

MindDate Software

PocketStackz

Flashcard Organizer for
Pocket PC

7.1

User Manual

V 1.0

MindDate Software
www.stackz.com
mobile@stackz.com

About this Document

About PocketStackz

PocketStackz is a Pocket PC version of the popular Windows PC Stackz flashcard organizer by MindDate Software. It helps learning and repeating flashcards in a systematic way. You can use desktop Stackz in order to prepare your own wordlists and then learn them wherever you want as PocketStackz is always with you.

PocketStackz follows the same concept as the original desktop Stackz. The learning state is visualized and tracked graphically with colors – **you always know where you left off**, and don't waste time repeating the words you know.

PocketStackz tries to focus on the essential tasks of mobile learning. The more advanced functions such as preparing wordlists are more conveniently achieved on the PC, either using the free Stackz List Editor or one of the full PC Stackz applications.

What's new in version 7.1?

PocketStackz 7.0 is a minor upgrade from earlier releases. The visual style has been aligned with the PC version by using the same icons, and some convenient features such as color statistics on the Test and Learn dialogs and bigger buttons on the writing pad have been added.

PocketStackz 7.1 is a maintenance release with enhanced control in the Learn Dialog (automatic replacing of removed entries can be disabled), an improved Repeat Advisor ColorMode (the refresh interval in the rightmost column doubles on each consecutive success) and some other small fixes.

Minimal hardware requirements

PocketStackz runs on Pocket PC devices with these requirements:

- *Pocket PC based on ARM processor;*
- *32MB SDRAM;*
- *240 x 320 Display;*
- *Japanese, Chinese or Korean Unicode font – depending on the language*

An extended storage card (CF, SD, MMC, etc.) is recommended in order to install additional Unicode fonts you need.

Table of Content

ABOUT THIS DOCUMENT	3
ABOUT POCKETSTACKZ	3
WHAT'S NEW IN VERSION 7.1?	3
MINIMAL HARDWARE REQUIREMENTS	3
TABLE OF CONTENT	4
1. POCKETSTACKZ INSTALLATION	6
2. FIRST LAUNCH OF POCKETSTACKZ	6
2.1. LAUNCH POCKETSTACKZ	6
2.2. OPEN A STACKZ DOCUMENT	6
3. POCKETSTACKZ FEATURES OVERVIEW	7
4. THE SCREENS	8
4.1. PROFICIENCY VISUALIZATION: LESSON LIST VIEW	8
4.2. STARTING TASKS: "WORK ON..." PROMPT	9
4.3. TESTING: TEST DIALOG	11
4.4. LEARNING: LEARN DIALOG	12
4.5. EDIT CONTENT: CARD VIEW DIALOG:	13
4.5.1. Inserting new cards	13
4.5.2. Inserting new lessons	13
4.6. FILE OPTIONS DIALOG	14
4.7. COLOR MODE OPTIONS DIALOG	14
5. ATTRIBUTES, LANGUAGES AND FONTS	15
5.1. INTRODUCTION	15
5.2. MAPPING LANGUAGES TO FONTS	15
5.3. EXAMPLE	16
6. FREQUENTLY ASKED QUESTIONS (FAQ)	17
6.1. IT SEEMS THAT POCKETSTACKZ WAS DESIGNED TO LEARN JAPANESE, CHINESE OR KOREAN LANGUAGES. CAN I LEARN ANOTHER LANGUAGE, E.G. THAI OR RUSSIAN?	17
6.2. HOW DO I INSTALL A NEW FONT?	17
6.3. CAN I INSTALL A FONT ON THE STORAGE CARD (CF OR SD CARD)?	17

