

SmartCards

A flash card application for SmartPhones with Windows Mobile



User's Guide

Version 1.0



You 2 Software

<http://www.you2.de>

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1 System requirements

SmartPhone with Windows Mobile without touch-screen. On SmartPhones with touch-screen you can use MCards and PCards.

2 Installation

MCards is written in Java. You need a VM (virtual machine) to run SmartCards. Please do not delete the VM on your PDA since SmartCards cannot run without it. There is also a MacOS installation available.

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

- ⇒ **Windows-PC:** SmartCards.zip <http://www.You2.de/SmartCards.zip>
- ⇒ **Mac:** SmartCards_MacOS.zip http://www.You2.de/SmartCards_MacOS.zip

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

We strongly suggest to install in internal memory – it's faster and there are never problems.

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

Since PrismaCards 2.6 there is a synchronization for the lessons between PC and the PDA/SmartPhone. Please have a look at the PrismaCards manual.

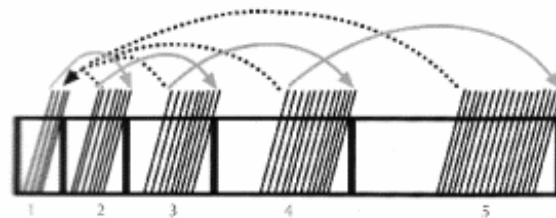
6 The learning principle

System of MCards (by Sebastian Leitner)

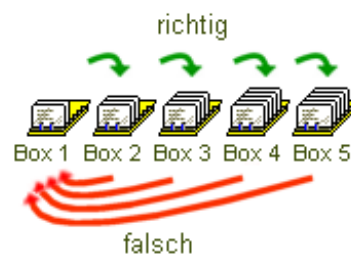
The learn box is used for efficient learning. The box consists of compartments with different sizes for the flash cards. The learn box is divided in 5 compartments. Every compartment is designed to hold a certain amount of flash cards. The first one holds 30 cards, the second 60, the third 150 and so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

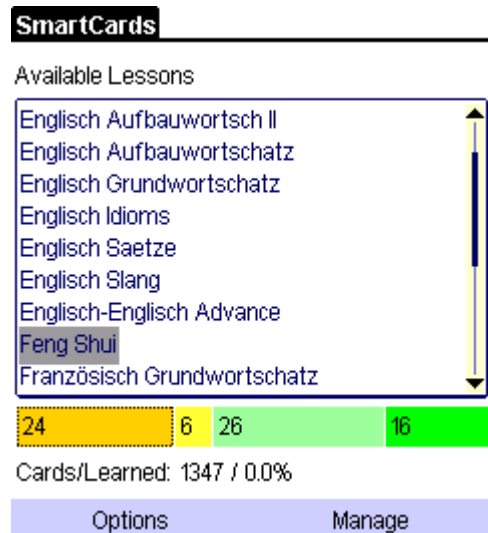


Advantages:

- 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.

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.

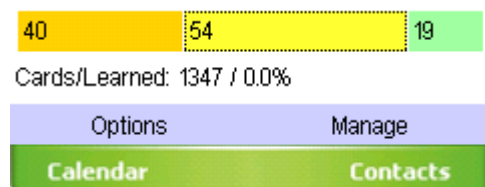
- Box 1:
- Box 2:
- Box 3:
- Box 4:

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 ☺.

	Selection a lesson from the liste
	Open Learn-dialog for selected lesson
	Open Manage-dialog for selected lesson
	Open Options-Dialog
	Quit program

