

Mariner Advancement Exam Prep



Mariner Advancement Flashing Light

User Manual

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Mariner Advancement® Exam Prep 3.0 License

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License and costs

The Software is being distributed as licensed for one user. License for use is granted from purchase date. See license and User agreement at startup, or click on the ABOUT menu at the top of the Main Menu or Test Menu in the Mariner Advancement Exam Prep application.

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Installation

Mariner Advancement® Exam Prep 3.0 is installed on USB drives for easy portability. You can run Mariner Advancement® Exam Prep on any Pc compatible computer that has a USB port and meets the system requirements found on the back of this cover.

To set up a computer for Mariner Advancement® 3.0 simply insert the USB drive into any available USB port. Click [Start] at the bottom left of your Windows screen. Second, select [My Computer] in the [Start] menu.

Next, double click the Removable Disk icon similar to the image to the right but may have a different drive letter.



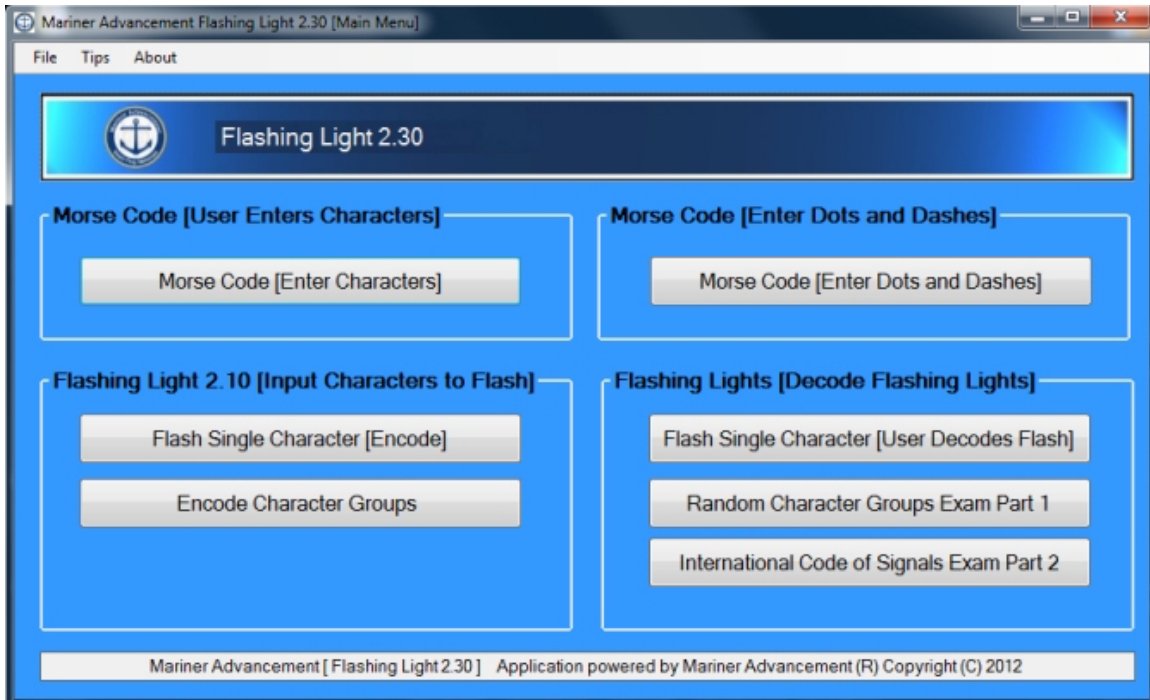
You should then see an icon similar to the one here to the right. Click on the icon and run the program directly from the flash drive.



There is no installation necessary with Mariner Advancement® 3.0 however you should make sure your computer has all of the recent Microsoft Windows Service Pack updates. If you are running a 64bit version of Windows you will need to run Mariner Advancement 3.0 as a 32 bit application. Do not transfer any files from the USB drive to your hard drive, run the program directly from the USB drive.

WARNING !!! DAMAGE POSSIBLE!!!!

Do not copy any files from the flash drive to your hard drive or other type of storage media. Mariner Advancement® 3.0 is locked to the flash drive and can only run on the flash drive it was distributed on. Some attempts at moving files from the flash drive may cause permanent damage to the software files making the program inoperable.