6.4. WHAT IS THE BEST WAY TO CREATE A NEW WORD LIST?	18
6.5. WHERE CAN I FIND A FONT TO DISPLAY THAI (CAN BE ANY LANGUAGE)?	18
6.6. I HAVE FOUND A BUG IN POCKETSTACKZ. TO WHOM CAN I WRITE THE BUG REPORT?	18
APPENDIX I THE MENUS	19
I.A MAIN SCREEN: MENU “TOOLS”	19
I.B LESSON LIST VIEW: MENU “TOOLS”	19
I.C CARD VIEW DIALOG: MENU “TOOLS”	19
APPENDIX II THE CONTEXT MENUS	20
II.A TEST DIALOG AND LEARN DIALOG	20
II.B CARD VIEW DIALOG	20
APPENDIX III FIGURES	20

1. PocketStackz Installation

The installation is very simple. Simply start StackzPPCSetup.exe on the PC and follow the instructions of the installation program.

During the installation you will be prompted to choose the install directory (destination). If your Pocket PC has a storage card, we suggest installing PocketStackz on the storage card. This allows using Unicode fonts installed on your storage card.

The Installation Program installs the following files in the folder "My Documents/Stackz":

- *25 US States*
- *Demo - Drinks*
- *Demo – Jpn*
- *Japanese Windows*
- *Korean Windows*
- *Mandarin Windows*
- *Taiwanese Windows*

2. First launch of PocketStackz

2.1. Launch PocketStackz

Tap the sequence "**Start / Program / Stackz**" on your PPC. This will start Pocket Stackz. You will see a list of all available Wordlists.

2.2. Open a Stackz Document

Opening a file by tapping on it shows the following screen:

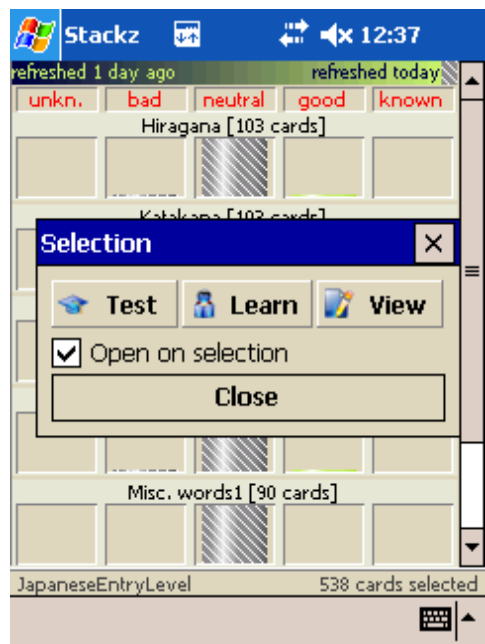


Fig. 1: PocketStackz with opened file

This is the lesson list view (cf. 4.1), with all stacks selected and the “work on” prompt (cf. 4.2) open.

3. PocketStackz Features Overview

PocketStackz provides a subset of the most important features available in the desktop Stackz application. Please refer to the Stackz manual for more information about the general Stackz concepts. PocketStackz has some specific features that are not available in the desktop version that help using PocketStackz in a more efficient way. An overview of what is supported by PocketStackz is given in Tab 1 below.

Feature	Stackz	PocketStackz
1. Create a new Stackz Document	•	With PC tool Stackz List Editor
2. Lesson list view	•	•
2.1 Proficiency visualization with all Stackz Color modes	•	•
2.2 Assign a different color to the color mode	•	
2.3 Change color mode settings	•	•
3 Test/Learn Dialog	•	•
3.1 Test/Learn according to the current color mode	•	•

3.2	Skill selection	•	•
3.3	Define new skills	•	
3.4	Change an appearance order	•	•
3.5	Handwriting pad		•
3.6	Undo	•	•
3.7	Edit the current card	•	•
3.8	Present card's statistic with a color	•	
3.9	Arrow keys control	•	•
4.	Match Dialog	•	
5.	CardView Dialog	•	•
5.1	Edit/Add/Delete cards	•	•
5.2	Move entries up/down (relevant for the DefinedOrder color mode)	•	
5.3	Search a text	•	•
5.4	Find duplicates	•	
5.3	Present the card's statistics and color (depending on the current color mode)	•	•
6.	Dictionary Support (Dictionary Edition only)	•	
7.	File options	•	•
7.1	Assign a new or existing language to the card's attribute	•	•
7.2	Switch between "Leitner Flashcard System" and "Stackz Classic System"	•	•
7.3	Switch between Sorted and Random stacks	•	
8.	Masking Cards with Masking Sliders	•	

