

MCards

A flash card application for Windows Mobile / Palm-OS

User's Guide

Version 2.3



You 2 Software
<http://www.you2.de>
info@You2.de

1 System requirements

PalmOS:

A PalmOS device with PalmOS > 2.0 with 1 MB free memory.

Windows Mobile / PocketPC

Windows Mobile, PocketPC (Windows CE 3.0), or Windows CE 2.11, 1 MB free memory.

2 Installation

MCards is written in Java. You need a VM (virtual machine) to run MCards. Please do not delete the VM on your PDA since MCards cannot run without it. For PalmOS from version 3.5 there is a native version available that runs without VM (it requires less memory and is faster!). For Windows Mobile PDA there is also a MacOS installation available.

Before you start please check if you have the right version for your OS:

- ⇒ **Windows Mobile:** MCardsPPC.zip <http://www.You2.de/MCardsPPC.zip>
- ⇒ **HPC2000:** MCardsCE211_HPC2000.zip http://www.You2.de/McardsCE211_HPC2000.zip
- ⇒ **WinCE 2.11:**
- ⇒ **Windows Mobile (Mac):** MCardsPPC_MacOS.zip http://www.You2.de/MCardsPPC_MacOS.zip
- ⇒ **Palm OS > 3.1:** MCards.zip <http://www.You2.de/MCards.zip>
- ⇒ **Palm OS < 3.5:** MCardsOS3_Zire71.zip http://www.You2.de/MCardsOS3_Zire71.zip
- ⇒ **Palm OS /Zire 71:**

2.1 Windows Mobile (all versions), PocketPC and HPC2000

Just run the programs *SuperWabaSetup.exe* and *MCardsSetup.exe*.

Please do not install MCards on memory cards unless you have Windows Mobile 2005/5.0 (it's not working with older versions). Anyway we suggest installing in internal memory – it's faster and there are never problems.

2.2 PalmOS

Just run the programs *MCardsxxx.exe* and follow the instructions. Perform the HotSync operation for your device. This step transfers all files to your Palm device. There is no build in support for expansion-cards (ZLauncher for example can handle it).

3 Create lessons with flash cards

Because of limited power new lessons cannot be created in MCards. The aim was to keep MCards simple and easy to use. With the registered version of the PC program PrismaCards (<http://www.you2.de/prismace.html>) you can create own lessons (import from Excel is also possible). There is an export available for the MCards format.

4 Additional lessons

From the homepage you can order additional lessons for different languages.

http://www.you2.de/mcardse_db.html

5 Synchronization

In PrismaCards is a synchronization for the lessons between PC and the PDA. Please have a look at the PrismaCards manual.

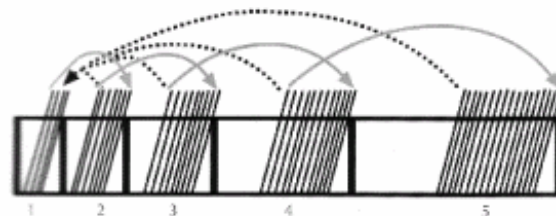
6 The learning principle

System of MCards (by Sebastian Leitner)

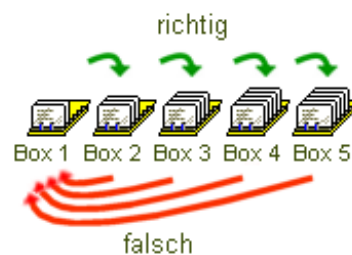
The learn box is used for efficient learning. The box consists of compartments with different sizes for the flash cards. The learn box is divided in 5 compartments. Every compartment is designed to hold a certain amount of flash cards. The first one holds 30 cards, the second 60, the third 150 and so on.



First you put 30 new cards in box 1. Now take the first card and check if you know the answer. Was it right the card moves to box 2. A wrong answer let the card stay in box 1 as last card.



Anytime the second box will have more than 60 flash cards. So you take the next card from box 2. Known cards you put back in a higher box, not known ones come always back to box 1. In this way known flash cards will be repeated in certain times.

