

HyperSign for Kids • User's Manual

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Pictures in the Child's Dictionary are taken from the BoardMaker Library produced by the Mayer-Johnson Company, Solana Beach, CA and are used with their permission.

Chapter 1: The HyperSign Family of Programs

There are three different versions of HyperSign available, each offering a feature set suitable to a particular group of users: HyperSign Teacher's Version, HyperSign Personal Version and HyperSign for Kids.

	HyperSign for Kids	HyperSign Personal Version	HyperSign Teacher's Version
Full Motion Video	√	√	√
Age Level Specific Vocabulary	√	√	√
Spanish and English	√	√	√
Children's Activities	√	√	√
About 450 pictureable signs	√	√	√
Custom Word Lists	√	√	√
Fingerspelling	√	√	√
Activity Word List Manager	√	√	√
Adult/Teen Dictionaries		√	√
Approximately 2000 Signs		√	√
Adult/Teen Activities		√	√
Everyday Phrases		√	√
ASL Conventions		√	√
On-Line Bibliography		√	√
Vocabulary Manager			√
Bibliography Manager			√
Student Manager			√

Under no circumstances are we suggesting that a person can learn and be proficient in sign language simply by using HyperSign any more than any dictionary can be used solely in teaching any language. Nor are we suggesting that persons using HyperSign could or should replace professional interpreters who, alone, can provide Deaf persons access to clear and complete communication skills. HyperSign was developed to meet many of the needs we perceived as hearing people attempt to learn a language of another culture ... a language very different in content, form, and use from English or other spoken languages.

HyperSign is centered around a video dictionary of approximately 2000 basic ASL signs (about 450 picturable signs in HyperSign For Kids). The signs were taken from the curriculum of *A Basic Course in Communication* (NAD) and were recorded at NTID by Deaf and hearing members of the Sign Communication Department. The authors of this program, as well as the members of the Communication Training Program at NTID, realize that ASL dialects exist. Some sign synonyms are signed in ASL and SEE.

Many features have been included in HyperSign to enhance the learning experience and increase the potential for success in learning, retaining and using ASL including:

- **Full Motion Video**

The full motion video of ASL signs include the facial expressions or gestures accompanying the sign which change their meanings. Each sign has a base sign representing the one most commonly used in daily conversation. If there is more than one sign which fits that word, all variations of the signs are available.

- **Age Level Specific Vocabulary**

Since vocabulary varies with age, HyperSign provides access to the video dictionary at three levels. Users of the adult's dictionary have access to all 2000 signs. The teen dictionary is a subset of the adult dictionary. The child's dictionary was specially designed for nonreaders and pre-readers with each word (approximately 450) accompanied by an easily recognizable picture.

- **Spanish and English**

Since Spanish is the second most commonly used first language in this country, the program is designed to provide instructional text in either Spanish or English.

- **Children's Activities**

Games are fun and they enhance the learning process and increase retention. We have included three games for children: Which One?, Matching Game and Tic Tac Toe.

- **Adult/teen Activities**

There are also four games for teenagers and adults, including a Crossword Puzzle, Name That Sign, What's My Sign?, and You First!. (Personal and Teacher Versions only)

- **Custom Word Lists**

Often teachers or parents want to focus attention on certain specific lists of words. HyperSign allows teachers or parents to create lessons containing specific lists of signs selected from either the adult, teen or child's dictionaries for classroom or in-home use.

- **Everyday Phrases**

Language learning includes more than learning the words of a language. The words need to be combined to form sentences. We have included a number of everyday phrases chosen to give users something to say. (Personal and Teacher Versions only)

- **ASL Conventions**

All languages have rules of grammar and rules of usage. Some of the rules that govern the use of ASL have been included in an on-line document titled *More Than Meets the Hand: A Guide for New Users of ASL* which offers both written and signed examples of the uses of ASL. (Personal and Teacher Versions only)

- **On-Line Bibliography**

Language learning is enhanced if (or incomplete unless) the features of the culture are known. The culture of Deaf persons is just beginning to be appreciated and studied. Deaf persons usually learn about their culture from their Deaf peers since only 3% of Deaf children have one or more Deaf parents. As a service to teachers and especially parents, an extensive bibliography on Deafness and Deaf Culture is accessible from the program. This bibliography includes books for children, sign language learning books, books about deafness, videotapes, etc. (Personal and Teacher Versions only)

Potential Users and Suggested Uses

There are many potential beneficiaries of a program that could be used to effectively help learn ASL. Listed below are some of the groups of people we think could benefit from the different versions of HyperSign and what we think their benefit might be. This list is certainly not exhaustive.