Tab 1: Features in Stackz and PocketStackz

4. The screens

4.1. Proficiency visualization: Lesson List View

Use the lesson list view to overlook available lessons and select lessons to test or learn. This view is shown right after a file has been opened by PocketStackz. It presents all lessons available with the file and gives you an overview of your study progress by coding your proficiency with a color. Use the stylus to select the stacks you are going to work with, and press one of the available toolbar buttons to invoke a certain action.

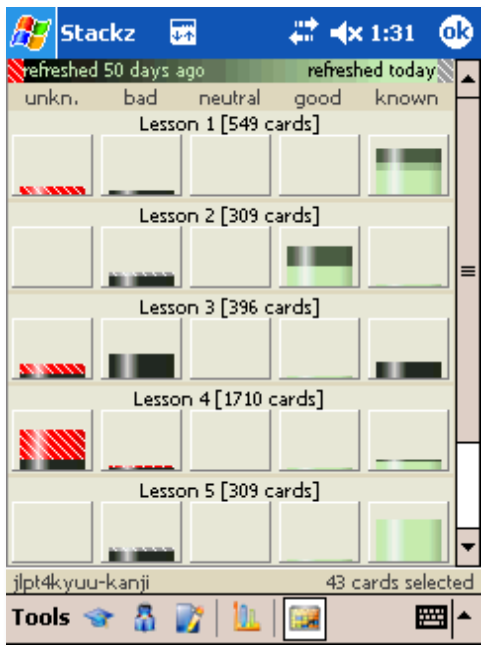





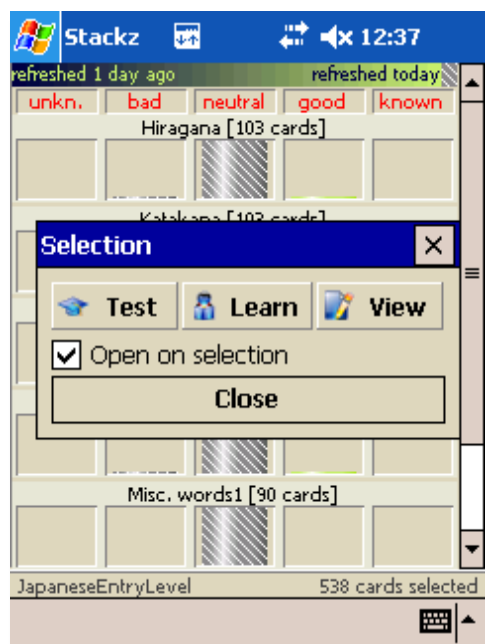


Fig. 2: Lesson List View

Icon	Function
	Test the stacks you have selected.
	Learn the selected stacks.
	View/edit the selected stacks.
	Select a different color mode to present another aspect of your study progress.
	Switch to the "fine selection" mode. This is useful if you want to select one single stack without losing the previous selection. It works similar to the "Ctrl" button on your desktop PC while selecting items in a list.

4.2. Starting Tasks: “Work on...” prompt

The “work on...” prompt is a small wizard-style dialog that shows the possible actions when the user wants to “work on” the selected stacks.



Tab 2: "work on..." prompt

If the checkbox "Open on selection" is checked, the prompt is opened after any selection of stacks in the lesson list view.

The prompt can also be opened with the menu (cf. I.B).

4.3. Testing: Test dialog

Use the test dialog to check if you know the words.