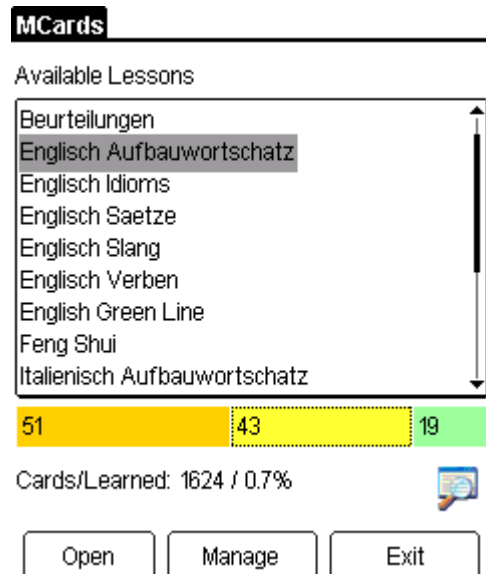


Advantages:

- Cards you can not remember are repeated several times in short time lags.
- Through the different size of the compartments (boxes) cards from higher boxes will be repeated after a longer time. To bring a flash card to the last box you have to remember the answer for several weeks. Our brain forgets most of the stuff in the first days. If we can remember the answer after several weeks we learned the word practical forever.

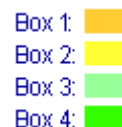
7 Program

7.1 Main screen



The main screen shows all available lessons. You can select a lesson and show the statistics or organize the lesson with **MANAGE**. To learn the words just press **Open**. A dialog box with different learning methods will appear. On Sony PDA's you can use the Jog Dial Up/Down to select the lesson. Pressing the Jog Dial will open the selected lesson.

The colored bar below the list of lessons shows the number of cards in each box for the selected lesson. Flash cards from box 0 and 5 do not appear on the bar. Each box has a different color. A dotted line around a box indicates it will be the next one to learn.



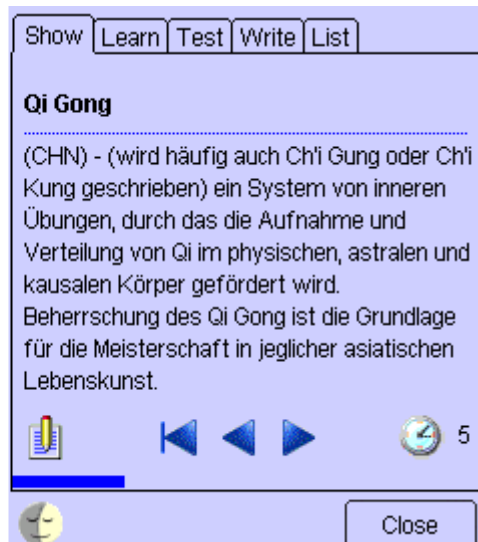
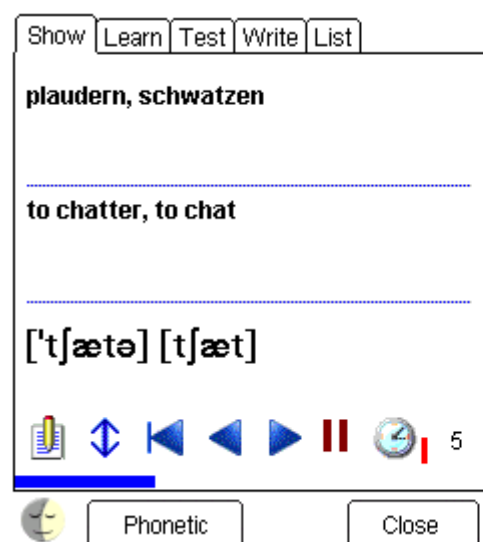
As for the learning system, cards from box 0 will be added from time to time. It sometimes seems as if the bar is wrong but we can guarantee that this isn't

the case ☺.

Attention: Windows Mobile and PocketPC have an unexpected feature. If programs are closed with the cross in the top right corner of the window, they appear to be closed. They are in fact still running, only they are not visible. MCards and PCards only scan at the start for new exercises. Please therefore end the programs with the close button only, and not with the cross. This ensures that they really do shut down and free the memory. When restarting all the new exercises will be shown.

7.2 Learn - Show

This dialog box shows the question and the answer together. When a phonetic description is available it will be displayed. At the bottom is a progress-bar. You can use a timer (see 7.7 Timer), or go through all the cards on your own and try to memorize them.



Some lessons use GLOSSARY-MODE (one line for a question and several lines for the answer). When the whole answer cannot be shown on one page, an arrow-down button appears.



Switch between day/night-modus. In night-modus the background is not so bright (color-setting is in OPTIONS available).



This button opens the DETAILS-WINDOW for the current flash card.