HyperSign For Kids

- **Family Members of Hearing-Impaired Children**

This group includes grandparents, aunts, uncles, cousins, mothers, fathers, sisters and brothers. Since communication is the key in the life of a family, this is the most important user group for this product. Years of experience have shown that fluent, effective communication is a primary concern of the parents of hearing impaired children. Parents often feel they can't communicate with their hearing-impaired child (*How could s/he hear what I am saying?*) or that the signs they use will not be correct. This is especially frustrating since early stimulation and communication is crucial in establishing the parent-child bond and building a foundation for skills learned later in life. Children learn about the world and themselves through language.

It is often difficult for parents to schedule time to take sign language classes and the classes themselves are often intimidating. Parents are often afraid to imitate, ask for repetitions, or try out their skills at home. This program provides a confidential, self-paced learning tool for parents and other family members. It allows them to design their own lessons and practice at home and provides instant access to signs they need in the home ... not merely those listed in a book or taught in a class.

- ***Peers (Playmates) of Hearing-Impaired Children***

Through play children learn about things and how they work. Important social skills including sharing, rules, competition, losing, and negotiating are also learned through play. Piaget said "play is a child's work". Even though language is not a prerequisite for play, it enhances the value of play and stimulates the development of interpersonal relationships.

HyperSign Personal Version

- ***Family Members of Hearing-Impaired Children***

- ***Peers (Playmates) of Hearing-Impaired Children***

- ***Sign Language Learners***

Learning sign language (or any language) is difficult unless there are opportunities for repeated exposure to both the vocabulary and the rules of use. People also learn and retain vocabulary and language that serve a purpose in their daily lives. This program provides a tool through which vocabulary can be learned and reviewed.

- ***Medical Care-givers Working with Doctors or in Hospitals***

These personnel may have contact with Deaf persons in both emergency and non-emergency situations. A knowledge of the basic vocabulary relating to illness and injury would make their care of Deaf individuals more effective and more efficient. Deaf persons would also feel less threatened if someone in the medical environment could communicate with them until a professional interpreter arrived.

- ***Personnel Directors, Co-workers, Supervisors, and Managers***

The implementation of ADA and the Equal Employment Act has increased the numbers of handicapped (Deaf included) persons in the workplace. The ADA mandates that companies make certain that their services are accessible to handicapped consumers. While employment of Deaf persons has increased, these employees often report feelings of isolation and loneliness unless there is someone with whom they can communicate.

Although interpreters should always be used for job related communication, the learning of basic conversational signing by employers would send a positive message concerning a company's commitment to making their Deaf employees feel more comfortable and an integral part of their own workplace. Not surprisingly, some businesses have found that training their sales staff in basic sign communication not only generates good public relations but also increases their sales and sends the message that the owner values the business of the Deaf customer.

- ***Professionals in Speech-Language Pathology, Audiology, and Special Education***

A familiarity with ASL would be advantageous for these professionals since professional interpreters are usually not available when they are consulting with Deaf persons. In addition, sign language has also been used successfully to establish communication with persons who are retarded, autistic, or who display other problems which prohibit or impede ordinary spoken communication.

HyperSign Teacher Version

- ***Professionals in Speech-Language Pathology, Audiology, and Special Education***

• ***Classroom Teachers and Other School Personnel***

Since the passage of PL 94-142, the Education of All Children Act, in 1972, handicapped children, including Deaf children, are mainstreamed into neighborhood schools. Even though Deaf children are provided with professional interpreters, they still report feeling like outsiders in school. These feelings of isolation and loneliness could be significantly reduced if classroom teachers knew and could use conversational signing and if other school personnel (cafeteria people, secretaries, bus drivers, school nurses, playground supervisors, etc.) would learn basic conversational signs.

Acknowledgments

Pictures in the Child's Dictionary are taken from the BoardMaker Library produced by the Mayer-Johnson Company, Solana Beach, CA and are used with their permission.

