

MATH STARS V. 3.2

Start-up Window

After the dissolve to the Math Stars logo you can dismiss this screen with a mouse click or it will automatically dismiss after 5 secs.

Class Roster

Use the TAB key to move to the next edit field. Enter as many or as few names as you like. Click in the box next to the name of the current player. Click Continue or press Return to continue. When you return to this window, the current player will be the one highlighted.

Options Window

Select the function and the time limit as desired. If the timer is turned off, the player will NOT receive a star for a perfect round.

"Allow negative numbers" will include negative as well as positive numbers randomly in the problems.

"Fix lower number" will bring up a box into which you may enter a number from 2 to the highest number currently set. This number will always appear as the lower number until this option is turned off.

More... Button (new to version 3.2)

The option to change the highest number allowed is moved to this screen. Simply enter the number in the box. If you are using a registered version, the new number will be saved as the default number. Otherwise the new number will last for this session and revert to 9 at the next startup.

In version 3.2, problems can now be displayed horizontally (more like an algebra problem)

You also can select an option of solving for any of the 3 numbers of the problem. The x's indicate where the unknown number will be.

Game Screen

When the problems appear, type in the numbers of the correct answer. There is no need to press return. If the answer is correct a chime will

sound and the correct answer thermometer will begin to fill. If 2 digits are entered and the answer is wrong, it will vanish.

Note: If the correct answer contains 3 digits, it takes 3 digits to make the answer disappear. This prevents the answer from disappearing while the student is waiting to enter the 3rd digit.

Hint: If you enter a one digit incorrect answer, you may use delete to erase it. However, it is probably quicker to just enter another number (or 2) and the entire answer will vanish.

A round contains 10 problems. If all 10 are answered correctly within the allotted time, the star will light and the player will be awarded a star. Any incorrect problems will appear with the correct answer in the area on the left of the screen.

Result Window

At the end of 10 questions, a window will appear with a message for the player depending on the results. The buttons in this window have the following effects:

Try Again: Returns to game screen, same player, same options.

Options: Returns you to the options window.

New Player: Returns you to the Class Roster for changing players or seeing your earned stars.

<Windows may also be selected from the Windows Menu>

Hall of Fame

A player earning 10 stars will automatically be entered into the Hall of Fame. This player's earned stars will be reset to 0. The Hall of Fame may be seen at any time by selecting it from the Windows Menu. To reset the names in the Hall of Fame, hold the option key while clicking on the continue button. A dialog will appear asking you if you wish to clear the Hall of Fame.

Names Files

Math Stars stores the names and stars earned in the file called MSNames in your system folder. If Math Stars cannot find a file by that name in your SYSTEM FOLDER, it creates one with generic names and zero stars. You may switch files (i.e. create ten names on one file and 10 different names on another file). Just make sure that the one you want to use is in the SYSTEM folder of your computer and is named EXACTLY MSNames. Hall of Fame names are stored in the resource fork of

the application.

Enjoy Math Stars !!
(click to continue)