MCards - Details Flash Card

Lesson: Englisch Aufbauwortschatz

Question: Folge, Konsequenz

Answer: consequence

Save Delete Cancel

Change

Change the content of the QUESTION and ANSWER fields. With SAVE these changes are stored. Press CANCEL when you don't want to save the changes.

Delete

Delete this flash card.



The symbol pops up a virtual keyboard (additional to the system default keyboard of the PDA). This keyboard supports the characters of Cyrillic and East European languages (if in OPTIONS the appropriate font was chosen).

Popup Keyboard

ребёнок

1	2	3	+	\$	&	()	а	б	в	г	д	е	ж
4	5	6	-	#	@	[]	з	н	ñ	к	л	м	н
7	8	9	*	%		{	}	о	п	т	ф	ц	ч	ш
.	0	,	/	=	\	<	>	щ	ъ	ы	ь	э	ю	я

q w e r t y u i o p ~ ^
a s d f g h j k l ' " ` .
z x c v b n m ! ? ; : _

Caps Shift [] cr < Done

When an edit field is selected the system keyboard pops up. Most times this keyboard is a good choice. Depending on the OS-language this keyboard may not support some special characters. In this cases use the above-mentioned keyboard.

Once the special keyboard was used the system keyboard in Windows Mobile will not pop up anymore (it works fine with PalmOS). Next time you open the Details-Dialog the system-keyboard is again available.

MCards-Phonetic Transcription

ʌ	come	[kʌm]	Kamm
a:	after	['a:ftə]	Bahn
æ	flat	[flæt]	Wäsche
ə	arrival	[ə'raɪvl]	bitte
e	men	[men]	hätte
ɜ:	first	[fɜ:st]	flirten
ɪ	city	['sɪtɪ]	Mitte

OK

For cards with a phonetic transcription, help is available by using the button **Phonetic**. This shows the International Phonetic Alphabet (IPA) for English with examples of words in English and German.

7.3 Learn - Learn

Shows only the question at first. You will have time to find the answer and check if you are right. You can use a timer or go through all the cards and try to learn them.

7.4 Learn - Test



Rate your answers. With for the right answer the flash-card will move to the next higher box. With or just for wrong, the flash card will move to box 1. On the left-hand side above the progress-bar you will see the box number for the flash card. From the right hand side, the progress-bar show the words already learnt correctly in green, and from the left hand side, the incorrectly answered words in red.

7.5 Learn – Write



If you want to, you can write in the answers. Depending on the operating system and the settings a virtual keyboard will be displayed, as soon as the answer field get the focus.

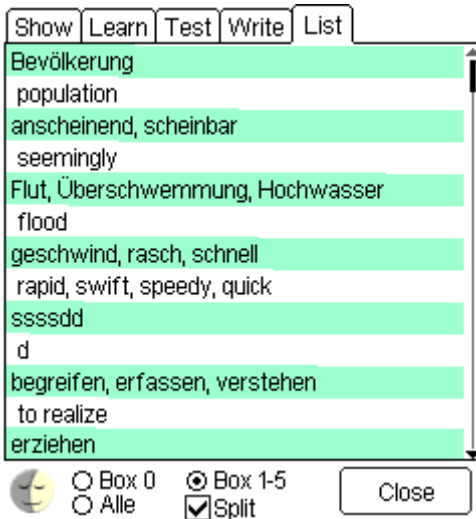
Enter the answer, when you have finished writing just press the key and MCards will check. Depending on the OS and the resolution of your PDA this key may not be visible. Use the assigned key for ‚NEXT FLASH CARD‘ (see the key-assignment for Windows Mobile and PalmOS at the end of this document). An alternate method is to enter a ‚new line‘ with from the keyboard.

The check in MCards is not case sensitive. When there are several possible answers separated with a colon, one of these will be enough to rate it right.

Was the answer correct the next flash cards get displayed. Wrong answers open a dialog which shows the question, the right and the wrong answer. It's up to you to rate your answer right (because of a small mistake) or wrong.