The video was digitized and used with the permission of the National Technical Institute for the Deaf, Rochester Institute of Technology.

The signers include Branda Aron, Mary Lou Basile, Alice Beardsley, Therma Bohli, Kieth Cagle, Patrick Graybill, Barbara Ray-Holcomb, Sam Holcomb, Mindy Hopper, Patricia Kenney, Dr. William Newell, Donna Pocobello, Geoffrey Poor, June Reeves, and Jock Williams.

Other signers have also provided assistance in the development of this program. They include: Mary Dube, Tanya Jakins, Baron (Bo) Lloyd, Page Smith, Keith Handley, Cornelio Rojas and Latasha Dupar.

Chapter 2: Installation of HyperSign For Kids

The minimum hardware and software requirements for HyperSign For Kids are a multimedia compliant PC:

- 386DX/33 MHz with 8 MB RAM (16 MB recommended)
- 6 MB of free hard disk space
- double speed CD-ROM drive
- VGA monitor running in 256 colors (thousands of colors recommended)
- Windows 3.1 or Windows 95/98/NT/ME
- Windows compatible sound card
- QuickTime™ for Windows

Installation Instructions

Place the HyperSign CD in your CD drive. Choose **Run...** from the **File** menu (Win 3.1) or click on the **Start** button, and choose **Run...** from the Start menu (Win 95/98/NT/ME). Enter **X:\SETUP** (where X is the drive designation of your CD drive) and click **OK**. Follow the on-screen prompts. Choose **Yes** when prompted to create Program Manager Groups.

Checking Your Video Drivers

The video clips used in HyperSign are in the QuickTime™ format. Open your Control Panel utility and select the **Drivers** option. Make sure you have a driver installed that can run QuickTime movies. You should see an entry something like: [MCI] QuickTime for Windows. If you do not, you can install one from the HyperSign CD. Open the HyperSign CD and then open the subdirectory (folder) HSUTILS. Double click on the SETUP.EXE program to install QuickTime for Windows on your computer. **Note: HyperSign requires the 16-bit version of QuickTime for Windows (QTW) contained in the folder HSUTILS. Even if you already have the 32-bit version of QTW installed on your system you must install this 16-bit version. Both versions can coexist on the same system.**

Starting HyperSign For Kids

Make sure that the HyperSign CD is in the CD ROM drive. If you are running Windows 3.1, open the HyperSign program group and double click on the icon for the HyperSign For Kids program. If you are running Windows 95/98/NT/ME, click on the **Start** button, choose **Programs** from the Start menu, select **HyperSign For Kids** and finally choose the **HyperSign For Kids** menu item. The main HyperSign For Kids dictionary window is displayed.

Setting the Program Preferences

Select **Preferences...** from the **File** menu. The options on the Preferences screen allow you to set language used and to adjust the sound options. The language option determines the language in which the menu items are displayed and the language used for the written words accompanying the signs. Select the language (English or Spanish) you prefer from the pop-up button. The chosen language will be preceded by a black dot.

The program provides audio responses (bell and buzzer sounds, etc.) to user's answers in the various activities. Clicking on the **Game Feedback** check box toggles this option on and off. Use the slide bar to set the default volume and click on the picture of the little girl to hear a phrase spoken. If you have external speakers, set the slider bar to a medium position and adjust the volume with the controls on your speakers.

Chapter 3: Using HyperSign For Kids

HyperSign For Kids was specially designed for nonreaders and pre-readers. It provides a visual interface and each word in the dictionary is accompanied by an easily recognizable picture. The words were chosen from the text *Basic Vocabulary and Language Thesaurus for Hearing-Impaired Children* by Daniel Ling and Agnes Ling (Alexander G. Bell Association for the Deaf, Washington, D.C., 1977).