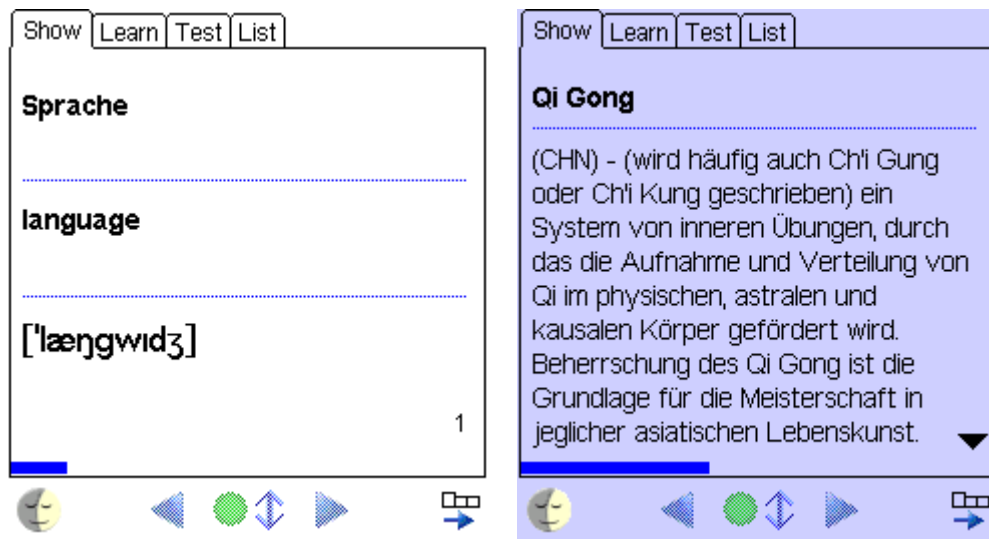
Attention: Windows Mobile and PocketPC have an unexpected feature. If programs are closed with the cross in the top right corner of the window, they appear to be closed. They are in fact still running, only they are not visible. MCards and PCards only scan at the start for new exercises. Please therefore 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.

Note: Unfortunately the Windows Mobile soft keys are not faded out by SmartCards. As is to be seen in the picture, are the two soft keys Calendar and Contacts visible. These soft keys do not work however, they are overwritten by SmartCards (in the picture with Options and Manage). We try to repair the problem as soon as possible.



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.



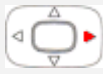
Some lessons use GLOSSARY-MODE (one line for a question and several lines for the answer). When the whole answer cannot be shown on one page, an arrow-down button appears.

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

		Show next / previous flash card
		Scroll when the answer is too long to fit in display (on the right hand side small arrows will appear)
		Change question / answer
	Softkey 1	Toggle between day / night mode
	Softkey 2	Switch to next learn-dialog
		Close learn-dialog – go back to main screen

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.

	Show next flash card, respectively. Show the answer
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7.4 Learn - Test

Show
Learn
Test
List

bewegen, sich bewegen

move

[mu:v]

1

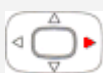
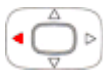

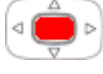







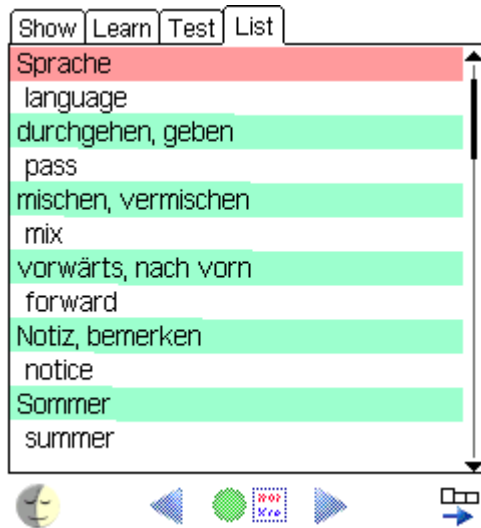




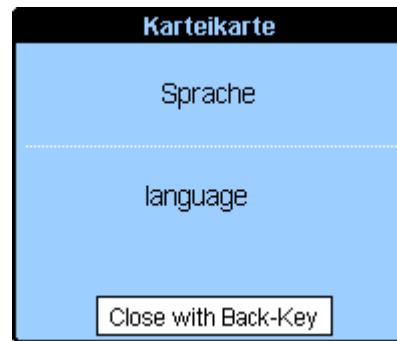
Rate your answers. With Cursor-Right for the right answer the flash-card will move to the next higher box. With Cursor-Left for wrong, the flash card will move to box 1. On the right-hand side above the progress-bar you will see the box number for the flash card. From the right hand side, the progress-bar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

	Show next flash card / answer When answer is displayed, the flash card will be marked as known
	When answer is displayed, the flash card will be marked as not known
	Scroll when the answer is too long to fit in display (on the right hand side small arrows will appear)
	Change question / answer
 Softkey 1	Toggle between day / night mode
 Softkey 2	Switch to next learn-dialog
	Close learn-dialog – go back to main screen

7.5 Learn - List



Show all the flash cards from box 1 to 5 in a list. With Center-OK button the flash cards should be displayed.