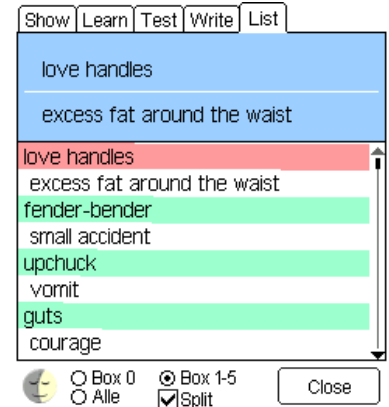


7.6 Learn - List

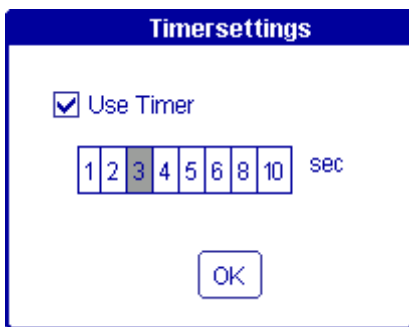



Show all the flash cards in a list. At the bottom you can choose from which of the boxes the flash cards should be displayed. Tapping on a list entry opens a window with the flash card.

When SPLIT is activated, the current flash card is displayed in an extra window above the list. Use the CURSOR to select and display the next or previous flash card.



7.7 Timer



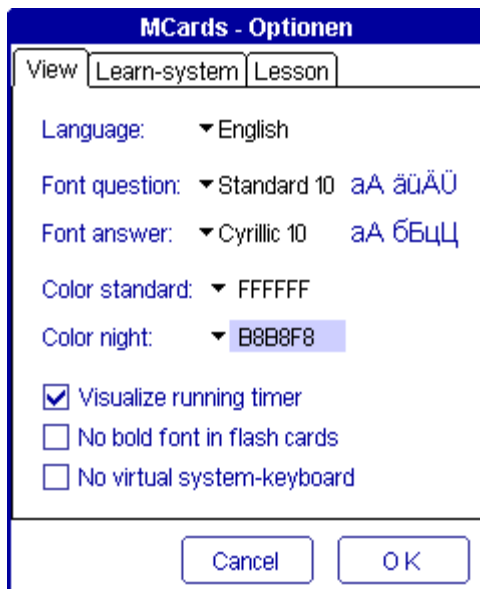
In the SHOW, LEARN and TEST mode is a timer available. You can choose the required time. The timer will change to the next card at the chosen time. You do not have to press the  button in this way you can learn without any input. You can however use the buttons if you want see the next card sooner.



The red progress-bar shows the bygone time. It can be activated in OPTIONS.

7.8 Options

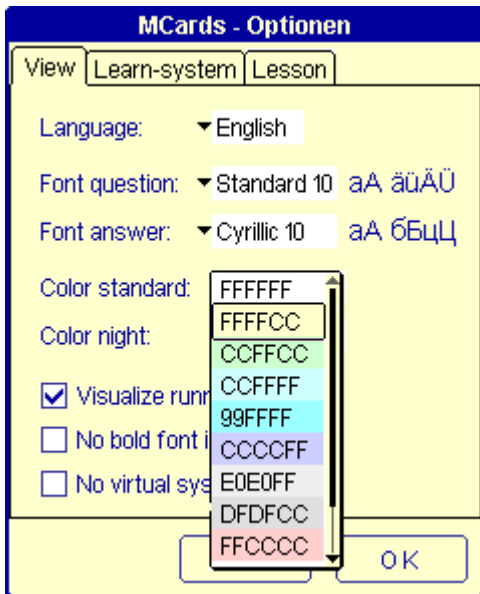
You get the OPTIONS from the menu, just tap the capture (only available in main-screen!).




With FONT QUESTION and FONT ANSWER one can choose the font and size used for content of the flash cards. The STANDARD fonts are for western languages, the EAST EU fonts are for east European languages like Czech, Hungarian, Slovenian, Slovak, Polish, Romanian and Croatian. There are also fonts for CYRILLIC, GREEK and TURKISH.

NO VIRTUAL SYSTEM-KEYBOARD deactivates the Windows Mobile virtual keyboard. That is very useful for PDA's with full built in keyboard.

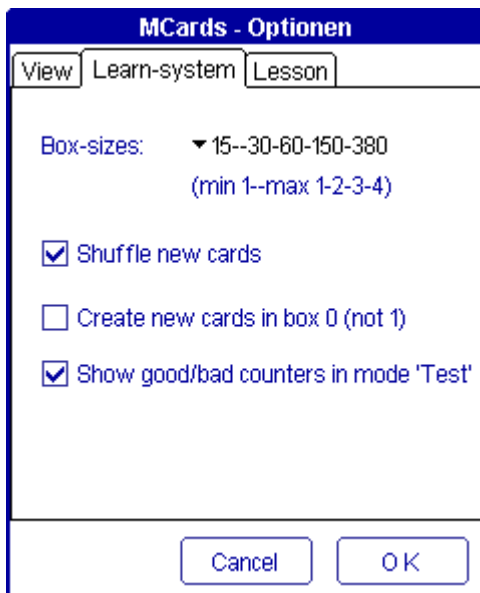
In variance to the default font, it is possible to set a font just for a special lesson (the currently selected one). This setting is in page LESSON available. This is very useful when you have lessons with languages which require different fonts or just different sizes.