The Child's Dictionary

When you start HyperSign For Kids the main dictionary screen is displayed. This screen shows a bookshelf at the top-left, a TV at the top-right and a book cover at the bottom left. The vocabulary is grouped into 26 categories, each containing about 25 words. Each category title is represented in picture and written forms:

Action Words (a-g)	Holidays
Action Words (h-z)	House
Animals	How Much
Body	Miscellaneous
Clothes	People
Colors	Outside
Descriptions (people)	Places
Descriptions (things)	Pronouns
Everyday Verbs (a-g)	School
Everyday Verbs (h-z)	Time
Family	Transportation
Foods	When
Fruits & Vegetables	Where

When the dictionary screen is displayed, the Action Words (A-G) book is removed from the bookshelf. Click on the book cover to open it to the first entry (ask). The written form of the word in the dictionary is displayed on the left-hand page of the open book and a picture of the word is displayed on the right-hand page. If you click on the little girl icon on the left page of the open book, the word is pronounced. If you click on the picture on the right page of the open book, the first frame of the sign appears in the movie window. Beneath the movie window are the buttons for controlling the movie. Clicking on the left-most button plays the entire movie. Click the button second from the left plays the sign movie in slow motion (i.e., one frame at a time) and beeps when the sign movie is finished.



To turn the pages of the book, click on the arrows on either side of the scroll bar beneath the book or on the dog-ear corners of the pages. At the far right of the scroll bar is a pop-up button. Click this pop-up button to display a list of all the words in the book. Click on the word you are interested in and the book page changes to display the word you selected.

The bookshelf at the top left contains additional books organized by categories children easily recognize. Click on the arrows below the bookshelf to choose a different book. Each time you click on these arrows, a new book is removed from the bookshelf and its cover shown. When the book cover for the category of words you are interested in is displayed, click on it to open it so you can page through the book and find the words whose signs you want to review. At the far right of the scroll bar under the bookshelf is a pop-up button. Click on this button to display a list of all the categories. Click on the category you are interested in and the book cover for that category will be displayed.

Lastly, to quickly find a word, type it into the text box above the Find button on the right of the screen and click on the Find button. The program will search the dictionary and, if the word is found, display the appropriate book opened to that word.

That's all there is to using the HyperSign For Kids dictionary. It's easy and children have no problem finding words they are interested in and viewing the signs.

The Child's Activities

Learning sign language is a lot of fun for children. To add to the excitement of learning a new language we have included a review option, a section on fingerspelling and three activities especially designed for children. These are available from the **Activities** menu.

Learn the Words

This activity is provided so children can view and practice the signs that make up the specific lists used in the other Activities. This is especially useful if an adult has created special lists for the children to use in the Activities. (See Chapter 4 for a discussion on how to create specific lists of words.)

When you choose **Learn The Words** from the **Activity** menu, a screen is displayed that is similar to Child's Dictionary screen. At the left is a field listing all the currently available lists of words. Below the movie window is the familiar open book showing the written form of the word on the left-hand page and the pictured form on the right-hand page. If you click on the little girl icon on the left-hand page of the open book, the word is pronounced. If you click on the picture on the right-hand page of the open book, the first frame of the sign will appear in the movie window. Beneath this window are the buttons for controlling the movie. Clicking on the **Play** button plays the entire movie.

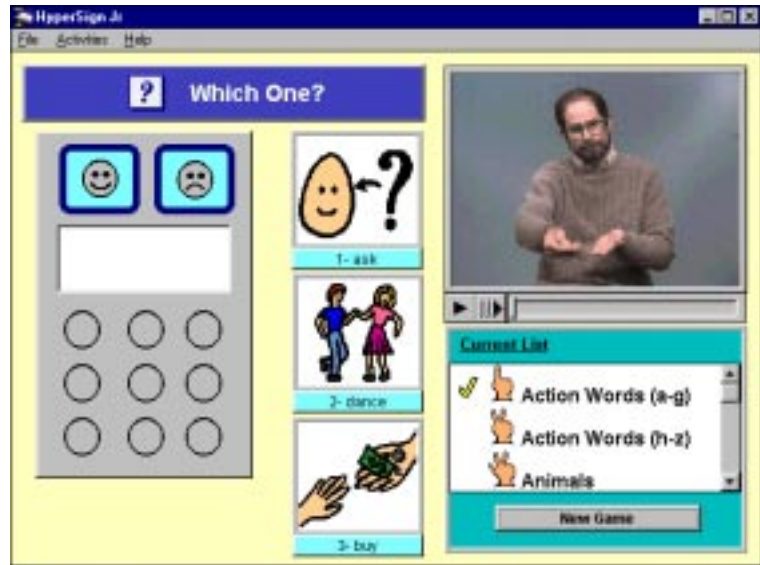


To turn the pages of the book, click on the arrows on either side of the scroll bar beneath the book or on the dog-ear corners of the pages. At the far right of the scroll bar is a pop-up button. Click on this pop-up button to display a list of all the words in the chosen list. Click on the word you are interested in and the book page changes to display the word you selected.