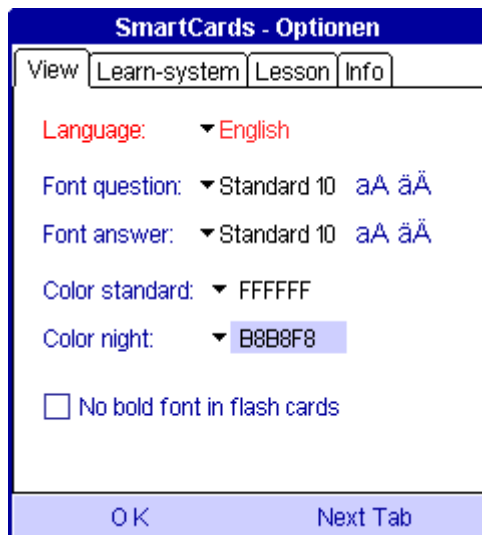


	Select next / previous flash card
	Scroll one page up / down
	Show flash card
Softkey 1	Toggle between day / night mode
Softkey 2	Switch to next learn-dialog
	Close learn-dialog – go back to main screen

Dialog Karteikarte

	Close dialog
	Close dialog

7.6 Options

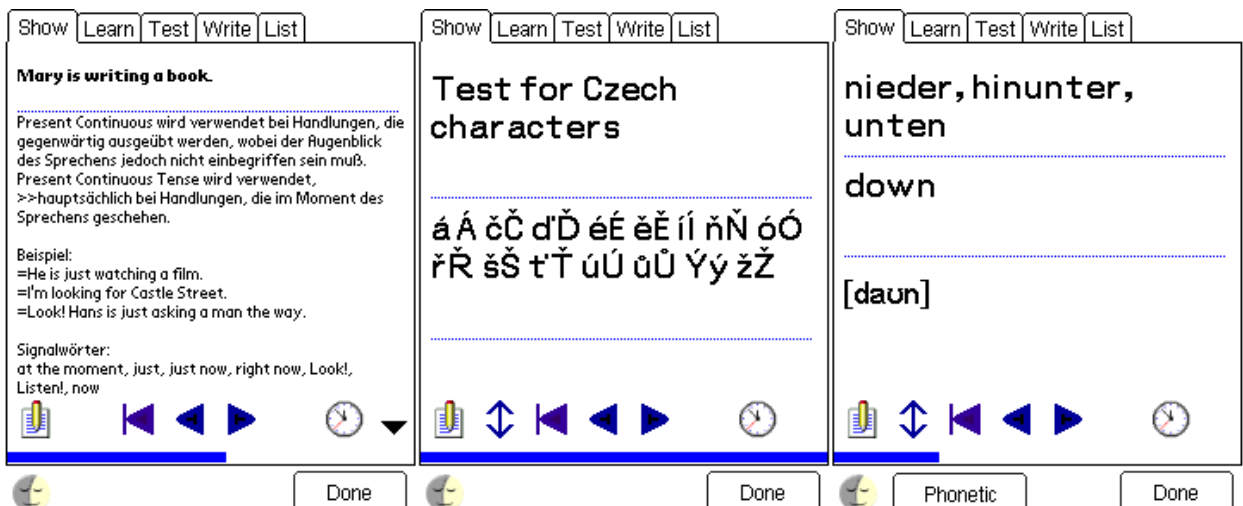


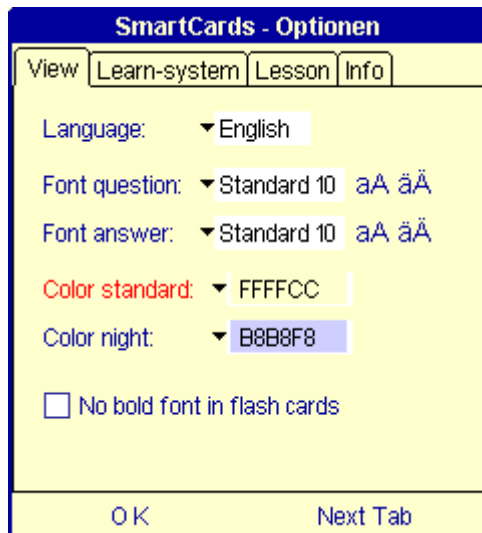
The OPTIONS are displayed thematically sorted on different pages.