With COLOR STANDARD / NIGHT one can choose the background color for standard- and night-mode. When a color is selected, the Options dialog changes to this color to let you see how it looks like.

 VISUALIZE RUNNING TIMER will show a red progress-bar to indicate the bygone time (see Timer).



No bold font in flash cards deactivates the automatic use of bold or standard font. MCards try always to display with bold font. For the case the text is too long to fit, MCards changes to the standard font. Especially when one learns flash cards with long questions/answers these changes may disturb.



The Box sizes are basic part of the Leitner system. You should adjust them to the size of lessons. The first value (min 1) is the lower limit for box 1 to fill it up with flash cards from box 0.

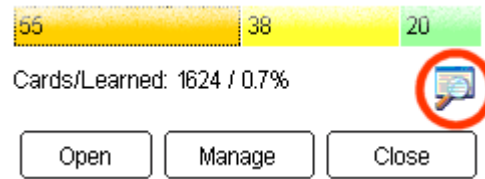
If you tick the box SHUFFLE NEW CARDS, all new cards taken from box 0 will be picked at random, ignoring the current order.

With activated CREATE NEW CARDS IN BOX 0, all new created flash cards are laid down to box 0 instead box 1.

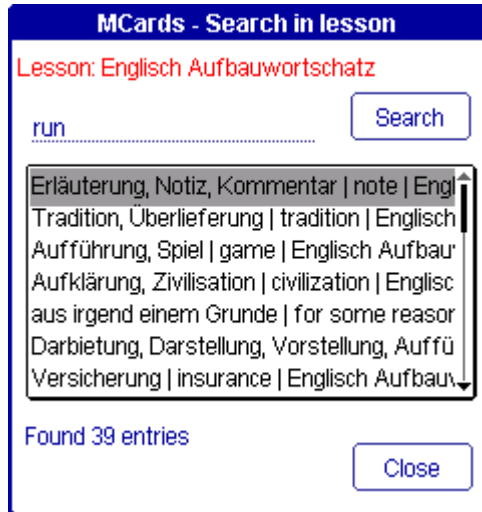
SHOW GOOD/BAD COUNTERS activates the display of these counters in TEST-mode.  

In variance to the default font, it is possible to set a font just for a special lesson (the currently selected one). This setting is in page LESSON available. This is very useful when you have lessons with languages which requires different fonts or just different sizes.

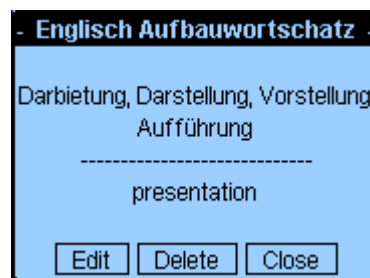
7.9 Search in lesson



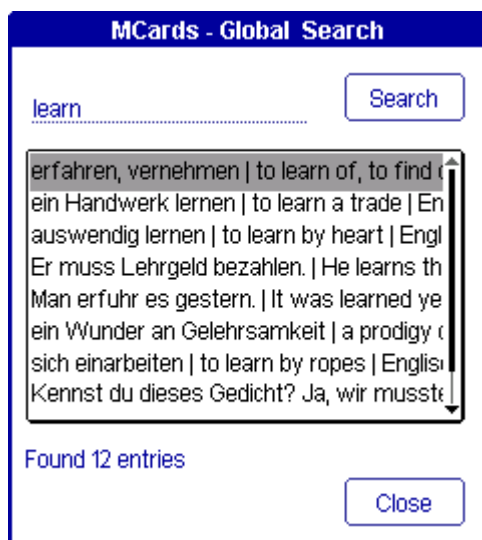
SEARCH IN LESSON is accessible from the main page. Select the lesson in which you want to search and press the marked button (see the red circle in the picture).



A window will open where you can enter the term you want to search for. The search is not case sensitive. All matching entries will be displayed in the list. Just tap on a list entry to show the whole flash card. From this dialog box you can change or delete the flash card.