Which One?

This game gives children additional practice on recognizing signs and is appropriate for even very young children.

When **Which One?** is chosen from the **Activities** menu, a new screen is displayed with 3 pictures in the middle of the screen and the movie window on the right. Click on the **Play** button beneath the movie window to see a person signing one of the words represented by the pictures. You can view the movie as many times as you wish by clicking on the Play button. When you recognize the sign, click on the picture representing the sign from the three choices. If you are correct, the happy face lights up, a bell rings and a happy face is displayed in the counter under the faces. If you are wrong, the sad face lights up and a message is spoken. No marker is placed in the counter. You can guess again. After two wrong guesses, the picture for the correct answer is highlighted and the movie showing the sign is played before proceeding with the game.



Each game consists of a maximum of nine questions unless there are fewer than nine items in the chosen word list. After the completion of the game, you can play another game with the same list by clicking on the **New Game** button or choose a different group of signs from the *Current Lists* scrolling field just below the movie window.

Tic Tac Toe

Children of all ages know how to play Tic Tac Toe. HyperSign's version of Tic Tac Toe is a little different in that the goal is to help children learn various signs within the context of this familiar children's game.

When you choose **Tic Tac Toe** from the **Activities** menu a screen is displayed showing the typical "tic tac toe" game board with all nine spots occupied with the same picture of a little girl. To start the game, click on the picture occupying the position on the game board you would like to place a "happy face". The program places a question mark in the chosen position on the game board, displays three pictures in the boxes below the game board and displays the first frame of a movie in the movie window.



To place a “happy face” in the chosen game board position, you need to identify which of the three pictures represents the sign shown in the movie. Click on the **Play** button to view the sign. Then click on the picture that represents the sign shown. You get two chances to identify the correct picture. If you correctly identify the sign, a “happy face” is displayed in the chosen game board position; if you are incorrect, a “sad face” is displayed. The game continues until you get three “happy faces” in a row (vertically, horizontally, or diagonally).

After the completion of the game, you can choose to play another game with the same word list by clicking on the **New Game** button. Since most lists will contain more than nine signs and the signs are presented randomly, you can play the game with the same list many times and continue to see different signs. The *Current Lists* scrolling field offers other lists of related signs for use in this game.

Match Game

This game is a little more difficult. Children will learn signs as well as the fingerspelling alphabet while playing. When a child selects **Match Game** from the **Activities** menu, a new screen is displayed showing 12 small squares. Behind each square is a picture of a fingerspelled letter of the alphabet. There are 6 pairs of matching pictures hidden on the game board.

The first challenge is to find matching pictures of the fingerspelling alphabet. To do this, you click on two of the game board squares. If the two pictures don't match, the sad face is highlighted and the pictures are covered up. If the two pictures match, the happy face is highlighted, a bell rings, the two pictures are moved to the box above the game board. Matching all 6 pairs uncovers a fingerspelled word on the game board, displays three pictures in the boxes below the game board and the first frame of a movie is displayed. If you click on the little-girl button in the center of the game board, the word will be fingerspelled. You can also click on the **Play** button to view the movie of the sign. To win the game, you must identify the fingerspelled word by clicking on the picture that correctly represents it.



After the completion of the game, you can choose to play another game by clicking on the **New Game** button or choosing a new word list from the *Current Lists* scrolling field.