Fig. 3: Test Dialog

Icon	Function
Right arrow button	Declare the current card as known. This moves the card to the next right stack.
Left arrow button	Declare the current card as unknown. This moves the card to the next left stack.
Green button	Show the next attribute of the current card.
Up arrow button	Put the current card back to the same stack.
	Undo the previous action. This includes "declare as known", "declare as unknown" and "put back to the current stack".
	Open the handwriting pad. With the handwriting pad you can test your writing skill.
	Hide the arrow buttons on the screen to use the navigation buttons instead. Please note, that the navigation buttons are also active when the arrow buttons are visible.
	Select a different skill to test. This allows checking the words in a different direction (e.g. English -> Japanese).

You can edit the current card at any time while testing. Select the "Tools / Edit Card" menu entry to start editing the card.

4.4. Learning: Learn dialog

Use the learn dialog to learn new words. The main difference between Test and Learn dialogs is that the Learn dialog has a local stack shown on the left side of the dialog. With the local stack you can concentrate on the words you have difficulties with. The dialog has the following controls:

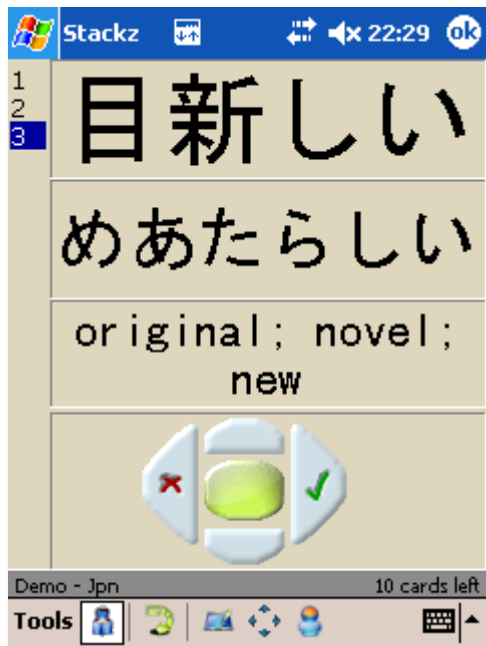






Fig. 4: Learn Dialog

Icon	Function
Arrow right	Declare the current card as known. This moves the card to the stack to the right.
Arrow left	Declare the current card as unknown. This moves the card to the next left stack.
Green button	Shows the next attribute of the current card. If all attributes are already visible, the green button selects a random card from the local stack. So with the green button you can step through the local stack and learn the entries.
Arrow up	Put the current card back to the same stack.
Arrow down	Add new card to the local stack.
	Undo the previous action. This includes "declare as known", "declare as unknown" and "put back to the current stack".
	Open the handwriting pad. With the handwriting pad you can test your writing skill.
	Hide the arrow buttons on the screen to use the navigation buttons instead. Please note, that the navigation buttons are also active when the arrow buttons are visible.
	Select a different skill to learn. This allows to learn the words in a different direction (e.g. English -> Japanese).

4.5. Edit Content: Card View Dialog:

Use the Card View Dialog to view, add, modify or delete content.

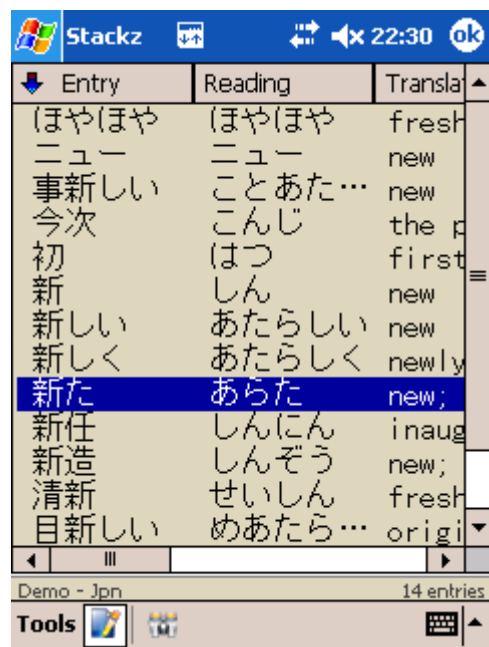


Fig. 5: Card View Dialog

The most important functions of this dialog are listed below.

