



LingvoSoft FlashCards for Palm OS

User's Manual

Version 1.2

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Contents

1. GENERAL OVERVIEW	3
2. PROGRAM USAGE	3
2.1 INTERFACE ELEMENTS	3
2.2 GAMES	3
2.2.1 <i>Flash Cards</i>	4
2.2.2 <i>Pockets</i>	4
2.2.3 <i>Translation Test</i>	5
2.2.4 <i>Spell It Right!</i>	5
2.3 VIRTUAL KEYBOARD	6
2.4 MENU TOOLBAR	6
2.5 WORKING WITH DICTIONARIES	7
2.5.1 <i>Dictionary Info</i>	7
2.5.2 <i>Adding a Dictionary, Created in the LingvoSoft FlashCards Builder</i>	7
2.5.3 <i>Changing a dictionary</i>	7
2.5.4 <i>Moving a dictionary</i>	7
2.5.5 <i>Creating and Editing a Dictionary</i>	8
2.6 HARDWARE BUTTONS	9
2.7 LIST OF ABBREVIATIONS	10
3. REGISTRATION	10
4. TECHNICAL SUPPORT	10

1. General Overview

This software application is to be used on mobile devices running on the Palm OS platform.

The program is a means for effective vocabulary expansion, and for quick advancement in foreign language studies. Words are memorized in the process of playing games using FlashCards.

2. Program Usage

2.1 Interface Elements

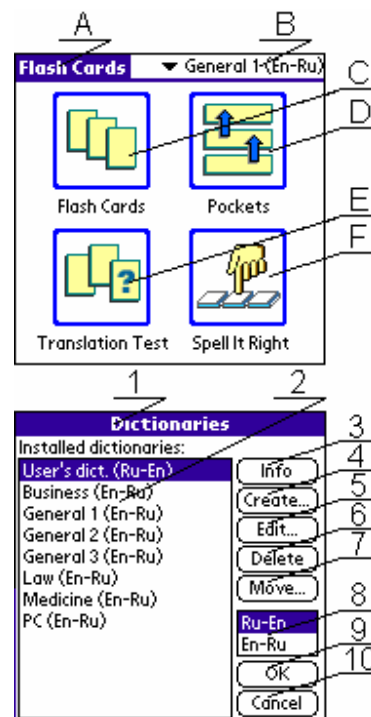
Once the program is launched, you will find the following elements on the screen:

Main window:

- A. Request [menu toolbar](#).
- B. Request **Dictionaries** combo box.
- C. Launch the [Flash Cards](#) game.
- D. Launch the [Pockets](#) game.
- E. Launch the [Translation Test](#) game.
- F. Launch the [Spell It Right](#) game.

Dictionaries window:

1. Request [menu toolbar](#).
2. A list of dictionaries installed.
3. [Get information](#) on the highlighted dictionary.
4. Create a [User's Dictionary](#).
5. Edit dictionary (available for [User's Dictionaries](#) only).
6. Delete dictionaries from the list.
7. [Change the location](#) of the dictionary (inaccessible for user's dictionaries).
8. Select the direction of translating.
9. Confirm the dictionary choice and launch the **Main** window.
10. Launch the **Main** window without choosing a dictionary.

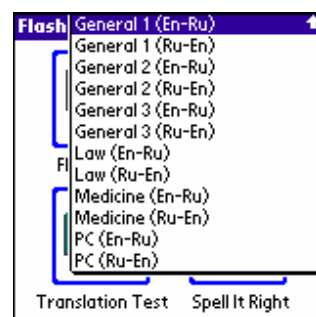


2.2 Games

To get to playing, select a dictionary by means of the **Dictionaries** combo box or the **Dictionaries** window, then select one of the four FlashCards games and a set aside the words you are going to learn.

Select a dictionary from the **Dictionaries** combo box or [list of dictionaries installed](#) in the **Dictionaries** window (to access the **Dictionaries** window tap [A icon](#) and go to **File->Dictionaries...** After you have chosen a dictionary tap [9 icon](#), select the FlashCards game you wish to play and press the [corresponding button](#). A dictionary usually contains several hundred words. This is quite a lot, and not the whole dictionary, but only a part of each dictionary, a block, is used in a game. You can choose blocks to be used in a game after you have launched one of the FlashCards games from the dropdown list ▼ Block 1 of 31 at the upper right corner of your screen. By default, each block contains 50 words. You can [adjust the block size](#) at your convenience.