Fingerspelling

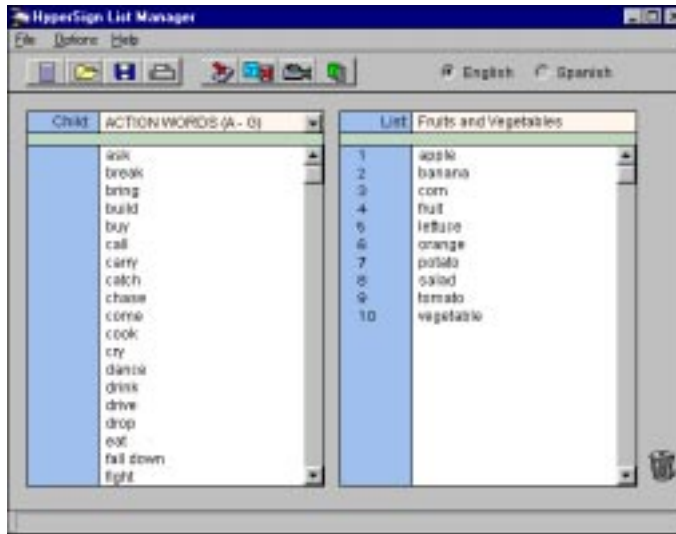
The fingerspelling module helps children learn to form the hand-shapes for each letter of the alphabet. Fingerspelling is used by Deaf persons to spell a proper noun (the name of a city or person), or to spell a word which has no sign. Beginning signers will use fingerspelling a great deal until their vocabulary of signs is large enough for conversational purposes.

The Fingerspelling screen shows the letters of the alphabet, the movie window and a scrolling text field below the movie window. When you click on a letter on the left of the screen, the letter and a list of words containing that letter are displayed. Click on the letter or one of these words in the list to see a signer fingerspell that letter or word. By watching these words spelled you can see how the hand-shape for the letter you have chosen is formed when it occurs with other letters. This will also give you practice in reading someone else's fingerspelling.



Chapter 4: The Activity Word List Manager Program

Word lists are used in HyperSign For Kids as a way of choosing sets of signs for the games and vocabulary review items listed on the **Activities** menu. Word lists are groups of words that are in some way related to one another. The relationship is up to you. For example, you might want to build lists of words and signs for your children to review or practice at a later time or lists of signs specific for peers, grandparents or baby-sitters. While HyperSign For Kids comes with a number of pre-built lists, this utility allows you to edit the pre-built lists or create your own.



Starting the Activity Word List Manager Program

If you are running Windows 3.1, open the HyperSign program group and double click on the icon for the HyperSign For Kids List Manager program. If you are running Windows 95/98, click on the **Start** button, choose Programs from the Start menu, select HyperSign For Kids and finally choose the HyperSign For Kids List Manager menu item. The main List Manager window is displayed.

Creating a New Activity Word List

Select **New Activity Word List...** from the **File** menu. Enter the name of the new list in the dialog box and click on the **Add List** button. This creates a new, empty list. You may continue adding new lists. When you are finished, click on the **Done** button. *Note, you must create and name an Activity Word List before you can add words to it.*

Editing an Activity Word List

To choose a list for editing, select **Open Activity Word List...** from the **File** menu, click on the name of the Activity Word List you wish to edit and then click on the **OK** button. The name of the list selected is displayed at the top right of the screen and the words in the list are shown in the scrolling field on the right of the screen.

After selecting an activity word list, the words in the list are displayed in the scrolling field at the right of the screen and you can proceed to add or remove words to this list. To add a word to the named list, you first find the word in the dictionary at the top left of the screen or use the **Find a Word** item on the **Options** menu. Once you have found the word you want to add to the list, click on it in the scrolling field on the left, hold down the mouse button, drag it to the scrolling field on the right and release the mouse button. You can continue to add as many words to the list as you wish. All changes are automatically saved.

To remove a word from a list, click on it in the scrolling field on the right, hold down the mouse button and drag it to the trash can. No confirmation is required.

You may view the sign movie of any of the words in the scrolling field on the left of the screen. Click on the word to highlight it and then choose **View Sign Movie...** from the **Options** menu.

Deleting an Activity Word List

Choose **Delete Activity Word List...** from the **File** menu. A dialog box is displayed with all the activity word lists in a scrolling field. Click on the name(s) of the activity word lists you wish to delete. When you click on a name in the list, a red Del flag is displayed just to the left of the list name. If you change your mind about deleting a particular word list, just click on its name again to toggle the Del flag off. After marking all of the lists you wish to delete, click on the **Delete Lists** button and confirm you truly wish to delete these lists.