Icon	Function
	Find a text. By this toolbar button you can find a card containing a certain text.

Menu Items	Function
Tools / Insert card	Insert new card
Tools / Delete card	Delete selected card
Tools / Edit card	Edit selected card

4.5.1. Inserting new cards

When a new card is inserted, a dialog "Select target stack" appears to prompt for the stack where the new card is inserted. It is easy to select the desired lesson and the desired level. The 'default' checkbox memorizes the selection for the next card insertion.

4.5.2. Inserting new lessons

New lessons can be created during the process of adding new cards: There is a button "Add new lesson" in the "Select target stack" dialog.

4.6. File Options dialog

Use this dialog to edit options of the current file.

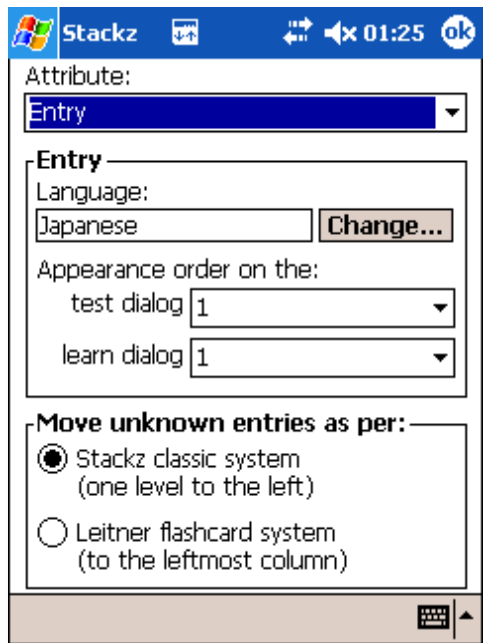


Fig. 6: File Options Dialog

This dialog can be opened any time by the “Tools/ Options / Entries...” menu. With this dialog you can:

- Specify an appearance order of each card's attribute. Note that you can specify the attribute's appearance order separately for the Test and the Learn dialog.
- Specify the attribute's language by using the “Change...” button. PocketStackz has 5 predefined languages (Chinese simplified, Chinese traditional, Korean, English and Japanese). If you need another language you can add it there. Adding a new language requires assigning a name and a font to it.
- Switch between the “Stackz classic system” and “Leitner Flashcard System”.

4.7. Color Mode Options Dialog

Beside the File Options dialog, PocketStackz has also a “Color Mode Settings” Dialog.

Select the “Tools / Options /Color Mode...” menu to change some of the color mode settings.

5. Attributes, Languages and Fonts

5.1. Introduction

Entries (cards) in the wordlist file can have up to 4 different attributes. For example, a card from a Japanese wordlist typically consists of 4 attributes:

- *the "Entry" attribute to present a word or a phrase with Kanji;*
- *the "Reading" attribute to present with Hiragana or Katakana how the word/phrase is read;*
- *the "Translation" attribute gives a translation into another language that you already know;*
- *the "Comment" attribute lets you to enter any comments you would like to link to the word/phrase.*

5.2. Mapping Languages to Fonts

Wordlists are often created on a PC, as it is more convenient to use a large keyboard for entering words. Every entered attribute must be using one of the defined languages. The language is defined by its name and mapped to a font on each platform individually (PC or Pocket PC). In order to exchange files between Pocket PC and PC, the used languages must be defined in both installations with the same name, but it will probably use a different font file on each platform.

The font that is assigned to a certain language must be capable of displaying the characters of the given language. If an invalid font is assigned to a language (e.g. arial.ttf to deal with Japanese text) PocketStackz will be not able to show all characters correctly.

