MORSE COACH MANUAL

Introduction:

The MICROLOG MORSE Coach adds a complete computer controlled MORSE teaching program to your Commodore C-64 system. The automated program is divided into three parts--the 'Alphabet', the 'Practice' and the 'Speed Test'.

The 'Alphabet' program assumes no prior knowledge of MORSE code. It will, at first, use four characters, sent at random and introduce new letters at a rate based on the individual's own level of achievement. Any character rate can be chosen from 10 wpm up to 99 wpm. The starting point (which character) of the alphabet program can be selected so as not to hinder day to day progress by too much review. By sending each character at a relatively fast rate the student learns the 'sound' of the whole letter rather than individual dots and dashes. This eliminates the 7-8 word per minute plateau that the student will invariably reach if he starts learning at, say, a 5 word per minute character rate. In other words, it is possible to get up to about 8 words per minute by just counting dots and dashes. In the MORSE Coach program the dot to dash ratio and timing within each character are maintained at the proper rate, only the time between characters changes. The 'Practice' and 'Speed Test' program will send a predetermined number of 5 character groups from 10 to 99. As the code groups are being sent by the computer and typed by the student, the program will constantly keep track of the errors in copy. Forward and backward correlation up to + or - 5 characters is used in the program so that a missed character or a double (key mistakenly typed twice) will not throw the program out of SYNC. Without this feature, a missed or double character would result in continuous errors from that point on. The 'Speed Test' program will fail the student at a 15% error rate, whereas the 'Practice' will complete the run no matter what the error rate.

After the groups are sent, the actual characters you typed and the computer generated code will be displayed as "RAW DATA". The groups ahead and behind of the error group are shown next to aid in evaluation of the actual copy errors. The summary, the transmit and receive test, and user comments from a separate text buffer will also be dumped to your printer for a permanent hard copy record of the test.

CHAPTER 2

Operating Instructions

The MICROLOG MORSE COACH Trainer is a self-contained unit within the cartridge. Make sure the computer is turned off when attaching or removing the cartridge.

With the MORSE Coach Cartridge attached, turn on the computer. The display will show that you have a choice of five different MORSE Code training and screen color change programs. By pressing the appropriate letter, that program will be initiated. The first three choices are for the actual training programs. The last 2 are for screen color or character color change. Each time you hit #4 or #5, the colors will cycle thru those available. Just stop on the ones you like.

2.1.1   'Alphabet' Program

The 'Alphabet' program is designed to teach you individual letters and numbers. When this program is initiated, the display will request that you enter a MORSE Code speed. Type in any speed from 10 to 99 followed by "RETURN". Next you'll have to enter the starting point in the character set. If you want to start further on in the program to avoid having to build up that point, you can enter the character number counted sequentially from the left.
Q7ZG09801JPWLRAM6BXDYCKN23FU45VHSITE. Example: To start at the letter "R", which assumes proficiency up to that letter, count over from "Q", 14 characters to "R". Type 14 followed by the RETURN key. The program # will start sending random characters picked from the first 14and progress from there. This is the order from left to right of new character introduction. The minimum you can start with is the first 4, "Q7ZG". You can halt the alphabet program at any time and display your progress on a bar chart by typing the "F1" key or abort and return to the main menu by typing "F7". Use this function when you want to pause, or to see how far you've come through the alphabet. If you are going to stop for the session, be sure to check the bar chart and remember the character furthest to the right with any vertical bar so you can start the next time at the same point.

2.1.2   Practice

The 'Practice' and "Speed Test' programs will send out groups of 5 characters, record your response and evaluate your performance at the end of the test. When this program is initiated, the display will request that you enter the speed, number of groups and user's comments (title, etc.) to be printed. Type in speed from 10 to 99 followed by "RETURN". The number of code groups can be from 10 to 99. You can correct any entry by typing the "INST/DEL" key to backspace. When you are satisfied with the entry, hit "RETURN".

You will now observe a summary of your previous entries. If you wish to change an entry, type in "F7" for reset and go back to the beginning menu. If the summary shows that all entries are correct, press any letter on the keyboard. After a short delay you will hear the characters being transmitted. You should type in you response. At the end of the transmission, or if you press "F7" during the transmission, a summary will appear of the pertinent information. If at any time you want to exit this program type "F7" to go back to the main menu.

The first display will be the 'Raw' data. That is, what the computer sent, and below it, what the student typed with no attempt to correlate. Then after a short delay during which the computer is analyzing the results, it will display the groups it found correct. Any group with an error will be blank. If you have a printer connected to the Commodore serial port the same displays plus the summary and users comment will be printed. You can then easily tell which letters are causing problems in copy.

2.1.3   Speed Test

The 'Practice' and 'Speed Test' programs are implemented the same way. NOTE: The only difference between these two programs is that the 'Speed Test' will show "FAILED" at 15% error rate. The 'Practice' will complete the run no matter what the error rate.