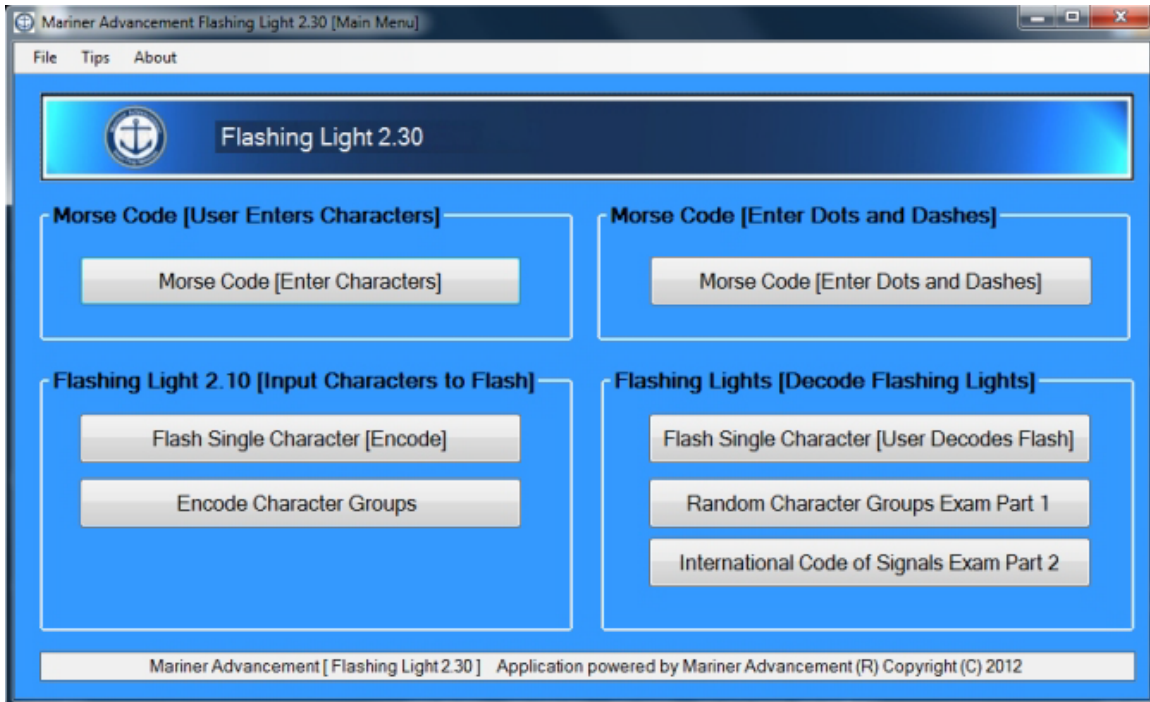
Main Menu

Morse Code [User Enters Characters] - Mariner Advancement® Flashing Light provides you with a single character code made up of dots and dashes. You enter the correct alphanumeric character or punctuation character that matches the Morse code given. No flashing lights in this section.

Morse Code [User Enters Dots and Dashes]- Similar to the section above but Mariner Advancement® Flashing Lights provides you with the alphanumeric character or punctuation and the user inputs the corresponding series of dots and dashes that represent the character in Morse Code. Typically a user would use these first two sections to memorize Morse code prior to continuing on to the flashing light sections.

Flash Single Character Code [Encode] The user clicks on one of the alphanumeric characters or punctuation characters and Mariner Advancement® Flashing Light flashes the Morse code.

Flash Single Character Code [User Decodes] Similar to the above section but Mariner Advancement® Flashing Light first provides the flashing light that represents the character and then the user clicks on one of the alphanumeric characters or punctuation characters that represent that flash.

