

Knighlite Software

Ahsha Spells

The Interactive, Animated Spelling Tutor For Children

Version 1.0



User Guide

For Use With Microsoft Windows

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License Agreement:
Ahsha Spells Version 1.0 for use with Microsoft Windows.

VERY IMPORTANT - PLEASE READ -

Ahsha spells requires you to install two small programs **before** attempting to run Ahsha Spells. These programs are called MSAgent.exe and TruVoice.exe. They are located in the C:\Program Files\Ahsha folder. To install these files do the following:

- 1) Double Click on "My Computer"
- 2) Double Click on "C" Icon Then "Program Files"
- 3) Double Click on the "**Ahsha Folder**"
- 4) Double Click and run both MSAgent, then TruVoice.

These files will quickly install in their proper folders automatically.

Ahsha spells is now ready to go.

License Agreement:

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Printed in the USA

Introduction:

Ahsha Spells Version 1.0 - The Animated Interactive Spelling Tutor By Knightlite Software

Ahsha spells is an interactive spelling tutor that allows children to learn spelling words quickly and enjoyably, with the assistance of Ahsha, an animated Microsoft Agent (TM). Ahsha administers spelling tests on-screen, keeping track of all words either spelled correctly or incorrectly. Ahsha can also administer timed written tests, in what we call "The Big Test." The program is easy-to-use and friendly. Ahsha asks the name of your child, and then remembers it each time the program is started. Ahsha will then call your child by name, when communicating. You can easily change names with a few clicks of the mouse.

The full registered version of Ahsha Spells includes four such characters. Ahsha can take on the appearance of any of the four characters. The user can easily change between characters with a few clicks of the mouse. The Internet Version only features the wizard.

Tests are administered by Ahsha speaking each word. The child then types the word into a word entry box on the screen. Younger children, unfamiliar with computer keyboards, can enter letters by clicking on our alphabet control pad. Ahsha will speak each letter that is clicked upon, and the letter will be entered into the word entry box. Once the word is entered, the child either presses the enter key or clicks the "Tell Ahsha" button on the screen. Ahsha will tell you if you spelled the word correctly. Ahsha praises you if the word is correct, and offers encouragement if the word is spelled incorrectly. Ahsha also keeps track of the score and remembers the words that were misspelled. The child can then go back at a later time and review missed words.

At the end of any test, Ahsha announces the test results. You can print out the test results for future reference. Test results can also be saved to a file that can be opened and printed out at a later time. On the test results sheets, the following information is recorded. The child's name, the date the test was taken, and the time of day it was taken. The results page will also show each word, with the indication whether or not the word was spelled correctly, incorrectly, or not at all.

Ahsha spells comes with a pre-loaded library of words that students typically need to know how to spell, but the real value of Ahsha Spells, is that the student can create custom spelling tests. Many school children have weekly spelling words that they need to study. Ahsha spells is designed for that very purpose. Students can assemble what we call spelling libraries, in which their spelling words are grouped together. A student can use a specific library or take a test that incorporates the entire library. Libraries no longer needed, can be deleted from the database easily. There is an unlimited number of words or libraries (up to 2 GBs) you are able to store in the database.

When a child believes he/she has mastered the words in a particular library, he/she may choose to take "The Big Test." The Big Test is a timed test in which the student writes out the words on a **Test Sheet** which is printed out by the program. Set times can easily be adjusted on the fly and tests can also be paused. When the written test is completed the child can print out the word list or view the words in the print preview window.

Ahsha spells comes with an additional feature we call “**Ahsha Speaks.**” Ahsha speaks is a section of the program where a child can type whatever he or she wishes into a text box, and Ahsha will read the words.

System Requirements

This program was created to be run in the 640 x 480 resolution. Any higher resolution, the program will not function as it was designed.

Required:

- Windows® 95, Windows 98, Windows NT® 4.0 (x86), or Windows NT 5.0
- A Pentium 100-MHz PC (or faster)
- At least 16 MB of RAM
- At least 2.6 MB free disk space for the core components
- An additional 2-4 MB for each character.
- An additional 1.6 MB free disk space for the Lernout & Hauspie® TruVoice Text-To-Speech Engine for speech output
- A Windows-compatible sound card
- A compatible set of speakers

Installation:

To Install Ahsha Spells follow these instructions.

- 1) Insert CD into CD Rom drive and close the door. Wait a few moments and then double click on “My Computer.”
- 2) Double click on your CD Rom drive icon.
- 3) Double click on Setup.exe
- 4) Follow the instructions displayed on the screen.

IMPORTANT:

Ahsha Spells is an interactive program that involves the use of Microsoft Agents (the animated characters), and full text to speech sound. In order for this software to work you must also install two other small programs provided by Microsoft. These programs are MSAgent.exe and TruVoice.exe. To install these two programs follow these instructions.

- 1) Double Click on “My Computer”
- 2) Double Click on “C” Icon Then “Program Files”
- 3) Double Click on the **Ahsha** folder
- 4) Double Click and run both MSAgent, then TruVoice.