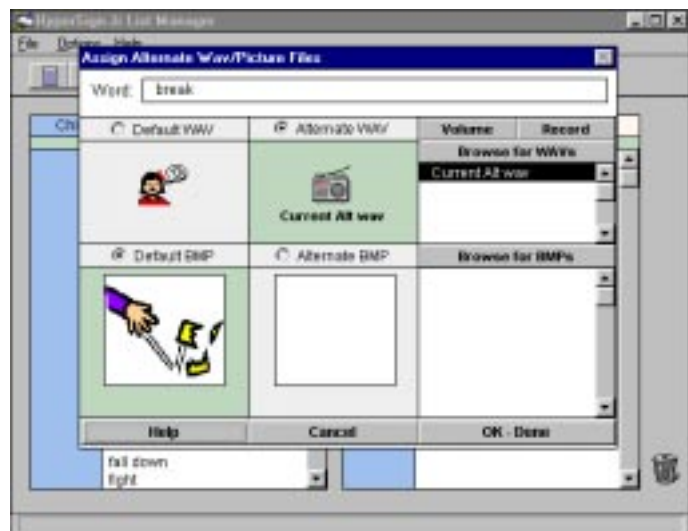
Specifying Which Word Lists are Active in HyperSign

Select **Choose Active Word Lists...** from the **Options** menu to specify which word lists are active in HyperSign For Kids. A blue dot to the left of the name of the activity word list means that it is active in HyperSign For Kids. To activate an activity word list, just click on its name in the list. The blue dot will be placed to the left of its name. To deactivate a particular word list, click on its name again and the blue dot will be removed. While you can only specify a maximum of nine activity word lists as active at one time, you can change the active lists at any time using this option.

Designating Alternate Pictures and/or Recordings

Each word in the Child's Dictionary has a picture and recording associated with it. Both the picture and recording are used in the main dictionary page and in the **Learn the Words** activity. The pictures are also used in all of the other Activities (games). Some users may want to use different pictures or different recordings for a particular word in the child's dictionary and so you have the option of designating an alternate picture or recording for any of the words child's dictionary.

Choose **Assign Alternate Wav/Picture...** from the **Options** menu to display a dialog box. In this dialog box, the word (or phrase) from the Child's Dictionary is displayed at the top. On the left is a button to play the default recording for this word and default picture is displayed at the bottom. If there is an alternate recording (WAV file) clicking on the radio icon in the middle of the dialog box will play it. And, if there is an alternate picture (BMP file) for this word it is shown at the bottom-middle of the screen.



Only one alternate recording and/or picture can be assigned to a word. If you have defined an alternate recording or picture and chosen to use it, the **Alternate WAV** (and/or **Alternate BMP**) radio button will be checked. To use the alternate recording and/or picture, make sure the **Alternate WAV** and/or **Alternate BMP** radio buttons are checked and click on the **Done** button.

Alternate Recordings

The alternate recordings must be WAV files. You can create these recordings using the Sound Recorder utility (click on the **Start** button and choose *Accessories/Multimedia*). You can also click on the **Record** button (top, right) and make a recording from within this program. If you make a recording in this way, it is automatically stored in the *TempWavs* folder (located in the HyperSign folder on your hard drive).

To use a recording you have made as the alternate WAV, click on the **Browse for WAVs** button, navigate to the folder where you have saved the recording, click on any WAV file and then click on the **OK** button. All of the WAV files in the folder selected will be displayed in the scrollable field at the top right of the screen. Click on one of these to highlight it and click on the icon of a radio to hear it played back.

To use this alternate recording, make sure the **Alternate WAV** radio button is checked before you click on the **Done** button. After clicking Done, the program will copy the WAV file to the *Altfiles* folder and name it so that it is recognized by the HyperSign program.

Alternate Pictures

The alternate pictures must be BMP files. You can create these pictures using your Paint program if you choose. Ideally the BMP file should be 135 x 115 pixels (width x height).

To choose a picture as the alternate BMP, click on the **Browse for BMPs** button, navigate to the folder where you have saved the pictures, click on any BMP file and then click on the **OK** button. All of the BMP files in the folder selected will be displayed in the scrollable field to the bottom right of the screen. Click on one of these to highlight and display it. To use this alternate picture, make sure the **Alternate BMP** radio button is checked before you click on the **Done** button. After clicking **Done**, the program will copy the BMP file to the *Altfiles* folder and name it so that it is recognized by the HyperSign program.

Restoring Defaults

If you wish to restore the default recording and/or picture, make sure the **Default WAV** radio button (and/or the **Default BMP** radio button) is checked and click on the **Done** button. When the default recording (and/or picture) is restored, the alternate recording (and/or picture) is *irreversibly* removed from the *Altfiles* folder.