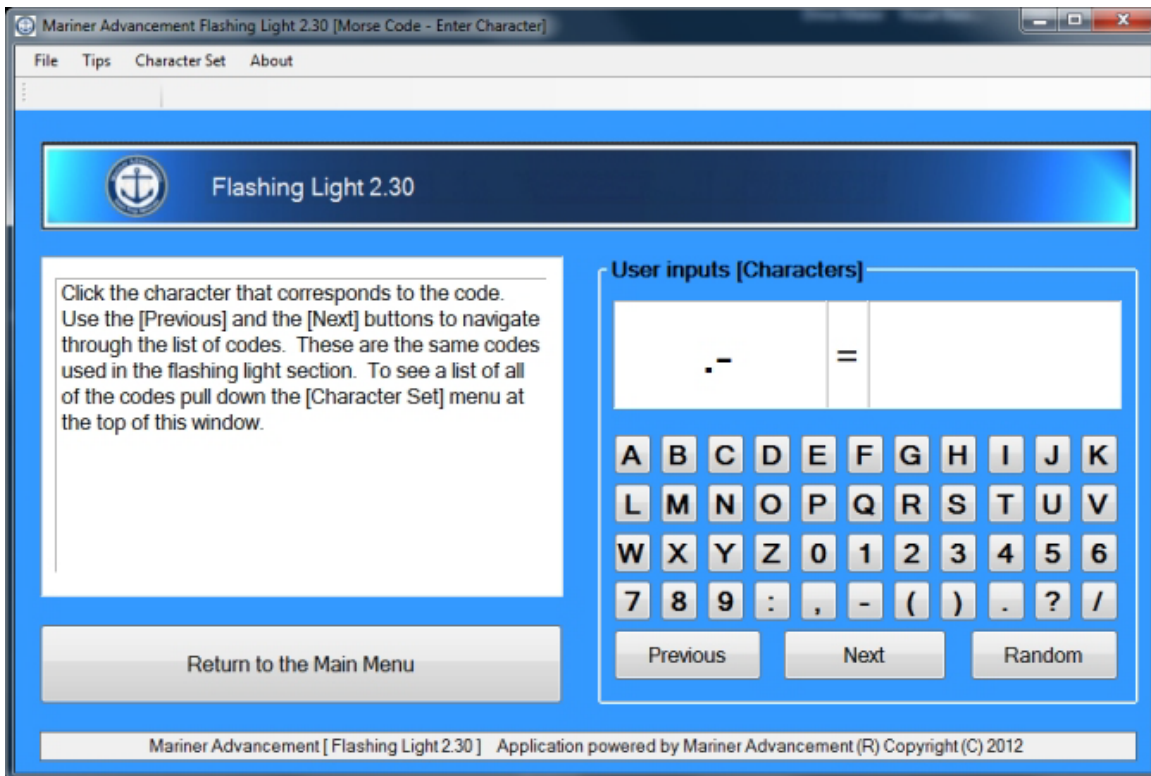


Main Menu (continued)

Encode Character Groups - The User inputs a combination of alphanumeric characters and/or punctuation characters in groups of two or more and Mariner Advancement® Flashing Light flashes the corresponding Morse code that represents those groups of characters.

Random Character Group Exam Part One - Exam one represents plain language text such as a persons name, rather than a code that would be deciphered using the Pub. 102 International code of signals publication. Exam one consist of five groups of three randomly generated letters. For example, "AVE LCR KGM VAL GLM".

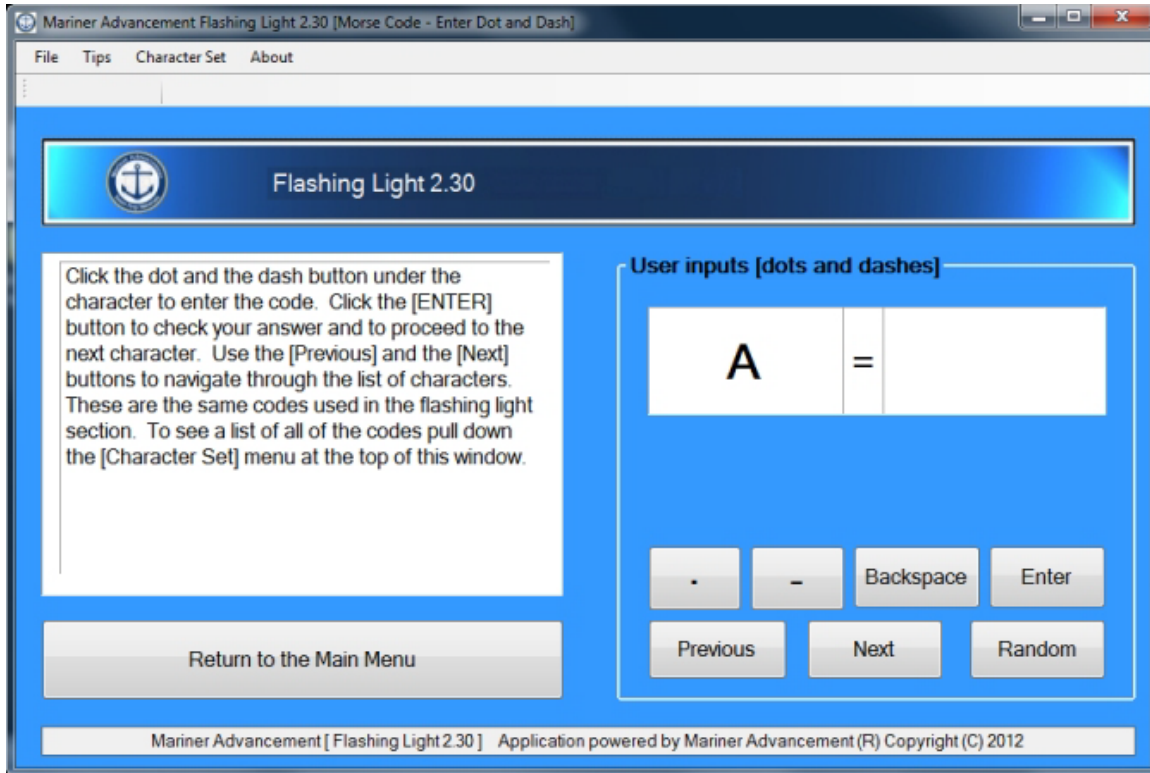
International Code Of Signals Exam Part Two. Exam two represents code groups that will be deciphered using the international code of signals Pub 102 located in the resources folder. Exam two consist of five code groups. Code groups can be two to three characters long and are made up of letters and sometimes numbers. No punctuation is used in exam two. More on these exam sections in the following pages of this manual.