These files will quickly install in their proper folders automatically.
Ahsha spells is now ready to go.

The Main Menu:

File:

Open A Word Library:

Allows the child to type in the word library that is to be used for a spelling test. This requires you to know the name of the library. If the library exists, Ahsha will load it into the main test screen. If the library does not exist, Ahsha will let you know and ask if you would like to select another word library.

An easier way to select word libraries is to click on the **Library** cloud on the main control island and select a library from the list.

Print Test Results:

This menu option takes you to the print preview screen where you can see, as well as print out your test results. The Test Results page will include the following items: The date and time the spelling test was taken, the number of words spelled correctly, the number of words spelled incorrectly, and the total score. The test results page will also list all the spelling words in the test and will indicate which words were spelled correctly and which were spelled incorrectly. It will also indicate whether an attempt was made to even spell the word at all.

The test results can be printed out, or the results can be stored as a file, than can be opened up and printed at a later time. Test results are save with the ktt file extension (Knightlite TestTaker Format)

Print List Of Currently Displayed Words:

Prints a list of words that are presently in the current test library.

Print All Test Words In Library:

Prints a list of all words in the entire database and includes all word libraries.

Print Test Sheets:

Prints a spelling test answer sheet, which consists of a series of numbered blank lines your child can use to write words. This is intended to be used when your child takes “**The Big Test.**”

Please Note: In the print preview window you can zoom in on the preview image by double clicking on the image itself with the left mouse key. You may also zoom out by double clicking with the right mouse key. The pages may be scrolled by using the scroll bar underneath the preview window.

Open Ahsha Speaks Window:

This menu item takes you to the Ahsha Speaks window. Ahsha Speaks is an area of the program where your child can type anything into a text box and Ahsha will read what your child has typed.

Take The Big Test:

Takes you to the Big Test window. The Big Test is your child’s opportunity to perform under pressure. Ahsha will ask your child to spell words from the library you have chosen. The interval between words is timed by Ahsha. Your child writes down the words on to the Test Sheet that can be printed out.

End:

Exits out of the Program.

Library:

Select Library:

Takes you to the Library Screen where you can select which library you would like to use.

Edit Word Libraries:

Takes you to the Word Library Screen where you can add, delete, or edit word libraries.

Options:

Change Ahsha’s Appearance:

Ahsha Spells comes with four different characters that will take on the character Ahsha. NOTE: The Internet Version only contains one character; the Wizard. To change Ahsha’s appearance, simply click on this menu item. Another window will open and all the characters will fly into it. To change a character double click on one of them. After you double click on them, they will no doubt do a bit of bragging as to why they feel they are the best to take on the role of Ahsha. To activate the new character, you must exit the program and restart it.

Review All Words Missed In This Test:

Every time your child takes a test, Ahsha will remember which words your child misspelled. Click this option to review these words. Once a word has been spelled correctly, Ahsha will remove it from his list.

Change Friend's Name:

Ahsha needs to know who he is playing with. If you have more than one child using this program, you can change the child's name here.

Help

Contents:

Shows contents of help file.

About:

Shows program and system information.

Navigating Ahsha Spells:

Ahsha Spells is designed to be an easy program for your child to use. It can be used by very young children who have some familiarity with using a mouse.

The Main Control Island:

The Main Control Island is the main navigating area of the program. There it displays which word library is currently in memory, and allows easy access to the main parts of the program.

The Start Test Cloud:

When you click on the Start Test cloud the Ahsha will set the score to zero, and begin the spelling test. Each test will randomize the order in which the words are asked.

The Library Cloud:

Click on this button to change the spelling test to a different word library.

The Edit Cloud:

This button takes you to the Edit Word Library screen where you can add, edit, or delete words, and or entire word libraries. See edit for more details

The Name Cloud:

Use the Name Cloud to change to the name of the child who is currently using the program. Ahsha will create a window where you can type in the name. Ahsha will remember the name until you change the name again.

The Score Board:

Beneath the Control Island is the scoring area of the program. This consists of four elliptical boxes. The first box displays the number of all the correctly spelled words. The second, displays the number of misspelled words. The third, displays the number of words that have been taken so far in the test. Finally, the last displays the child's score. The score is also displayed when you click on the **Test Results** menu item under the **File** menu.

The Word Display Block:

The Word Display block is the area where a word is displayed after it has been spelled correctly. It is also an area where Ahsha indicates that a word has been spelled incorrectly.

The Word Entry Box:

This is the box where you type in the word that Ahsha asks you to spell. Words should be typed in as they were entered into the database. In other words, if you have a word that should be capitalized, and it was indicated that it should be capitalized it must be also capitalized here. On the edit screen we have a "Caps" check box. If you check this box, the first letter in every word will be automatically capitalized by Ahsha. Once you enter a word, simply press enter.