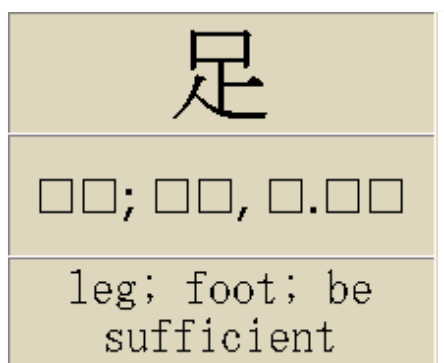


Fig. 7: Invalid display of kanji

In this case you can see question-marks or squares instead of Japanese characters as it shown in Fig. 7. The same will happen if an invalid language is used for the attribute.

The drawing below illustrates that card attributes are linked to the used font via the languages. This allows redefining the font on different platforms (PC, Pocket PC).

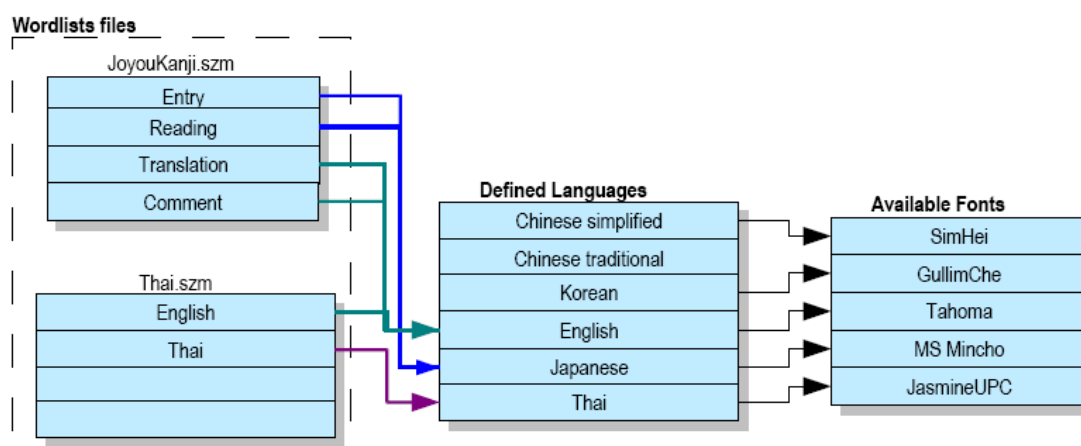


Fig. 8: Relations between attributes, languages and fonts

5.3. Example

Let's assume you are going to learn Chinese and you would like to create "Pinyin" language and then link it to a card attribute. In this case you can do the following:

1. Open your Chinese wordlist file.
2. Select the "Tools / Options / Entries..." menu. This will open the "File Options" dialog.
3. Select an attribute you would like to use with Pinyin. Let's assume it is the "Reading" attribute.
4. Press the "Change..." button. Now you can see all languages available on your Pocket PC.
5. Press the "Add" button. The "Enter language name" popup dialog comes.
6. Enter the "Pinyin" in the edit box and press the "OK" button.
7. Select a font with the "Font" combo box. This font must be able to display Pinyin.
8. Press the "OK" button to close the "Select a Language" and then close the "File Options" dialog.

6. Frequently asked questions (FAQ)

6.1. It seems that PocketStackz was designed to learn Japanese, Chinese or Korean languages. Can I learn another language, e.g. Thai or Russian?

Yes, you can use PocketStackz to learn any language you want. The only thing you need is a font displaying language you are going to study.

6.2. How do I install a new font?

You can install any font you want onto your PPC. The easiest way is to copy it to the "**Windows\Fonts**" directory. You must restart PocketStackz to use the new font. Please do not forget to open the "File Options" dialog in order to assign the new font to the intended language.

