

• PC

• Amiga

• Atari ST

Manual

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SOFTWARE

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Welcome to the fascinating world of ADI

ADI is a computer-based learning product that is unlike any other. It is controlled by a friendly and instructive little character: none other than ADI himself. At first, you will meet him in his little computer "world": this is called his environment. Here, you can have a conversation with him, use one of his numerous utilities (such as write a letter to a friend, make notes for yourself or work out a problem with his calculator), be taken on a tour of his environment or play one of his games. You could even ask ADI to demonstrate an idea or a fact that interests you, or you might call upon him to help you with one of your school subjects.

In this package you will find two discs (three if you are using a 5.25" PC drive). One of these contains ADI's environment. This must be loaded first. A second disc is one of ADI's many applications. This application will take you through one of your school subjects in an interesting and fascinating way. There are literally hundreds of activities in each application. If that sounds daunting, don't worry—ADI will always be there to help and advise you. As you work through the exercises, not only will you become more proficient at the subject, but you will also win points. With ADI, points mean prizes: Your prizes are computer games which ADI will award to you as you progress.

When you want to move on to another subject, you can purchase a different application and environment for your computer.

ADI is your guide, your personal tutor, your friend. He's there to help you whenever you need him. With ADI, you can work at your own pace in the subjects that you want to study when you want to study them.

Because we know that you will want to be kept up to date with all of ADI's latest news and developments, we are sure that you'll want to receive the ADI newsletter. You will be able to get in touch with special pen pals both in this country and abroad and be able to enter super competitions. As one of ADI's newest friends, you'll want to keep in touch. All you have to do is to return the enclosed registration card and we'll send you the latest issue.

1. Getting started

Important notes

ADI is a two-part learning system. The central core of this system is ADI's environment. Into this can be loaded various learning applications. ADI's environment must be loaded first before you attempt to use any of the applications. The package which you have contains one application. More can be purchased for other subjects which can be loaded into this same environment.

Before you use ADI you should prepare a formatted disc to save your letters and your personal notebook.

To load ADI, you can use either the original discs which came with the package or back-up copies which you have created yourself. To create back-ups you should have two blank, formatted discs available (three if you are using 5.25" discs and an IBM compatible PC). To find out how to format and copy discs you should refer to your computer user's manual. If you have an Amiga, you will be **unable** to make a back-up of the application disc unless you use a nibble copier.

Loading the environment

Exactly how you load ADI's environment will depend upon which system you are using:

Atari ST and Amiga computers

System requirements:

Atari ST: ADI will run on any Atari ST with a double-sided drive and a colour monitor or TV set (ADI will not run on high resolution, monochrome systems). If you own a single-sided disc drive, return your discs to Europress Software and single-sided discs will be despatched promptly.

Amiga: ADI can be used on any Amiga system.

To load ADI:

- Ensure that the computer is turned off.
- Insert the environment disc.
- Turn the computer on.

IBM PC and compatibles

Before you load ADI you will need to know about your system's configuration:

If you have one, you must know the mouse type (whether it is Microsoft compatible or not); you must know which graphics standard your system uses (Hercules, CGA, EGA or VGA).

If you are not sure about these points, find out now before you attempt to load the ADI environment by referring to your computer manual.

ADI can be run from the original discs, copies of these discs, or from your hard drive. Instructions for installing ADI onto your hard drive are given below.

To run ADI from the original discs (or copies of them):

- Turn the computer on and ensure that it is operating under MSDOS (not, for example, under MS Windows). Insert the disc (5.25" drives) or the environment disc (3.5" drives). Type **A:** and press **Enter**.
- Type **ADI** and press **Enter**.
- Follow the on-screen instructions to confirm your system's configuration.

Loading an application

Once you have loaded ADI's environment you can go on to load specific applications. The method is the same for all computers:

- Click on the first icon ("Start an application") or press F1 on the computer's keyboard.
- If it is the first time that you have used a particular application, click on "New application", otherwise, select the name of the application that you wish to use.
- When instructed, change to the application disc.
- You now have to pass a protection test. You should refer to the sheet which is labelled with the name of the application.

Installing ADI onto your hard disc (PC users)

To install ADI onto your hard disc you should copy the contents of each of the discs supplied in this package (Environment and Application discs in the case of 3.5" floppy drives; Initialisation, Environment and Application discs for 5.25" floppy drives) into a folder called ADI. If you have MS Windows, this is a simple operation which can be carried out from the File Manager (see your Window's manual for precise details on how to carry this out). Alternatively, the following procedure can be carried out within MS DOS:

- Ensure that drive C is currently activated and that no directories are open. On-screen you should see:

C:\>

If you are in any doubt, type **C:** and press Enter, then type **CD** and press Enter.