7.10 Global Search



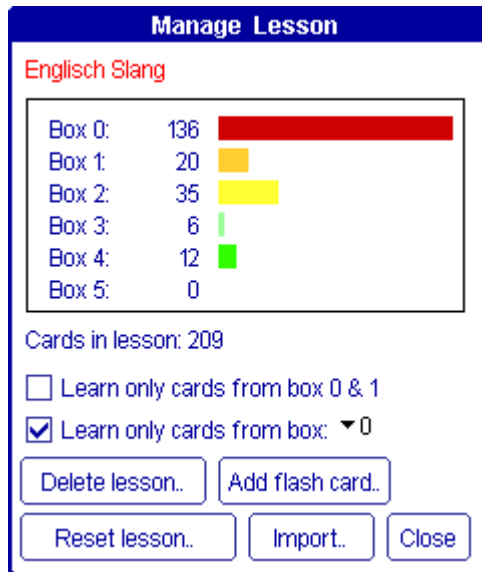
You get the GLOBAL SEARCH from the menu; just tap the capture (only available in main-screen!).



This function searches in all lessons installed on the PDA, so may take some time. The search is not case sensitive.

The first line is for entering the word you want to search for. All matching entries will be displayed in the list. Tap on a list entry to show the whole flash card. From this dialog box you can change or delete the flash card. After deleting a flash card the search has to be repeated again because the result list is not consistent anymore. When you want delete more flash cards from a certain lesson please use the faster SEARCH IN LESSON.

7.11 Manage



This shows some statistics from the selected lesson. You can see how many flash cards are in each box and the total amount of cards in the lesson.

Delete lesson.. will delete the selected lesson from your PDA.

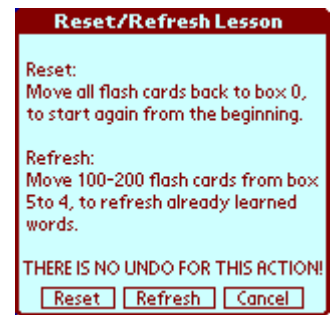
Reset lesson.. moves all flash cards to another box.

Reset:

All flash cards are moved to box 0. This is how the lesson begins.

Refresh:

The oldest 100 to 200 flash cards are moved from box 5 to box 4. This is done for reviewing words you have already learned.



ATTENTION: You lose all your learning results.

Learn only cards from box ...:

Independent from the suggested box to learn you can choose the box by yourself. Box 0 and box 5 are also among them to choose.

This setting will not be saved. It will just be used for the current lesson during this session. As soon as you choose another lesson the setting will be deactivated.

Due the manual choose you get the possibility to have a look on flash cards from box 5 to review them, or to flash cards from box 0.

A manual chosen box will be shown with a solid border. The dashed border indicates the box chosen from the learning system. When you choose box 0 or box 5 the border will be around all boxes.

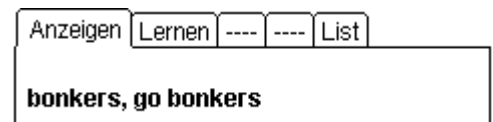
Example: The learning system choose box 1, you chose box 2



Example: You chose box 0 or 5



For flash cards from box 0 or 5 the mode Test and Write are deactivated. Flash cards from these boxes can not be tested.

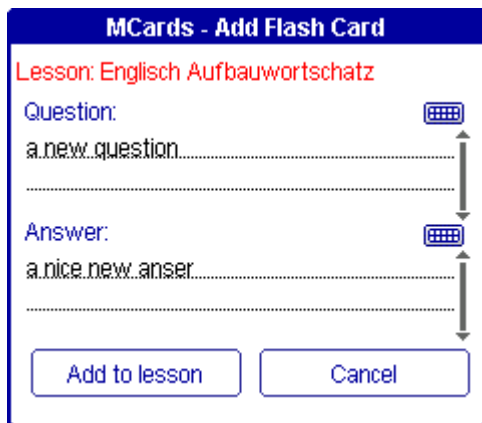


Import:



With **Import..** you can add new flash cards to the lesson. All new cards are added to box 0. The first line in the dialog box shows the lesson to which the cards will be added. From the list below you should choose a file to import the cards. These files are created on the PC with PrismaCards. The file will be deleted after the import.










Add flash card:






With **Add flash card..** you can add a new flash card to the lesson. The new card will be added to box 1. The first line in the dialog box shows the lesson to which the cards will be added. The two edit fields are for the question and the answer.