6.3. Can I install a font on the storage card (CF or SD card)?

PocketStackz can access fonts on the storage card, but only if the program is installed on the storage card as well. To install it there, make sure that "Storage Card" is selected as Destination Media while installing PocketStackz.

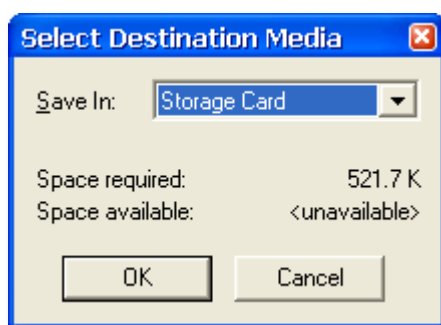


Fig. 9: Selection of Destination Media while installation

This places PocketStackz in the "\\Storage Card\MindDate Software Stackz" directory. The fonts must then be copied in the "\\Storage Card\MindDate Software Stackz\Fonts" directory and PocketStackz must be restarted.

6.4. What is the best way to create a new word list?

You can use the desktop version of Stackz or the "Stackz List Editor" freeware tool. Both have several possibilities of creating and editing new word lists. If you have an existing word list for example, you can use our convenient Import Wizard on the PC Stackz to convert it to a Stackz file. Please refer to the Stackz User Manual for more information about creating new wordlists.

6.5. Where can I find a font to display Thai (can be any language)?

You can try www.google.com first. If you cannot find a font by yourself, you can check here: <http://www.stackz.com/links.htm> or write us an email at info@stackz.com

6.6. I have found a bug in PocketStackz. To whom can I write the bug report?

Please write us an email at mobile@stackz.com to submit the bug report or ask PocketStackz specific questions.

Any reports about your problems with PocketStackz, and also all ideas for new functions are very welcome at any time!

Appendix I The Menus

I.A Main Screen: Menu "Tools"

About...	Displays version and registration information
License Info...	Allows to enter license

I.B Lesson List View: Menu "Tools"

About...	Displays version and registration information
Help...	Open the online help system
License Info...	Allows to enter license
Options	
Entries...	Open the File Options Dialog (cf. 4.6)
ColorMode...	Open the ColorMode selection dialog
Add new Card...	Allows adding a new card to the open file
Selection	
Reset	Resets the statistics of the selected stacks
Statistics	Shows a statistics screen of the selected stacks
Work on...	Opens the "work on..." prompt (cf. 4.2)
File	
Reset	Resets the statistics of the entire file
Statistics	Shows a statistics screen of the entire file
Work on...	Opens the "work on..." prompt (cf. 4.2)
Save	Saves the file

I.C Card View Dialog: Menu "Tools"

About...	Displays version and registration information
Help...	Open the online help system
Insert card	Insert a new card
Delete card	Delete the selected card
Edit card	Edit the selected card
Options	
Entries...	Open the File Options Dialog (cf. 4.6)
ColorMode...	Open the ColorMode selection dialog
Close dialog	Close the Card View dialog
Save file	Save the file

Appendix II The Context Menus

II.A Test Dialog and Learn Dialog

Copy	Copy the tapped attribute to the clipboard
Edit card	Modify the card
Hide attribute	Hide the tapped attribute
Show hidden attributes	Show all attributes
File options...	Open the File Options Dialog (cf. 4.6)

II.B Card View Dialog

Insert card	Insert a new card
Delete card	Delete the selected card
Edit card	Edit the selected card

Appendix III Figures

Fig. 1: PocketStackz with opened file.....	7
Fig. 2: Lesson List View	9
Fig. 3: Test Dialog.....	11
Fig. 4: Learn Dialog	12
Fig. 5: Card View Dialog	13
Fig. 6: File Options Dialog	14
Fig. 7: Invalid display of kanji	15
Fig. 8: Relations between attributes, languages and fonts.....	16
Fig. 9: Selection of Destination Media while installation	17