Each FlashCards game keeps a statistical record for the entire dictionary and the current block – the number of cards left in the deck and the number of tries the user needed to memorize all of them. In the process of the game, you can view this information at the bottom of the screen, and you will be informed

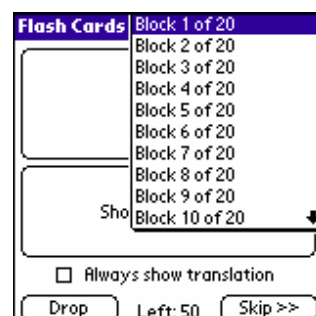


when all the cards have been processed. For instance: "Left: 50" means that there are 50 flash cards left in the stack.

To reset the counter, use **File->Reset Dictionary** (for the whole dictionary), or **File->Reset Block** (for a single block).

To quit a game go to **File->Quit Exercise**.

While working with the program, you can use the buttons of your handheld. To enable this option, launch the **Main** window and check "Use hardware buttons" in **Tools->Options**.



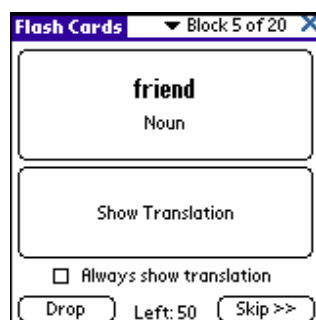
2.2.1 Flash Cards

Flash Cards is a game for effective memorization of foreign words.

Both sides of a card are displayed on the screen. The upper portion of the screen shows the side with a word on it, below you will find 'the other side' with its translation. The player can flip through the cards consulting the translation section when needed.

The program will consecutively display cards with the words to be memorized. Aside from the word itself, the record will show its part of speech, the comments may include gender, plurality, and other information, written in a smaller font.

By default, the translation is not available for viewing. In order to see it, tap the back of the card containing it (and the card will "flip").



You can flip through the cards by pressing the **Skip>>** button. If you cannot remember the translation, use the same button to keep the card in the deck and to move on to the next card. In that case, cards stay stacked in the deck for unlearned words. Use the **Drop** button to set aside cards with words already memorized.

Use the **Always show translation** option when you simply want to look over the words and translations and get familiar with them. If you use it, the translation sides of the cards will always be revealed.

The hint '**Left**', located at the bottom of the screen will keep you informed of the number of cards left in the deck.

When there will be no cards left in the deck, the program will show you the game statistics and will offer to quit (**Finish**) or to go over the words again (**Start Over**) or to move on to the next block (**Next**).

Button functions:

Btn1, Btn2, Enter - Show/Hide Translation

Btn3 - Drop a Card

Btn4, Right - Next Card

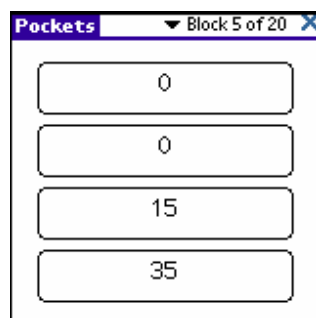
2.2.2 Pockets

Pockets – a game for a deep learning. Uses same cards as in the Flash Cards game, but separated into 4 groups (4 pockets), based on the rate of memorizing words.

At the beginning of the game, all cards are located in the first pocket. The player looks over all of the cards consecutively and in case if the translation of a word is memorized, the card is place into the second pocket. The first level continues until all of the cards are moved from the first pocket to the second.

At the second level, the player looks over the cards again, and the ones containing the words still remembered are placed in the third pocket. If the translation does not come to mind, the card gets moved back to the first pocket. The game continues until all the cards out of the last, fourth pocket.

At the beginning of the game, all cards are located at the lowest pocket, click on it to start playing.



The program consecutively displays all the cards.

By default, the translation is not available for viewing. In order to see it, tap the back of the card containing it (and the card will “flip”).

You have to recall the translation of a card and press **Got it!** The card will be moved to an upper pocket. If you can't remember - press **Forgot**, then the card will be moved to a lower pocket (or stay at the bottom one if it is already there).