Changing Movie Locations

For your convenience, we have provided a mechanism that allows you to install all of the media files on your hard drive so you do not need to have the HyperSign CD in your CD drive each time you use the program. You need about 600 MB of free disk space on your hard drive. If you have enough free space on your hard drive and want to do this, use the following procedure.

1. From Windows Explorer or My Computer, display the contents of your hard drive. Then create a new folder on your hard drive. You might name it HSMEDIA.
2. Copy the folders KISDPIC, MOVIES1, MOVIES2, MOVIES3, MOVIES4, MOVIES5, and SOUNDS to the new folder you created in Step 1 above.
3. Start the HyperSign For Kids List Manager program. Choose **Change Movies Location** from the **Options** menu.
4. In the dialog box displayed, click on the **Hard Drive** radio button. Navigate to the MOVIES1 folder in the folder on your hard drive created in Step 1 above. Open the MOVIES1 folder, highlight the file named DICTON.MOV and click on the **OK - Done** button.

Chapter 5: Common Problems and Solutions

The following are the most common issues raised with technical support for HyperSign and the recommended solutions.

1) A system error is displayed when the program tries to display a video clip.

The video used requires QuickTime for Windows. If the QuickTime for Windows driver is not installed on your computer system, from File Manager (Windows 3.x) or Windows Explorer (Win 95/98), open the HyperSign CD and then open the folder HSUTILS. Double click on the QTINSTAL.EXE program to install QuickTime for Windows on your computer.

2) When I try to play a video I get a fatal exception error message and blue screen.

This problem has been reported by some users with Pentium II and Pentium III processors. The following work-around seems to work in all cases. There are 2 places where changes need to be made: (a) in the Quicktime Control Panel and (2) in the QTW.INI file (in the WIndows folder):

a) Changes to the Quicktime Control Panel:

1. Click on **Start** button. Choose **Settings/Control Panels**
2. From the control panel screen, double click on the quicktime icon. (If you have icons for both QT32 and QT16, double click on the QT16 icon.
3. Click on the **More** button at the bottom right of the dialog box displayed. This will display some tabs at the top of the dialog box.
4. Click on the **Video** tab.
5. In the middle of the dialog box is an area called **Optimization** and a scrollable field showing the various **Draw Methods** available.
6. Click on (highlight) the **Windows DIB** item in this scrolling field. (If this doesn't work, select the RAW item in this field.)
7. Click on the **Apply** button at the bottom of the dialog box.
8. Click on the **Close** button at the bottom of the dialog box.

b) Changes to the QTW.INI file:

1. Open the QTW.INI file in the Windows folder in NotePad.
2. Under the [Video] section, change the optimize value to RAW (others have used Driver), that is, Optimize=RAW
3. Save the changes.

Restart your computer. You may have to try a couple of different setting to resolve this problem.

3) I get error messages saying that a variable has been set to a null value or that the variable is out of range.

This error has only occurred with Windows 3.1 users. The program makes extensive use of a variety of databases and the database engine employed requires that the SHARE.EXE program is running. Refer to your MS DOS Reference manual for the correct method for installing SHARE.EXE on your system.

4) The screen flashes when changing activities and the videos aren't very clear.

This occurs when your system is configured to display 256 or fewer colors. The only way to fix it is to set up your system to display more than 256 colors. Open the Start Menu and choose Settings: Control Panels. Then open the Display control panel. Click on the Settings tab at the top, right of the control panel. Then, set the Color Palette to at least high color (16 bit). Close the control panel.

5) *The bottom of the HyperSign window seems to go off the bottom of the screen.*

This occurs when the Windows 95/98 task bar covers up the bottom of the HyperSign window. To correct this, open the Start Menu and choose Settings: Taskbar. Then make sure the Auto hide check box is checked. Now the Taskbar should be hidden and the entire HyperSign window will be visible. To access the Taskbar, just move the cursor to the very bottom (by default) of the screen and the Taskbar will appear.

If you need further help or have other questions regarding technical support, please send an e-mail message to support@trinitysoftware.com. Be sure to specify that you are using HyperSign For Kids and carefully and completely describe the problem you encountered.

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