7.12 Navigation

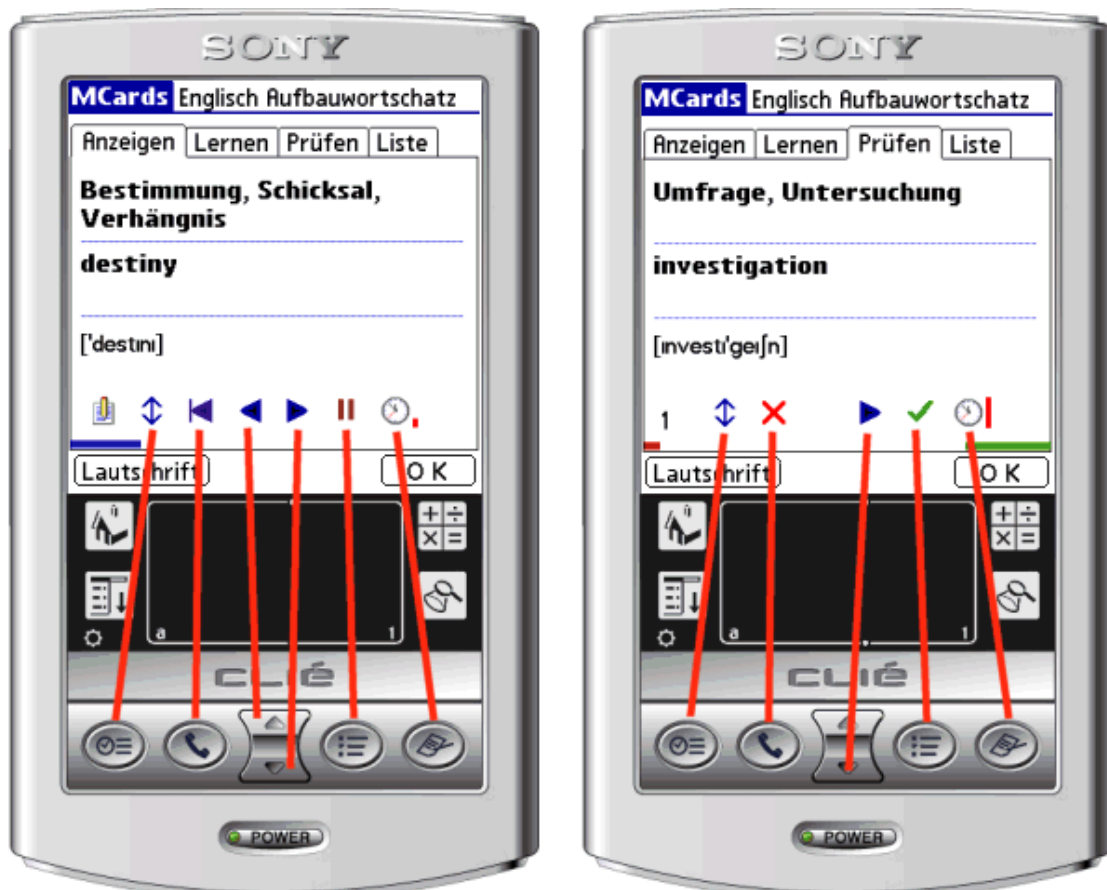
For navigation you can use the buttons in the dialogs.

	Details:	Change or delete the flash card
	Change:	Changes question and answer
	Begin:	Start again with first card
	Next:	Show next card / answer
	Previous:	Show previous card (not available in Mode Test)
	Timer:	Use timer to show next card
	Break:	Only available when timer is used
	OK:	The answer was right (only in mode Test)
	Not OK:	The answer was wrong (only in mode Test)

MCards also support Jog Dial on Sony PDA's.

	Jog Dial Down	In most lists Jog Dial is available to scroll up and down, push the Jog Dial will select the entry.
	Jog Dial Up	
	Jog Dial Push	

All these buttons are also assigned to your Palm's Application Buttons.