The hint '**Left**', located at the bottom of the screen will keep you informed of the number of cards left in the deck.

Once you look through all the cards, the program will show you all the pockets and the number of cards left in each one.



When all the cards end up in the upper pocket, the program will display the game statistics and offer to quit the game (**Finish**) or to continue learning the same block of cards (**Start Over**) or go on to the next one (**Next**).

Button functions:

Btn1, Btn2, Btn3, Btn4 - choose a pocket

During the game:

Btn1, Btn2 - Show / Hide Translation

Btn3, Left - Got it (move a card to an upper pocket)

Btn4, Right - Forgot (move a card to a lower pocket)

2.2.3 Translation Test

Translation Test – is a game allowing to go over the newly memorized words and to test your knowledge of them. You will be offered various translation options for each word and your goal is to pick the right meaning.

In the course of the exercise you will be shown cards with words and a few translation options, all being the same part of speech (some words may appear among the translation choices more than once, if there is a shortage of appropriate alternatives). Your goal is to pick the right translation on first try and then the card will be removed from the deck. If you do not pick the right translation or press the **Skip>>** button, the card will stay in the deck and will be shown to you again later.

The hint '**Left**', located at the bottom of the screen will keep you informed of the number of cards left in the deck.



When there will be no cards left in the deck, the program will show you the game statistics and will offer to quit (**Finish**) or to go over the words again (**Start Over**) or to move on to the next block (**Next**).

Button functions:

Btn1, Btn2, Btn3, Btn4 - select the translation

Right - Skip

2.2.4 Spell It Right!

The Spell It Right game is much like Translation Test, but this time you will have to enter the translation yourself. The purpose is to help you remember the spelling. You can use any of the available [input methods](#).

Same as in the other games, you can take a peek at the correct translations at any time, and memorize them.

You will be consecutively shown all the cards with words on them. Enter the correct translation for each one into the space below the card and press **OK**.



If you are unable to recall the translation, you can either press **Skip>>** or check the correct answer, by tapping on the back of the card containing it (the card will “flip over”).

The hint ‘**Left**’, located at the bottom of the screen will keep you informed of the number of cards left in the deck.

When there will be no cards left in the deck, the program will show you the game statistics and will offer to quit (**Finish**) or to go over the words again (**Start Over**) or to move on to the next block (**Next**).

Button functions:

Btn1, Btn2 - Show/Hide Translation

Btn3, Left - OK

Btn4, Right - Skip

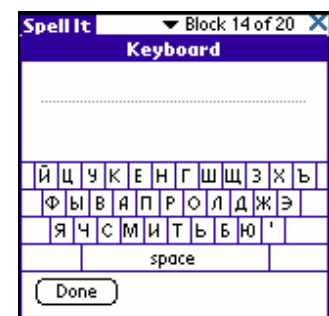
2.3 Virtual Keyboard

To input special characters use the additional LingvoSoft Virtual Keyboard.

It is available in the Spell it Right game and while you are creating or editing an entry in the User's Dictionary.

To access the LingvoSoft Virtual Keyboard in the Spell it Right game tap menu and go to **Edit->Keyboard**.

To access the LingvoSoft Virtual Keyboard while creating or editing an entry in the User's Dictionary tap **Edit Pair** title in the middle of the screen. In the appeared on the top of the screen menu toolbar choose **Edit** item and tap **Keyboard**.



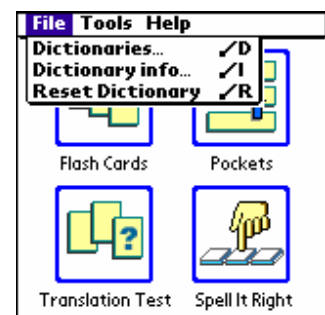
2.4 Menu Toolbar

To call the menu toolbar tap the title on the top of the screen.

In the **Main** window the menu toolbar consists of **File**, **Tools** and **Help** items.

In the **File** menu:

- The **Dictionaries...** item calls the **Dictionaries...** window.
- The **Dictionary info...** item shows [information](#) about the current dictionary.
- The **Reset Dictionary** item [clears the statistics](#) of working with the current dictionary.