- You should now make a directory called ADI. To do this type **MD ADI** and press Enter.

- Now, type **CD\ADI** to enter this directory. Place the Environment disc into drive A and type **COPY A:*. *** and press Enter. Repeat final stage for the remaining disc(s) which you wish to install.

After installation is complete you can run the program by simply typing **ADI** and pressing Enter. Next time you wish to use ADI, you should open the directory from MSDOS by typing **CD\ADI**, then you can run the program.

To remove ADI from your hard disc (PC users)

1. From the **C** prompt, type **CD\ADI** then enter. This allows you to enter the ADI directory.
2. Then type **DEL *.*** and press Enter. This deletes the ADI files.
3. Now type **CD** and press Enter. This allows you to exit the ADI directory.
4. Finally, type **RD ADI** and press Enter. This allows you to delete the ADI directory:

ADI offers a complete world from which you can learn and put into practice what you have learnt. The central part of this world is ADI's environment. Into this can be loaded any one of a number of applications which cover numerous school subjects. Using these applications you will be able to work – at your own pace – through a particular subject or topic. Not only that, but ADI himself will always be there to help you with information and advice.

The environment

When you first use the program, don't be scared to experiment. Take the mouse pointer around the screen. Click anywhere. Find out what happens. You can even try clicking on ADI: he may talk to you. If you click on him too often he might, on the other hand, get angry. Before we start to look at the environment, here are some answers to the most frequently asked questions:

How do I change the date and time?

On most PCs, the date and time will be taken from your system's clock and will probably not need to be changed. With most Atari STs, Amigas and some PCs you may have to change the time each time you re-enter ADI's environment. To do this, press F3 on your keyboard or choose the Tools icon. After doing this, select the control panel. You will now be able to set the time or date. Click on the triangular arrows above and below the time or date box to make your change. Select OK once you have set each one of these.

If you find that you have made a mistake, you can change the date and/or the time again by clicking on either the current date or time which you will see on the far left of the screen. You should then follow the method outlined above.

You should always carefully check that the date and time are set correctly each time you use ADI. If you don't, the program may fail to save essential information about your progress when you quit.

What is the quickest way of finding out about ADI's environment?

To find out about all of the functions available in the environment, simply press F5 or click on the Help icon.

How do I leave ADI?

Most people, when they have finished working with ADI, are tempted to simply turn off their computer. If you do this, you will deprive the program of any important information which may have been accumulated during your last session (such as which applications you attempted and your current position within any application). If you do just turn the machine off, ADI will become very angry and will reduce the number of points that you have accumulated. This might, in turn, deny you access to some of his games.

To leave ADI, you must click on the Quit icon or press F8 on your keyboard. Only then can your current position be saved to disc.

What are protection grids and how do I use them?

As a bona fide user of ADI you should either make working copies of the original discs or install the environment and any applications which you own on to your hard disc. The discs which came with the package can then be stored in their box and need only be used if something goes wrong.

ADI's protection system is designed to protect the program from getting into the wrong hands. Each protection grid contains 300 rows of four coloured squares. Every time you load an application you will be given a code. Look up this code on the relevant "Application Sheet" (such as Maths, English or French). Find out which colour this code corresponds to. Once you have discovered this, either click on the relevant colour on the screen and then click on the box labelled **Enter** or **type** in the number relevant to that colour and press **Enter** on the keyboard.

When loading ADI's environment, PC users will be presented with the computer's present configuration. Once the details are displayed confirm by selecting **Yes**. If you select **No**, simply follow your system's prompts. Atari ST and Amiga users, insert your environment disc and switch on machine.

ADI's screen display

As you'll find out, ADI is a polite little chap. After he has first appeared on your screen, he'll ask you how you are today. Then he'll ask you whether you want to:

Work, Chat or Play.

If you select **Work**, you will be able to load an application without using anything else in the environment.

If you choose to **Play**, you will be able to use one of the games which has been made available to you. (Don't forget, as you accumulate more points, you will earn more games: There are nine to win in all.)

By selecting **Chat**, you will be able to work within the environment.

As you look at the screen, you'll see ADI in the top left hand corner. When you click on his face, he will reply. You should be careful not to click on him too many times as you might upset him – especially if the delivery of space crisps has been late – that always puts him in a bad mood!

