu

Use the highlight bar to select TELLING or SETTING records and press ENTER.

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THE TWO MONITOR RECORD SCREENS

Key presses: Up/Down/ENTER to select a TELLING/SETTING record
P to print all or individual records
Esc to return to EXERCISE SELECTION SCREEN

FIRST MONITOR SCREEN

* The FIRST monitor record screen shows a summary for all exercises attempted of the selected TELLING or SETTING type. The record numbers, user numbers/names, exercise numbers/names and the final scores are all shown on this summary screen.

* Pressing 'P' at this screen will print the information for ALL the records shown (with page throws between each record) to an IBM or EPSON compatible printer connected to the PARALLEL PORT (PRN) of your computer. MAKE SURE YOUR PRINTER IS ON-LINE WITH PAPER SET TO THE TOP OF A PAGE BEFORE PRINTING.

N.B. You can select wide printing (enlarged text) by starting the program with a command-line switch - see page 14.

* To view the details of an individual record simply move the highlight bar to the record required, press ENTER and the second monitor screen will appear:

SECOND MONITOR SCREEN

* The SECOND monitor screen shows the details of an individual record.

* Both the selected examples as chosen by the computer and the child's entries are shown together with the diddy man score as it varied throughout the sequence of examples for that exercise. All times are shown in digital format.

* ON A COLOUR SCREEN the computer selections are shown in WHITE and the child's entries are shown in either GREEN for correct or RED for incorrect entries.

* ON A MONOCHROME SCREEN (or if monochrome attributes have been selected for a colour monitor - see page 14) the computer selections are shown as BRIGHT text and the child's entries shown in BRIGHT (correct) or DIM (incorrect).

* Press 'P' at this screen to print the record shown only.
Press ENTER to return to the first screen to select another record.

* * * * *

REAL TIME (F6)

Key presses: Up/Down to select an item
Left/Right to change current setting
ENTER/SPACEBAR to start
Esc to return to main option menu

The real time screen can be selected from the main menu or by pressing the F6 key from within another option. Use the Up/Down cursor keys to select an item or the Left/Right cursor keys to change the current setting.

3 items are selectable:

* CLOCK FACE

4 types of clock face can be set - COMMON, ROMAN, PLAIN or DOTTED.

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* DIGITAL CLOCK

3 items are available - NO DIGITAL CLOCK, 12-HOUR or 24-HOUR

* BASE TIME

2 items - MINUTES or SECONDS

N.B. This refers to the ordinary clock. If a digital clock is selected it will always show the seconds.

Press ENTER and then SPACEBAR to start the real-time clock.

Press ESC at any time to return to the REAL TIME menu.

The date is shown at the top of the screen and the real time displayed and continuously updated on the clock(s).

N.B. This is taken from the system time as set in your computer. Refer to the TIME/DATE commands in your DOS manual to change the computer time/date or use the 'secret' facility described below.

SETTING THE SYSTEM CLOCK

* This facility is provided to allow you to set the SYSTEM CLOCK from within the program.

* When you are at the REAL TIME menu press the key combination Alt-C (i.e. hold down the 'Alt' key and press C at the same time) to reveal the SET THE SYSTEM CLOCK screen. This combination is not indicated on the screen as you may wish this facility to remain 'secret' to prevent accidental misuse.

* Press 'T' to set the T)ime or 'D' to set the D)ate.

Time is entered in the format HH:MM:SS (e.g 14:21:30).

Date is entered in the format DD-MM-YYYY (e.g. 21-02-1990).

N.B. All digits MUST be entered. Use zeroes where appropriate.

The year is restricted by the DOS operating system to 1980 to 2099.

Any illegal time/date is trapped and you will be asked to re-enter.

* Press ENTER to accept the new time/date or ESC to return to the menu.

* * * * *

TICK AROUND THE CLOCK (F7)

Key presses:	Up/Down	to select an item
	Left/Right	to change current setting
	ENTER/SPACEBAR	to start
	Esc	to return to main option menu

Selected from the main menu or by pressing the F7 key from within another option.

TICK AROUND THE CLOCK is intended for practice of all aspects of the clock.

The SPACEBAR starts the minute/second hand which ticks around the clock keeping time until the next SPACEBAR is pressed to stop the clock.

Each time the clock is stopped the spoken time is shown together with the time of day if a digital clock has been selected.

9 items are selectable:

* CLOCK FACE - COMMON, ROMAN, PLAIN or DOTTED

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* DIGITAL CLOCK - OFF, 12-HOUR or 24-HOUR

* BASE TIME - MINUTES or SECONDS

* INTERVAL - 1 UNIT, 5 UNITS or 15 UNITS

* SPEED - FAST, MEDIUM, SLOW or VERY SLOW

* CHIMES - OFF or ON

The chimes will only play if the clock is stopped on the hour, quarter or half hours.

* DATE DISPLAY - OFF or ON

When selected a date display is included on the analogue clock. This is incremented every 24 hours up to the maximum of 31 when it is reset back to 1. This resembles the display on many watches available.

* START DAY - Selectable from 1 to 31.

This is shown when the DATE DISPLAY is ON.

Any date from 1 to 31 can be set as the initial value for the clock.

* START HOUR - Selectable from 0 to 23.

Any value from 0 to 23 can be set for the start hour on the clock.

Press ENTER/SPACEBAR to start TICK AROUND THE CLOCK.

Press ESC at any time to return to the menu screen.