In the **Tools** menu the **Options...** item allows to:

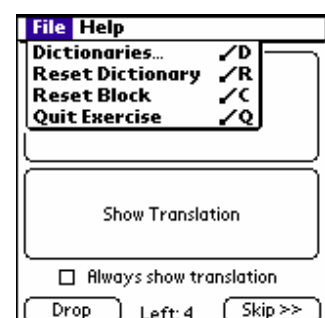
- Set the [number of words in a block](#). Enter the required block size in the **Words per block** field.
- Enable/disable [hardware buttons](#) using by ticking the corresponding check box. By default, hardware buttons are disabled.
- Enable/disable the [LingvoSoft Virtual Keyboard](#) using by ticking the corresponding check box.
- Enable/disable the shuffle mode by ticking the corresponding check box.



The registration number is kept in **Registration...** item of the **Tools** menu, enter it here in order to register your LingvoSoft FlashCards for Palm OS version (see the [Registration](#) section).

In the **Help** menu:

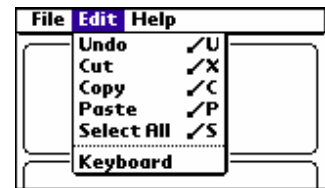
- The **Help** item holds information about the functions of this program.
- The **About** item includes a short description of the product and links



to additional information resources and technical support.

Inside a game the menu toolbar consists of **File** and **Help** items.

While you are inside a game the **File** menu contains a **Reset Block** item, which allows to clear the statistics of a current block, and a **Quit Exercise** item, which launches the **Main** window.



In the [Spell It Right](#) game is also accessible an **Edit** item of the menu toolbar. Besides standard options (**Undo**, **Cut**, **Copy**, **Paste**, **Select All**) there is a **Keyboard** item, which calls the LingvoSoft Virtual Keyboard.

In the **Dictionaries...** window the menu toolbar consists of a single **Help** item.

2.5 Working with Dictionaries

In the LingvoSoft FlashCards for Palm OS you have the option of working with standard dictionaries, which were installed together with the program and with the user's dictionaries created in the LingvoSoft FlashCards, as well as with dictionaries, created by you with the help of the LingvoSoft FlashCards Builder.

To download the LingvoSoft FlashCards Builder utility, go to:

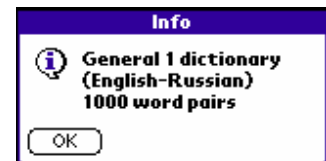
<http://www.lingvosoft.com/LingvoSoft-FlashCards-Builder>.

2.5.1 Dictionary Info

You can get information about the current dictionary by taping the [3 icon](#) or using the [menu](#).

The information is displayed in the following format:

- Dictionary title.
- Language pair in brackets.
- Number of word pairs in the dictionary.



2.5.2 Adding a Dictionary, Created in the LingvoSoft FlashCards Builder

To use dictionaries, created with the help of the LingvoSoft FlashCards Builder you have to copy it onto your Palm OS device or your expansion card. During startup the application will automatically detect all available dictionaries and display them in list of [dictionaries installed](#).

This application supports only English, Farsi, Hebrew and Arabic languages. Use the LingvoSoft FlashCards Builder to create dictionaries for English, Farsi, Hebrew and Arabic only. Otherwise this application will not include them in the list of available dictionaries.

2.5.3 Changing a dictionary

While using the program you can choose another dictionary from the list. Follow the instructions below:

- Use **File->Dictionaries** to show the **Dictionaries...** window.
- Select a dictionary from a [list of available dictionaries](#).
- Choose the direction for studies.
- Click [9 icon](#) to open the dictionary.

2.5.4 Moving a dictionary

You can change the location of a dictionary, e.g. by moving it from the main memory to the memory expansion card. Follow the instructions below:

- Use **File->Dictionaries** to show the **Dictionaries...** window.
- Select a dictionary from a list of available dictionaries.

- Click **Move...** to move the dictionary.
- Specify a location to move the dictionary to.
- Click **OK**.

User's dictionaries may only be stored in the main memory of your handheld.