Under ADI is the date and time. If these are wrong, you can click on them to change their settings. Under this is your current score. You will accumulate points as you work through the applications. If you complete an exercise without any help, you will be awarded two points. If you make mistakes but ask for help, you will gain one point. It's always possible to return to an exercise and gain points which you failed to get earlier on. As these points accumulate, you'll be awarded new games to play. (Don't forget, you must always make sure that the date and time are correct when loading ADI and you must always leave the program by pressing F8 or clicking on the Quit icon. If you fail to do this, points will not be saved from your current session and you will also lose additional points.)

At the top of the screen is the area in which ADI will communicate with you. Here, he might tell you jokes or stories, advise you with your work or just offer a few friendly words of encouragement.

The large central part of the screen is where the exercises, animations, documents and even the games are displayed. Below this is the control strip.

The Control Strip

There are eight icons in the control strip. These can be activated by clicking on them or by pressing the relevant function ("F") key on the computer keyboard (F1 for the first icon, F8 for the last.) Occasionally, some of the icons will not be available. If this is the case, the unavailable icons will be obliterated by a large red cross.



F1 Start an application

Select this icon to load an application. Once you have done this, click on the name of the application that you wish to load (or type in the number which appears beside it). If it is the first time that you have used a particular application, you should select "New application". Follow the on-screen instructions when loading an application being sure to change discs when told to and to use the correct protection grid.



F2 Play a game

Select this icon if you wish to play one of ADI's games, you will then see a list of the games which are available to you. Click on the game that you wish to play (or type in the number which appears beside it). When you first use ADI, only one game will be available. This number will increase as you accumulate points by working through the applications.



F3 Tools

ADI has five tools which you can use. These are: A notebook, a calculator, a private diary, a letter writing facility and the control panel.

The notebook

This useful facility allows you to make notes which you can refer to at any time during a session with ADI.

The calculator

When you select this option a calculator appears to the left of your screen. You will find this especially useful as you work through some

sections of the Maths applications, although it can be used at other times. The calculator can carry out standard mathematical functions (+, -, *, /) as well as change the sign of a currently displayed number (-/+), provide the reciprocal of a number ($\frac{1}{x}$), calculate the square root (\sqrt{x}) and the square (x^2) of the number displayed. To use the calculator, click on the appropriate numbers and functions. The keyboard can, in most cases, be used instead of these icons.

Personal Diary

The diary facility allows you to write personal notes which only you will be able to look at. When you first use the diary you must decide upon a password. You will have to remember this password or else you will not be able to read or add to your diary in the future. **You must also have a blank, formatted, disc ready to save your diary when you leave this option.**

Send a letter

This facility allows you to write letters to disc which you can give to any of your friends who also has a copy of ADI. You must agree a code (password) with your friend. When you first use this function, you must tell ADI what this code is. **Be sure to have a formatted disc ready to save your completed letter.** Once it has saved, you can pass the disc containing the letter onto your friend who will be able to read it by selecting:

Read a letter

Before you choose this function, you should ensure that the disc containing the letter is in the computer's disc drive.

Control Panel

From the control panel, you can:

- **Turn off ADI's sounds.** To do this, simply click on this statement after selecting the Control Panel. If you later want to turn the sounds back on again, select the Control Panel and click on the statement which will now say "Turn on ADI's sounds".
- **Set the time or the date.** If you select either of these a small selector box will appear in the centre of the screen. Alter the settings by clicking on the triangular arrows and then confirm your choice by selecting OK.

- **Re-initialise the program.** Choosing this option will remove all saved data from ADI's memory. The main implication of this is that the scoreboard will return to zero and you will lose access to all but one of the games. You should only choose this option if you are absolutely certain that you wish to lose this saved data.

F4 Documents

Within the environment, selecting this icon gives you access to a wide variety of information such as a European atlas, illustrated proverbs and animated sequences such as the water cycle, food chains, animals in danger, the evolution of man and so on. This information acts as a small encyclopedia from which you can find out about things that interest you.

When you are working within an application, choosing this function will present you with a document which contains comprehensive information relevant to the current section of the application.

F5 Help

This very useful function can be used in a number of ways depending upon what you (and ADI!) are doing at the time. If you choose this icon (or press F5) within the environment, you will be given the opportunity to find out about any icons or other functions which you may not be sure about.

From the pictorial menus within applications, selecting this option will reveal a full list of the exercises groups which you can attempt.