Morse Code [Enter Characters]

Mariner Advancement® Flashing Light Morse Code [Enter Characters] window provides you with a simple means to memorize and to test your memory of Morse code. The first character you see when you open the window is the .- which represents the letter 'A'. Click the 'A' button and the flashing light program will flash a green label with the words, "Correct" and then move on to the next character to the right, the letter 'B'. If you select the incorrect label the program will flash a red label with the word, "Incorrect" and will then wait for your next attempt.

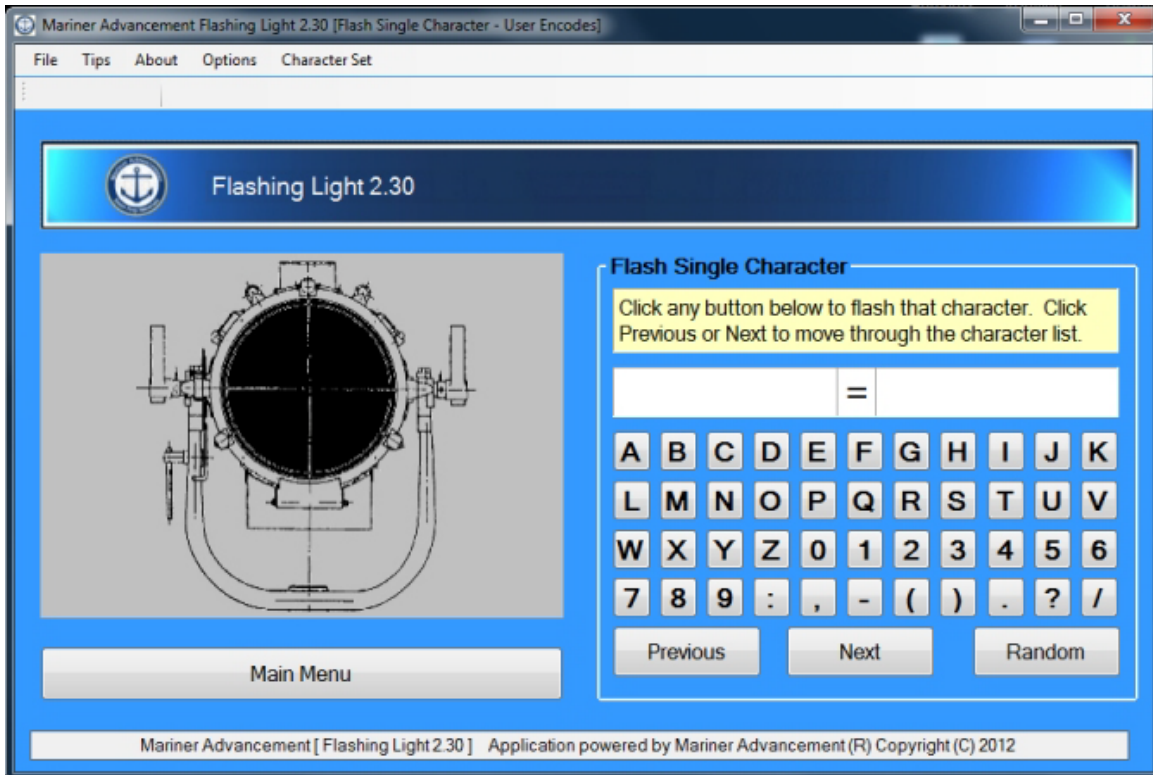
You can use the 'Previous' and the 'Next' button to move left and right through the characters you see printed above these buttons. The 'Random' button is used to randomly select a code to decipher. The complete character set is available at the top of the screen under Character Set. Refer to this chart as needed to learn the Morse code. This chart is also in your Resources folder on this flash drive so you may print it out if you desire.