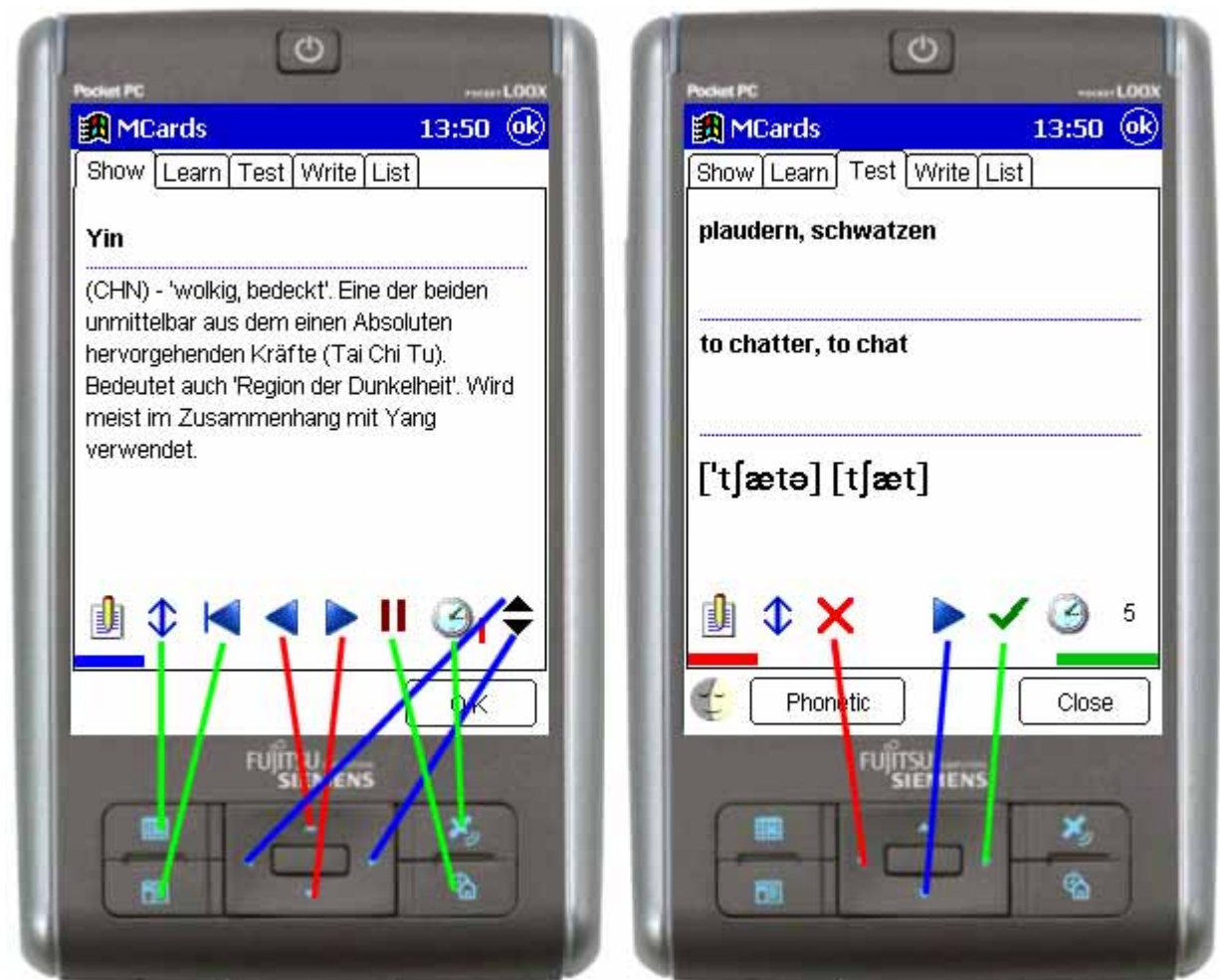
Key-assignment on PocketPC / Windows Mobile

MAIN SCREEN

CURSOR UP	select previous exercise in list
CURSOR DOWN	select next exercise in list
CURSOR RIGHT	open LEARN for selected exercise
CURSOR LEFT	open MANAGE

LEARN-DIALOGS

NOTES	Change	Changes question and answer
CONTACTS	Begin	Start again with first card
CALENDAR	Timer	Use timer to show next card
TODO	Pause	Only available when timer is used
CURSOR UP	Previous	Show previous card (not available in Mode TEST)
CURSOR DOWN	Next	Show next card / answer
CURSOR RIGHT	OK	The answer was right (only in mode TEST)
	Page Down	Change to next page (only in GLOSSARY-MODE)
CURSOR LEFT	Not OK	The answer was wrong (only in mode TEST)
	Page Up	Change to previous page (only GLOSSARY-MODE)



The position of the four buttons Notes, Contacts, Calendar and To-Do may be different on PDA's. Sometimes even the one or other of them is not available.