If you have younger children who are not familiar with computer keyboards, they can use the alphabet pad to the right. Simply click on each letter and Ahsha will add it to the word entry box. Ahsha will automatically capitalize the proper letters here as well if you activated the "Cap" check box on the Edit screen. As your child clicks on each letter Ahsha will speak each letter, as it is added to the word entry box. When all the letters are entered, your child clicks on the "**Tell Ahsha Button.**"

If it is not clear which word Ahsha is asking you to spell, simply click on the "**Ask Ahsha To Repeat Word**" button. If your child gives up, he or she can always click on the "**I Give Up**" button.

To exit the program, simply click on the Exit button.

Quick Start Instructions:

Here are some instructions to get you going quickly with Ahsha Spells.

- 1) Start the program by clicking on the **Ahsha Spells** icon under the Knightlite Software group, on the start menu.
- 2) Ahsha will appear and greet you. The default settings when starting the software, will create a test that encompasses all the words in all the word libraries. To choose a specific word library, click on the **Library** cloud on the main control island., and choose from the various word libraries on the list. Click on the **Leave** button. The words in the selected library will be placed in random order.
- 3) Click on the **Start Test** cloud. Ahsha will go into motion and commence the test. As Ahsha asks each word, type the word into the **Word Entry** box, then press **Enter**. You can also select each letter using the **Alphabet Pad** and then click on the **Tell Ahsha** button to enter the word. Ahsha will praise you if the word was spelled correctly, or offer advice if the word was misspelled.
- 4) When the test is completed, Ahsha will indicate so and tell you your score. You can then print out the test results by clicking on the **Print Test Results** menu item under the **File** menu.

Words that were misspelled can be reviewed by clicking on the **Review Words Missed** on the **Options** menu.

Creating And Editing Word Libraries.

The **Edit Word Library** window allows you to create and edit word libraries. There are an unlimited number of libraries that Ahsha Spells can create. Likewise, there are an unlimited number of words that can be entered into each library.

Adding a New Word Or Library:

Click on the **New** button at the bottom right hand side of the window. Type in the new word in the word entry box. If you would like the word capitalized, you **must** capitalize it here. You must also check the **Caps** check box as well. Checking this box will tell Ahsha that the first letter of each word must be capitalized. For example, North Carolina. When checking the Caps box, Ahsha will automatically capitalize the first letter in both words, when entering the word into the word entry box, or using the key pad on the main test screen.

Next select a library for which the word will appear in. If you are starting a new library, simply highlight the current library name and type in the name of a new library. You may also create a new library by selecting **Create New Library Chapter** from the **File** menu.

The real benefit of Ahsha Spells is that your children can build up libraries of words that are assigned at school. Many students receive weekly spelling words throughout the school year. We have included a calendar with all the weeks of the year labeled. As an example, some of the samples included in this program are Jason43, Jason46, Jason48, and Jason49. These represent spelling words that were assigned for weeks 43, 46, 48, and 49 of this calendar year. Note: You can delete these

libraries by selecting **Delete Library Chapter** from the **File** menu.

To save the word, click **Save**. We have designed the program so that you can quickly add a library of words with the minimum number of mouse clicks and key strokes. For example if you click new, you can type in the word, then hit enter, type in the library, hit enter, hit enter to Save, and hit Enter to start a new word. The library name will automatically stay in the library box. So you can go right past it by hitting the enter key again. A whole list of words can be entered in minutes.

To display all the words in a particular library, double click on the list box on the left. The words in the library will be displayed in the list box to the right. To move from word to word, use the VCR buttons located at the bottom of the screen, to move back and forth. To Delete a particular word, use the VCR keys until you see it displayed in the word entry box, and click the **Delete** button.

Taking The Big Test

After your child has mastered his or her spelling words, Ahsha Spells can give your child a real time written spelling test.

Click on **Take The Big Test** from the **File** menu. Ahsha will open **The Big Test** window and suggest that you print out test sheets for that particular test. You can then set the interval in which words are asked by clicking on one of the option buttons to the left of Ahsha. Timed tests can be set at intervals of 5, 10, 15, 20, 30, and 45 seconds. These settings can be adjusted during the test.

To start the test, click on the **Start Test** button. Do not click the **Start Test** button, until Ahsha has finished speaking. The test is timed the moment you click the **Start Test** button. You can pause the test at any time by clicking on the **Pause** button.

When the test is completed Ahsha asks you if you would like to print out a list of the words, so you can check your results. You can also use the print preview screen to see the answers as well.

Ahsha Speaks

Ahsha Speaks is a special bonus section of the program that allows your children to type in anything into a text box and Ahsha will read it. They can see how mixing up letters will create different sounds. Ahsha can say some pretty funny words.

They can also write their own stories and Ahsha will read them. You may also have Ahsha print out these stories as well. Stories may be save to disk and printed out at a later time.

Registering Ahsha Spells Version 1.0

For current pricing information on Ahsha Spells Version 1.0, please visit our web site:
<http://www.knightlite.com>, or go directly to the Ahsha Spells web page at
<http://knightlite.simplenet.com/spell>

The registered version of Ahsha Spells allows you to create an unlimited number of word libraries so you can create your own custom lists. You can add, edit or delete words from any library.

The registered version also gives you all four interactive characters.

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