Morse Code [Dots and Dashes]

Mariner Advancement® Flashing Light Morse Code [Enter Dots and Dashes] is similar to the previous window but now you will enter the dots and dashes when given the alphanumeric or punctuation character. The first character you see when you open the window is the letter 'A' which is represented by a single dot and a single dash. Click the dot and the dash button and then click 'Enter'. If you make a mistake you can click the 'Backspace' button. If you entered the dot and dash correctly the program will flash a green 'Correct' label and then move on to the next character the letter 'B'. If your answer was incorrect the red 'incorrect' label will flash and then the program will wait for you to try again.

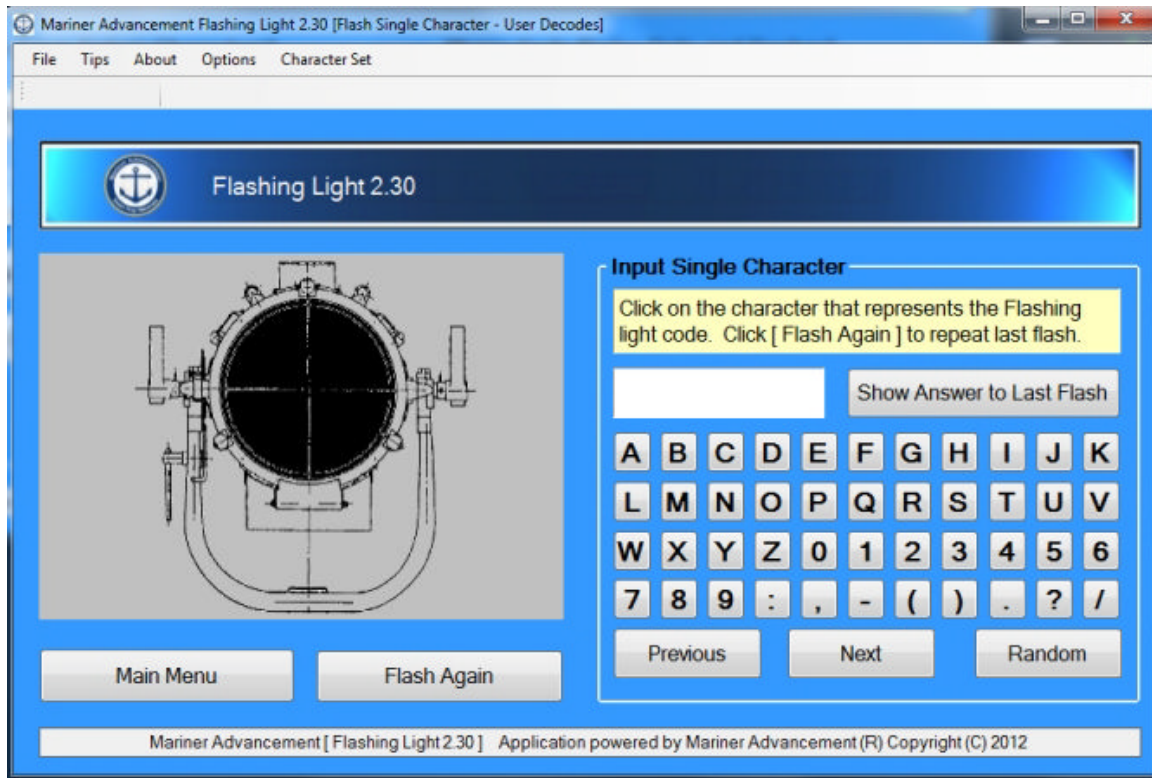
You can use the 'Previous' and the 'Next' button to move left and right through the characters. The 'Random' button is used to randomly select a letter to code. The complete character set is available at the top of the screen under Character Set. Refer to this chart as needed to learn the Morse code. This chart is also in your Resources folder on this flash drive so you may print it out if you desire.