* * * * *

PICK AND SET (F8)

Key presses:	Up/Down	to select an item
	Left/Right	to change current setting
	ENTER/SPACEBAR	to start
	Esc	to return to main option menu

Selected from the main menu or by pressing the F8 key from within another option.

PICK AND SET is intended for practice use to pick a time and set the clock. The clock(s) can be set to any time using the H, M (Left/Right) or S keys as appropriate.

Press ENTER to show the spoken time.

Press ENTER again to pick and set another time.

The time of day is also shown for digital clock selections.

PICK AND SET always starts from the middle of the day (i.e. 12 pm or NOON).

4 items are selectable:

* CLOCK FACE - COMMON, ROMAN, PLAIN or DOTTED

* DIGITAL CLOCK - OFF, 12-HOUR or 24-HOUR

* BASE TIME - MINUTES or SECONDS

* INTERVAL - 1 UNIT, 5 UNITS or 15 UNITS

Press ENTER/SPACEBAR to start PICK AND SET.

Press ESC at any time to return to the menu screen.

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* * * * *

OPTIONAL COMMAND-LINE SWITCHES

Command line switches may be used when the program is started from DOS to make the following selections:

GRAPHICS MODE
COLOUR PALETTE (EGA/VGA)
MAXIMUM SCORE for TELLING/SETTING exercises
FIRST ENTERED OPTION
WIDE PRINTING
MONOCHROME TEXT ON COLOUR MONITOR

The program requires a graphics card on your computer (see page 1).

To detect which type of card is on your system you can first run the CLOCKGRF utility program supplied by typing CLOCKGRF at the DOS prompt and pressing ENTER. This will inform you of the card on your system and the options then available for changing the graphics mode and/or colour palette.

GRAPHICS MODE

All options are described here for reference:

For IBM or compatible colour graphics cards:

/VGAHI sets VGA 640x480 mode
/EGAHI sets EGA 640x350 mode
/CGAC0 sets CGA 320x200 (GREEN, RED, YELLOW)
/CGAC1 sets CGA 320x200 (CYAN, MAGENTA, WHITE)
/CGAHI sets CGA 640x200 (WHITE)

For the Hercules graphics card:

The Hercules monochrome graphics mode (720x348) is automatically selected and is the only mode available for this type of card.

COLOUR PALETTE (EGA/VGA)

For IBM EGA/VGA or compatible colour graphics cards:

/PAL0 (Default) selects the GREEN, RED, YELLOW palette.
/PAL1 selects the CYAN, MAGENTA, WHITE palette.

MAXIMUM SCORE for TELLING/SETTING exercises

/X (Default) sets a maximum score of 10 for TELLING/SETTING exercises
/V sets a maximum score of 5

FIRST ENTERED OPTION

On start-up the program will automatically select Option 1 (CLOCK BASICS). This switch can be used to override this default and enter the program within any selected option.

/OPT1 (Default) enters program within option number 1
/OPTx enters program within option number x (where x = 1 to 8)

WIDE PRINTING

This switch affects the printing options within the MONITOR (see page 10). Use it to expand the print-out across the page on IBM or EPSON compatible printers.

/PRNN (Default) Print in normal width text

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/PRNW All printing in wide (enlarged) text

MONOCHROME TEXT ON COLOUR MONITOR

On colour monitors this switch allows you to select monochrome text rather than the usual colour set. This option is useful to those using the /CGAHI graphics mode where the change from monochrome graphics to colour text may be distracting.

/COL (Default) Use standard colour text attributes
/MONO Sets monochrome attributes on a colour monitor

EXAMPLES USING THE COMMAND LINE SWITCHES

The switches can be included in any order and in UPPER or lower case text. The examples assume you are running the program from the floppy drive A:

A> CLOCK

Run program using all default values

Default graphics mode (see CLOCKGRF output for default for your system), default colour palette (if EGA/VGA system), Max score of 10, first entry to Option 1 (CLOCK BASICS), normal printing from monitor, colour text for menus (Colour systems only).

A> CLOCK /CGAC1 /OPT4

Select CGA 320x200 mode (CYAN, MAGENTA, WHITE), first entry to Option 4 (SETTING TIME).

A> CLOCK /vgahi /pal1 /v /opt2

Select VGA 640x480 mode, (CYAN, MAGENTA, WHITE palette), Maximum score of 5, first entry to Option 2 (TELLING TIME).

A> CLOCK /CGAHI /V /OPT6 /PRNW /MONO

Select CGA 640x200 monochrome mode, Max score of 5, first entry to Option 6 (REAL TIME), all printing in enlarged text, monochrome text attributes used for all menus.

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TECHNICAL NOTE FOR USERS OF PORTABLE MACHINES WITH AT&T 400 LINE CARD

Some portable PC clones come equipped with the ATT 400 line card giving a monochrome graphics resolution of 640x400 pixels. This card is usually detected by most software as a CGA card with the normal 640x200 mode and will be detected as such by the utility program CLOCKGRF.

IF YOU KNOW THAT YOUR MACHINE HAS THIS ATT CARD then the switch /ATT400 can be tried to set this mode which, if successful, will give a better resolution clock face. No other support is provided if this does not work as it is clearly a non-IBM standard card (The CGA modes will usually work however).

The use of the /MONO switch may also be useful for portables to set monochrome attributes and prevent illegibility of the text displays due to inadequate translation of grey scales by the manufacturer's software.

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FOOTNOTE

NielSoft is a new venture to provide quality educational and business software for the PC market. Future educational titles are in preparation and any suggestions and comments from teachers, parents or children will be gratefully received and considered. Our address is given on page 1 of this documentation.

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