2.5.5 Creating and Editing a Dictionary

You can create a new dictionary without having to quit the LingvoSoft FlashCards, in order to do that please follow these simple steps:

1. Create a new dictionary:

- Use **File->Dictionaries** to show the **Dictionaries...** window.
- Tap the [Create...](#) button
- Enter the name of your new dictionary into the **Name** field. The name of the dictionary may consist of up to 25 symbols.
- Define the language pair (as 'Source' and 'Target' languages).
- Press the **OK** button. New dictionary is created. It will appear in the [list of dictionaries installed](#).



2. Fill the dictionary (add new words into your dictionary or edit the existing entries):

- Select your dictionary from the [list of dictionaries installed](#). Tap the **Edit** button, which is functional only for user's dictionaries.
- In the appeared window you can edit the name of your dictionary in the **Name** field.
- You can add a new word card by pressing the **Add...** button or edit an existing by pressing **Edit...** button.
 - Into the **Word** and **Translation** fields of the **Edit Pair** window type in the word and its translation, respectively.
 - Chose the appropriate [part of speech](#) information.
 - You can also add a [comment](#).
 - If you need to enter symbols that are not present in the Latin alphabet, use the most convenient [input method](#).
 - Tap the **OK** button.
- A new word card has been created. It will be available for viewing in the list under the **Name** field.
- If you have finished editing your dictionary press the **OK** button.



The newly created dictionary will be saved and available when you reopen the program. In order to delete the dictionary you have to highlight it in the [list of dictionaries installed](#) and press the **Delete** button.

The created dictionaries may only be used in mobile devices running on the Palm OS platform.

2.6 Hardware Buttons

While working with the program, you can use the buttons of your handheld. To enable this option, check "Use hardware buttons" in **Tools->Options**.

Button functions are described below:

Choosing a dictionary and a game:

Btn1, Btn2, Btn3, Btn4 - select an exercise

Up - previous dictionary

Down - next dictionary

All exercises:

Up - previous block

Down - next block

FlashCards Game

Btn1, Btn2, Enter - Show/Hide Translation

Btn3 - Drop Card

Btn4, Right - Next Card

Pockets Game

Btn1, Btn2, Btn3, Btn4 - choose a pocket

During the game:

Btn1, Btn2 - Show / Hide Translation

Btn3, Left - Got it (move a card to an upper pocket)

Btn4, Right - Forgot (move a card to a lower pocket)

Translation Test Game

Btn1, Btn2, Btn3, Btn4 - select the translation

Right - Skip

Spell It Right Game

Btn1, Btn2 - Show/Hide Translation

Btn3, Left - OK

Btn4, Right - Skip

2.7 List of Abbreviations

While using the dictionary you may come across the following abbreviations:

Parts of Speech Abbreviations

	Abbreviation	Meaning
1.	A	adjective
2.	ABBR	abbreviation
3.	ADV	adverb
4.	ART	article
5.	AUX	auxiliary
6.	CONJ	conjunction
7.	ID	idiom
8.	INTRJ	interjection
9.	N	noun
10.	NPR	proper noun
11.	NUM	numeral
12.	PART	particle
13.	PHR	phrase
14.	PREF	prefix
15.	PREP	preposition
16.	PRON	pronoun
17.	SUFF	suffix
18.	V	verb

Abbreviations for Gender and Plurality

	Abbreviation	Meaning
1.	M	masculine
2.	N	neuter
3.	F	feminine
4.	MN	masculine or neuter
5.	MF	masculine or feminine
6.	NF	neuter or feminine
7.	PL	plural
8.	MPL	masculine plural
9.	NPL	neuter plural
10.	FPL	feminine plural
11.	MFPL	masculine or feminine plural
12.	MNPL	masculine or neuter plural
13.	NFPL	neuter or feminine plural

3. Registration

If the dictionaries you received with your copy of the LingvoSoft FlashCards for Palm OS are unregistered, they will function in the demonstration mode (the program will repeatedly remind you of the need to get it registered, you will have access to only the first two block of words in each game, the option to change the number of words in a block will not be functional). In order to register your version, please go to <http://www.lingvosoft.com/register>.

Once you get the registration number, please go to **Tools -> Registration...** enter it into the provided field and pres **Add**. Your copy of the LingvoSoft FlashCards for Palm OS will be registered.

4. Technical Support

If you had any problems using this software please send your comments or questions to us at support@lingvosoft.com.

Please indicate the software version and the brand of your PDA.