Flash Single Character [Encode]

Mariner Advancement® Flashing Light [Flash single character User Encodes] provides the user a means to input a single character and have the program flash the morse code that represents that character. The user can change the image of the lantern under options. The user also has the ability to change the speed of the flashing light under options.

Simply click on one of the characters in the menu and the light will flash that character. The 'Next' button will flash the next character to the right and the 'Previous' button will flash the character to the left of the current character. Random will of course flash a random character. The complete character set is available at the top of the screen under Character Set. Refer to this chart as needed to learn the Morse code. This chart is also in your Resources folder on this flash drive so you may print it out if you desire.

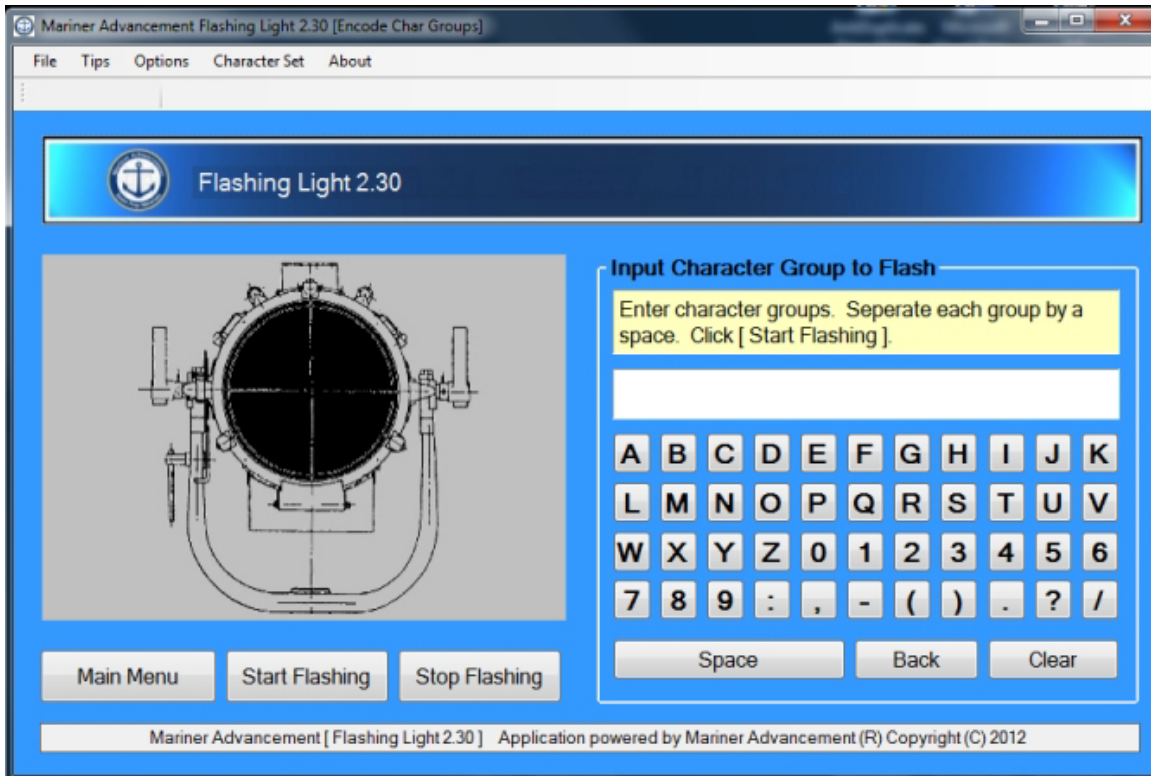


Flash Single Character [Decode]

Mariner Advancement® Flashing Light [Flash single character User Decodes] provides the user a means to decode a lantern signal of a single character. The user can change the image of the lantern under options. The user also has the ability to change the speed of the flashing light under options.

