

Pasted Graphic.tiff "

You have in your hand a small but delightful program
which will tickle you and your friends' creativity.
Use with a smile on your face.

What is *iChalk*?

iChalk is a simple chalkboard simulator if one uses it alone. It has interesting features such as tracing and QuickTime movie generation. It is when used in a company of creative individuals over the network that iChalk really stands apart from all others. As with iStorm, we can only recommend that you just start using it with your friend, spouse or children and find out what to do with it along the journey.

Please make sure you browse the iChalk in Action site (www.mathgamehouse.com/ichalk/actions.html) to find out all aspects of its capability as you may easily miss them due to simplicity of its interface.

Installation & Running iChalk

Just drag the iChalk application into the Application folder. We highly recommend briefly consulting the "iChalk Help" in the "Help" menu of iChalk to find vital information for full realization of its potential.

System Requirements

iChalk works only for Mac OS X 10.2 (Jaguar) or later. To use it for a collaboration, high speed local area network is required. For connection across the internet, broadband connection (DSL/cable modem or better) is highly recommended.

Limited Demo Mode

iChalk works in a Demo mode until valid registration key and codes are typed in the Preferences. It is fully functional, but you

will lose your connection to the collaborators after 10 minutes. Quicktime movie feature will allow only up to 20 frames to be saved.

Purchasing Licenses

A single user license for iChalk can be purchased from a web page accessible from the Help menu item and the Preferences in iChalk. You can go directly to :

<http://www.mathgamehouse.com/ichalk/purchase.html>

With a single user license, only up to two people can participate in a collaboration. [Note: Registered owners of iStorm may use the same key-code to unlock iChalk.]

We hope that iChalk will find its home in all of Mac-enabled classrooms, from preschools to graduate schools. Generations of educators envisioned something like iStorm and iChalk being used in classrooms of the future. Therefore, we wish to work closely with educators to make iChalk readily accessible to students.

For site license options, please contact us at mathgamehouse@mac.com .

Release History

April 10, 2003: Version 2.02 released.
Fixed bug with inconsistent chatting & yield-control behavior

Mar 12, 2003: Version 2.01 released.
Drag and drop iChalk image into Keynote, Powerpoint and others.
Dragging out the image will save into a Tiff file.

January 27, 2003: Version 2.0 of iChalk released.
Full color support

Option to choose different chalkboard color
Chalk granularity control
Move/merge background and front images
Transparency control of back and front layers
Control image size when moving
Undo previous stroke
Intelligent network transport for smooth

collaboration

December 1, 2002:

Version 1.0 of iChalk released.

Let us hear from you!

iChalk Home Page: <http://www.mathgamehouse.com/ichalk>
iChalk in Action:

<http://www.mathgamehouse.com/ichalk/actions.html>
iChalk Download:

<http://www.mathgamehouse.com/ichalk/download.html>
iChalk Support:

<http://www.mathgamehouse.com/ichalk/help/>
iChalk Purchase:

<http://www.mathgamehouse.com/ichalk/purchase.html>
Developers Home Page: <http://www.mathgamehouse.com>
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