Changing the LANGUAGE requires a new start of the program.

	Change value of selected entry
	Select next / previous entry
	Softkey 2 Switch to next options-page
Softkey 1	Save changes and close Options-dialog
	close Options-dialog without saving changes

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. CYRILLIC is mainly used for Russian.

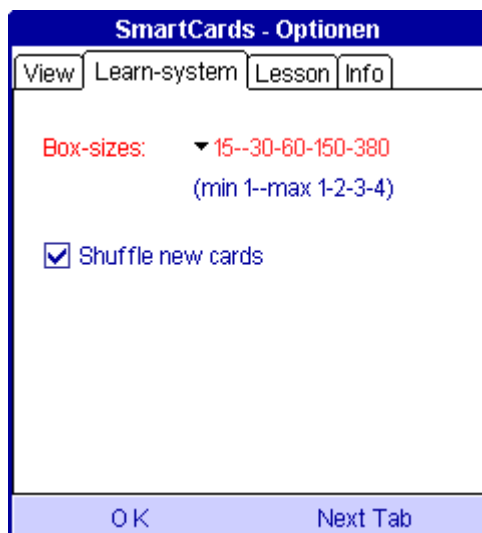




With COLOR STANDARD / NIGHT one can choose the background color for standard- and night-mode. When a color is selected, the Options dialog changes to this color to let you see how it looks like.

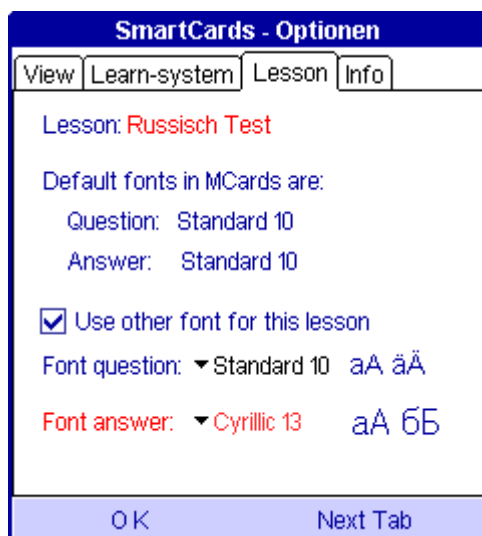
No bold font in flash cards deactivates the automatic use of bold or standard font. MCards try always to display with bold font. For the case the text is too long to fit, MCards changes to the standard font.

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.



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.

7.7 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.

Box	Count	Progress
Box 0:	12	Red bar
Box 1:	36	Yellow bar
Box 2:	7	Yellow bar
Box 3:	20	Green bar
Box 4:	5	Green bar
Box 5:	2	Green bar

Cards in lesson: 1347

Learn only cards from box:

Buttons: Delete lesson.., Reset lesson.., Import..

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

Buttons: Yes, No

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

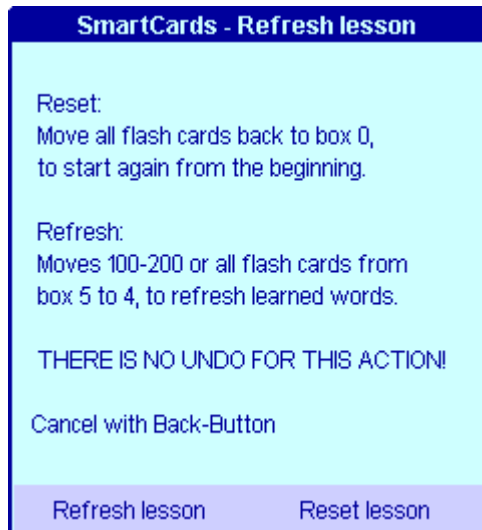


Example: You chose box 0 or 5



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

	Change value of selected entry
	Select next / previous entry <ul style="list-style-type: none"> - Learn only cards from - Box-selection when previous entry is checked - Delete lesson
Softkey 1	Open Reset-Lesson dialog
Softkey 2	Open Import-dialog
	Close Manage-dialog



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.



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.