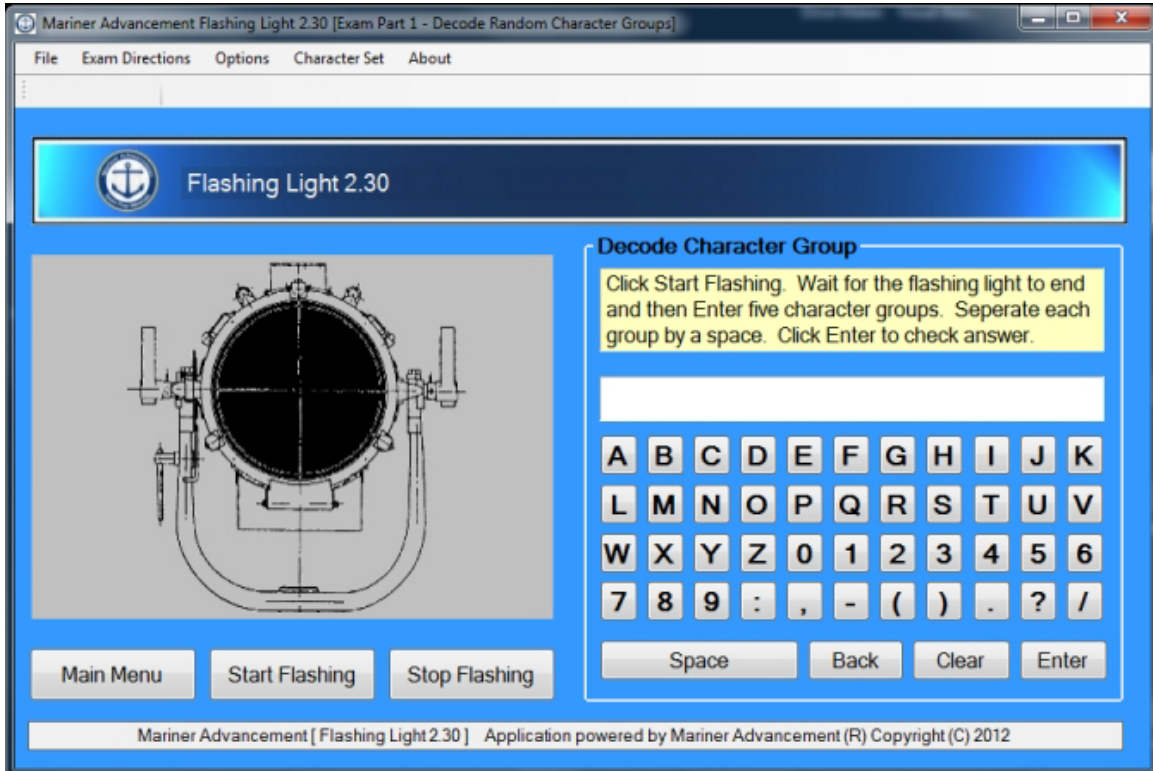
Click the 'Flash Again' and the lantern will flash a signal that represents a single character. The user must attempt to decode the flash by clicking on the character that corresponds to the lantern signal. If you can't figure out the signal you can click 'Flash again' and the program will flash the character signal again, or you can click 'Show Answer To Last Flash' and the program will show you the character that has been signaled. The 'Next' button will flash the next character to the right and the 'Previous' button will flash the character to the left of the current character. Random will of course flash a random character

The complete character set is available at the top of the screen under Character Set. Refer to this chart as needed to learn the Morse code. This chart is also in your Resources folder on this flash drive so you may print it out if you desire.



Encode Character Groups

Mariner Advancement® Flashing Light [Encode Character Groups]- The user inputs any series of characters into the text box provided for example, “ AV0 LC 4GM V6L GLM”. Leave a space between each group. Click ‘Start Flashing’ and the program will flash the group of characters. Use the ‘Stop Flashing’ button if you would like to start over and flash a different group of characters.