Within the exercises, specific help is given to help you complete the exercises or problems. You should use this function whenever you are not certain how to answer any question or if you become confused in any other way. Often, whatever your problem is, the advice given once you have selected this function will solve it.

F6 and F7

They are "**backwards**" and "**forwards**" icons. If you wish to move backwards or forwards through a number of textual screens or between exercises you should use these functions. If you are working within an exercise and wish to move to the next one, click on the "forwards" icon (or press F7). Doing this will allow you to skip over any exercises that you do not wish to attempt. You should, however, be very careful when you use this icon. ADI sets out the exercises in a particular order for a good reason: The more that you progress within a set of exercises, the more difficult they become. If you ignore this fact you may skip too many of the easier exercises and find the later ones too difficult. This will mean that you will not be able to understand them and will have to return to the beginning.

F8 Quit

This icon takes ADI back by one step. If, for example, you are looking at a textual screen within an application, clicking on this icon (or pressing F8) will take you back to the exercise. If you press it again, you will return to that chapter's menu. Using it a third time will return you to the main menu for that application. If you want to leave an application, you can do so by selecting this icon while you are looking at the main menu screen. From the environment (with no other function selected) pressing F8 will take you out of ADI altogether.

The applications

The central core of ADI's teaching technique lies within the applications. A single application covers one subject for a single age group. For example, English 11/12 has been designed for 1st year senior pupils (Year 7). *ADI's applications will cover a wide variety of subjects: Watch out for the latest releases.*

To enter an application, you must first load the environment disc as described earlier in this manual. If you click on the first icon (or press F1), an application can be loaded. To do this, follow the on-screen instructions being careful to enter the correct protection code when requested.

Applications are arranged like books. When one first loads you will see the main menu screen. As you move the mouse pointer around this screen the names of the chapters which make up the application will be displayed. You can load any of these by simply mouse-clicking (or pressing Return or Enter) while a name is displayed. Alternatively, you can click on the Help icon (or press F5) and a full list of chapters will be displayed. To load a chapter from this list just press the relevant number on the keyboard or, using the mouse, click on the name of the chapter.

Each chapter is made up of smaller units called “sub-chapters”. Once you have loaded a chapter, you will see another pictorial menu. You can discover what this chapter contains and load sub-chapters in the same way as you explored the main menu and loaded a chapter.

Once you have loaded a sub-chapter you can, at any time, return to the pictorial menu for that chapter by clicking on the Quit icon (or by pressing F8). To return to the main pictorial menu, repeat this process.

Chapters and sub-chapters can be attempted in any order. Once you have loaded a sub-chapter you can skip forward between exercises by clicking on the Forward icon (or pressing F7). However, because exercises are arranged in an increasing order of difficulty, you should do this cautiously.

Each exercise is made up of a number of questions. Sometimes, a group of questions will be preceded by an introductory screen. Be sure to read these screens as they offer useful advice and information about the exercises. If you want to read about the subject or topic covered by a set of exercises, you should click on the Documents icon (or press F4). You will then be presented with a comprehensive selection of background information. Specific help about the exercise that you are currently working on can be seen by clicking on the Help icon (or by pressing F5). If you encounter any problems at all with any exercise you should always look at the help document.

Some exercises (especially those in the English applications) are presented with accompanying text. Where this is used, it may provide examples which back up the work covered by the exercises or it may form the basis for comprehension and other similar types of questions. When a text screen is available, you will see a small on-screen icon labelled “Book” or “Text”. If you click on this, the first page of the text will appear on the screen. To move forwards and backwards between

different pages of the text, click on the forwards or backwards icons (or press F7 or F6). Once you have finished reading the text and wish to return to the exercises click on the Quit icon (or press F8).

How you answer an exercise will depend upon how ADI presents it. You may have to mouse-click on an arrow until you see the correct alternative and then select OK, you might have to click on the correct multiple-choice answer or answers, you could even be asked to enter your answer using the keyboard. The method that you use will usually be explained either in an introductory screen or in a statement at the top of the screen. Click on the Help icon (or press F5) if you are still not sure about how to approach an exercise.

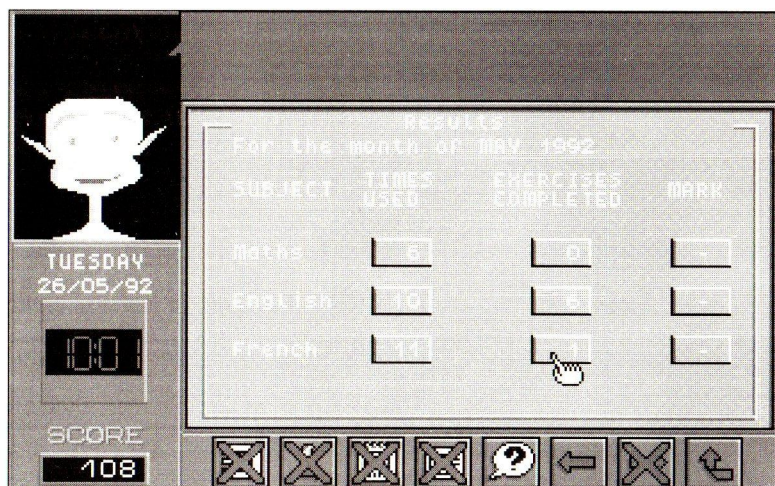
ADI's exercises are not just designed to test your knowledge. They are there to help you progress in a subject at your own pace. To get the most from ADI, be sure to use all of the facilities and functions which are available.

3. Evaluating your progress

When you want to leave an application, always do so by clicking on the Quit icon (or pressing F8). If you have completed more than six exercises you will be presented with an evaluation screen. This will give you your results for the current session as well as your average over the preceding month. When you finally leave ADI, do so by clicking on the Quit icon (or pressing F8) again. This will save that data along with your new score to the environment disc.

You can, while the program is in the main environment, view your progress at any time by clicking on the current score area or by pressing F9.

If you do this you will see the following display:



To obtain more precise information about a subject, click on its name and you will see another table. This will give you a breakdown of your progress in particular areas of that subject. To see a graphical display of this data, press any key. Clicking on the Quit icon or pressing F8 allows you to return to the environment.

4. Background Information

ADI represents an entirely new concept in educational software. It offers children a complete "world" (the environment) controlled by a friendly alien character. The main body of the educational material are the applications which can be loaded into this world.

ADI's approach is unique because not only does it supply facts and ideas without letting any errors slip through, but it also teaches the child to work by consulting its many available on-screen documents. ADI provides, in an intelligent fashion, help and advice in response to the child's progress. As such, the program and the character can be thought of as growing with the child.

ADI was developed following intense discussions between teachers, psychologists and technical experts. They thought long and hard about the final concept and integrated the results of recent research into child psychology. Every aspect of the program's development has taken this research into account. The result is an environment which children can use to work in and gain pleasure from learning.

ADI's approach attempts to unite work with relaxation, learning with encouragement and the pleasure of learning with the desire to succeed.

ADI's environment disc is designed to take children through an academic year. The 11/12 environment, for example, is designed for children in their first year of their senior education. A range of subjects are covered by the application discs which can be loaded into the relevant environment. In carefully choosing the correct discs for your children, you will be able to tailor the program to form an accompaniment to the school studies. By updating the ADI environment and applications as your children progress through school, ADI will be able to assist in the development of their education.

Each application has been carefully designed by some of the UK's most talented teachers – and has been written under the guidelines of the National Curriculum. Because of this, the ideas and concepts covered by ADI will reinforce those covered by children at school.

ADI can be viewed as your children's personal computer-based tutor who has three main qualities:

He is available exactly when and where children want him. He is alert – he will not let even the smallest error pass without causing children to think about it. He is amenable – he understands the child. He relates to children in a language that they understand. He offers praise where it is due and criticism when it is not.

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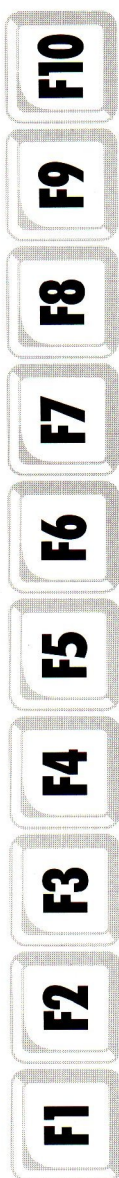
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Key Strip



F1 (Application)

To load an application or start work on a subject

F2 (Games)

Play a game (for use only in Environment)

F3 (Tools)

This is your calculator, notebook, diary and writing facilities

F4 (Documents)

For use in the environment and when using an application

F5 (Help)

You can use this at any time

F6 (To move backwards)

To move to the previous exercise

F7 (To move forwards)

To move forward to the next exercise

F8 (Quit)

To quit or leave a subject

F9 (To monitor progress)

To see your progress (for use in Environment only)

F10 (Press to enter)

To enter your answer