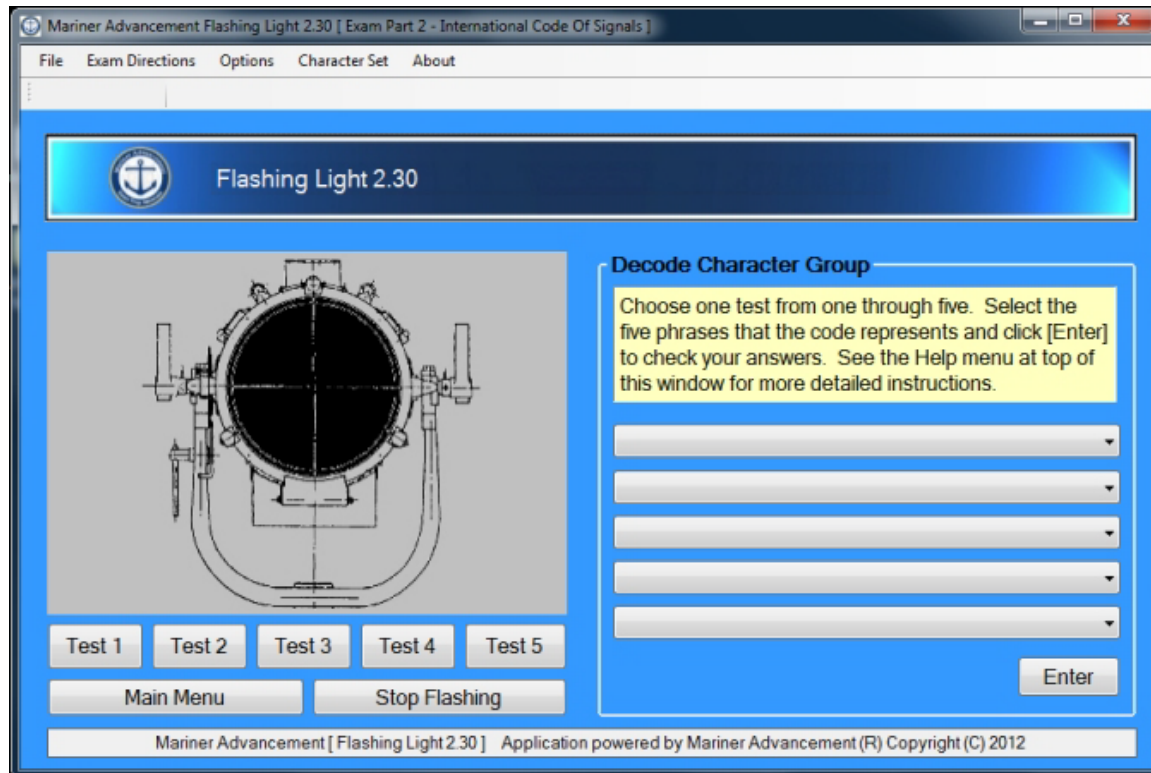


Random Character Group Exam Part 1

Mariner Advancement® Flashing Light [Exam Part 1 - Decode Random Character Groups]- The flashing light exam consist of two parts. Please read ‘Exam Directions’ at the top menu of this screen for more detail on the exam requirements and how the exam scoring works.

When the user clicks ‘Start Flashing’ the program will start flashing five groups of three randomly generated letters. For example , “ AVE LCR KGM VAL GLM”. The user then must enter the letters with a space between each word and then click ‘Enter’.

The program then loads the score window and computes the users score for this portion of the flashing light exam.



International Code of Signals Exam Part 2

Mariner Advancement® Flashing Light [Exam Part 2 - International Code Of Signals]- The flashing light exam consist of two parts. Please read 'Exam Directions' at the top menu of this screen for more detail on the exam requirements and how the exam scoring works.

Once the user clicks one of the five test buttons to the left of the window the program will start flashing five code groups. The user then uses the ICS manual, located in the resources folder on this flash drive, to look up the coded signal. The user then looks the ICS message, obtained from the ICS manual, up in five drop down list provided. Once the user is done selecting answers in the five drop down list they will click 'Enter'. The program then loads the score window and computes the users score for this portion of the flashing light exam.

Advancement Software LLC's Mariner Advancement® 3.0

With this Merchant Mariner Licensing Exam Preparation Software by Advancement Software LLC you will have access to the following:

- Option to change flashing light image.
- Option to control the speed of the flashing light from 2 to 10 words per minute.
- Option to control the speed of the pause between characters.
- Option to control the speed of the pause between words.
- Morse code dot and dash learning aid.
- Flash single characters encoding and decoding.
- Encoding character groups.
- Random Character groups exams U.S.C.G. exam part one.
- International Code of Signals U.S.C.G. exam part two.
- Includes ICOSbook as PDF in resources folder.
- You can take the exams over and over with no time restraints, valid per user agreement.
- Mariner Advancement® is distributed on a USB drive so you can take it with you.
Study on your vessels computer and study at home.
- Runs on most Pcs with a USB port. Please check system requirements below.

System Requirements

- Microsoft Windows XP or later
- USB port
- 16 MB Ram
- 1024 X 768 Screen Resolution

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