

Flash Card Master Manual

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Preface

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1. Flash Card Master License

Flash Card Master program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 3 of the License, or (at your option) any later version.

Flash Card Master program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

Full text available in [Appendix D, GNU General Public License version 3](#) [] .

2. Credits

2.1. Translation

The following people helped translate Flash Card Master into various languages:

- Malayalam - Nithin Philips <spikiermonkey@user.sourceforge.net>
- Turkish - Çigdem Çavus <cavus_14@yahoo.com>
- Spanish - Gabriel Reyes <gareyes20@hotmail.com>

2.2. Components

The following people wrote components that made Flash Card Master possible:

- Magic Control Library 1.7.4.0: Phil Wright <<http://www.dotnetmagic.com/>>

- Tango Icon Project <<http://tango.freedesktop.org/>>
- Drag Drop ListView: Matt Hawley <<http://www.codeproject.com/cs/miscctrl/DragAndDropListView.asp>>
- CSV Reader 3.1.2: Sébastien Lorion <<http://www.codeproject.com/cs/database/CsvReader.asp>>.
- Vista Controls: Marco Minerva <<http://www.codeplex.com/windowsformsaero>>.

3. Getting More Help

If you have any questions about this document or Flash Card Master, you may contact me at <spikiermonkey@users.sourceforge.net>.

A mailing list is also available at <flashcardmaster-info@lists.sourceforge.net>. You can [subscribe](#)¹ or [browse archives](#)².

¹ <https://lists.sourceforge.net/lists/listinfo/flashcardmaster-info>

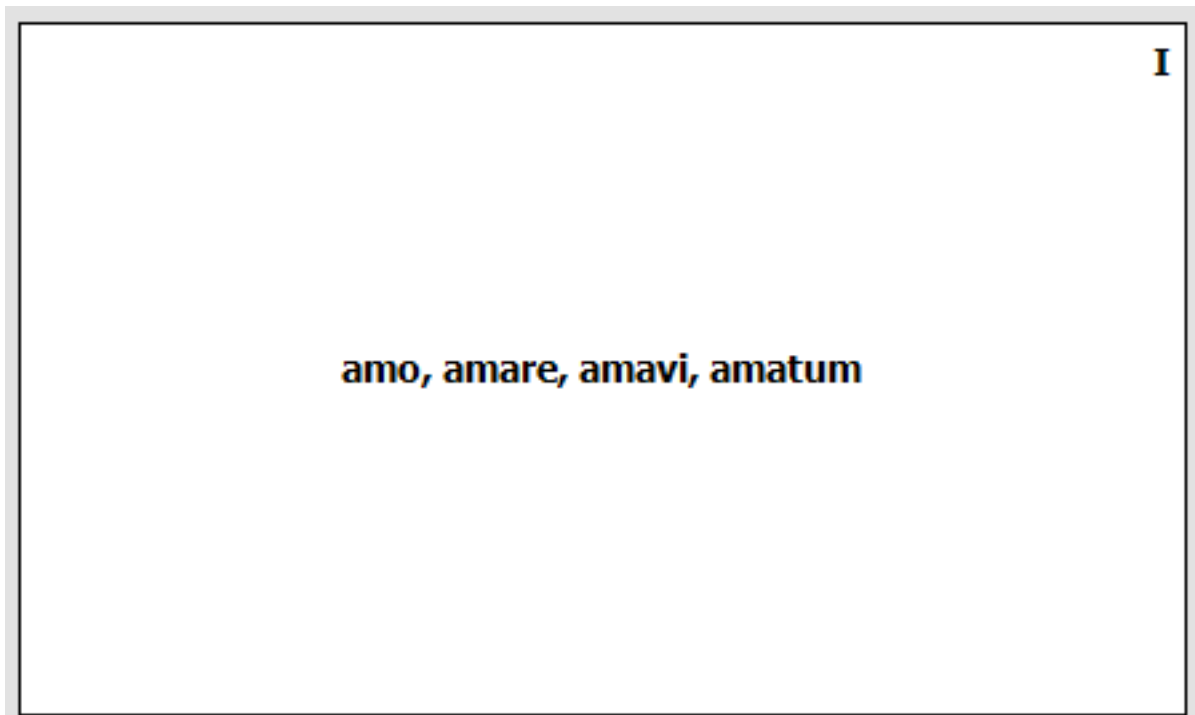
² http://sourceforge.net/mailarchive/forum.php?forum_name=flashcardmaster-info

1

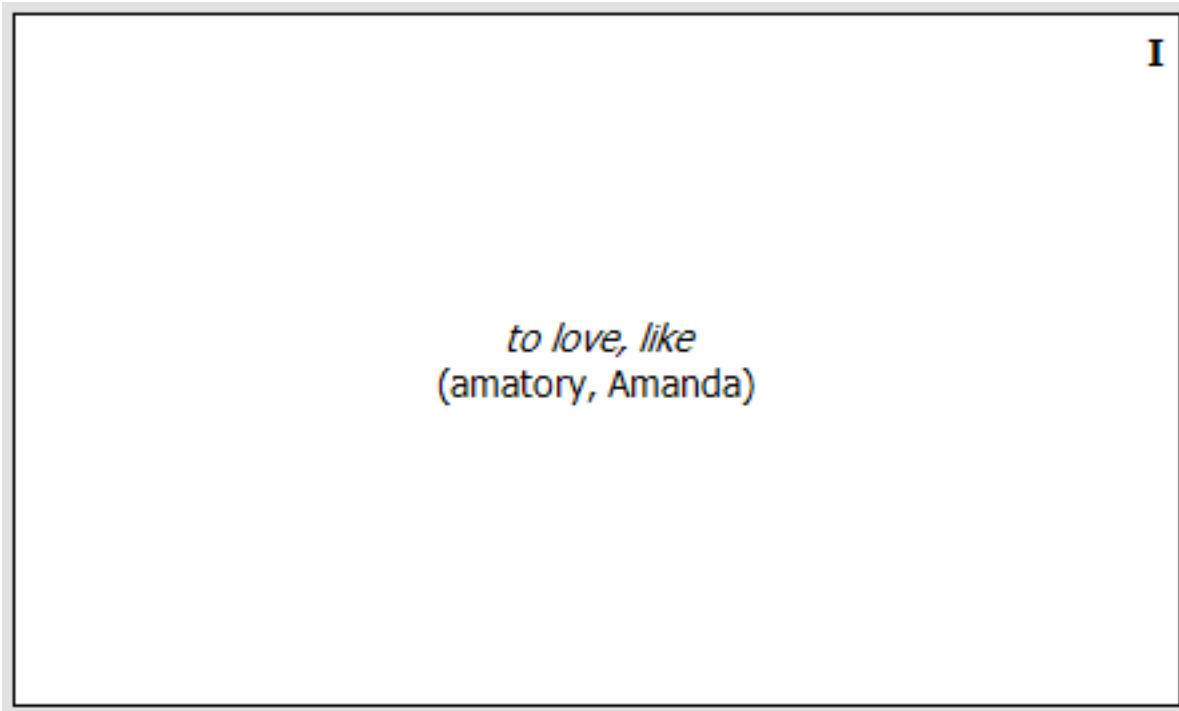
Introduction

1.1. What Is Flash Card Master

Flash Card Master was written primarily to print flash cards, but over time has evolved into a full fledged application. Unlike other flash card applications, Flash Card Master is design centric. Less telling, more showing. Here's a flash card made in Flash Card Master:



Flash cards in Flash Card Master have a front and back side, here's the back of the same card:

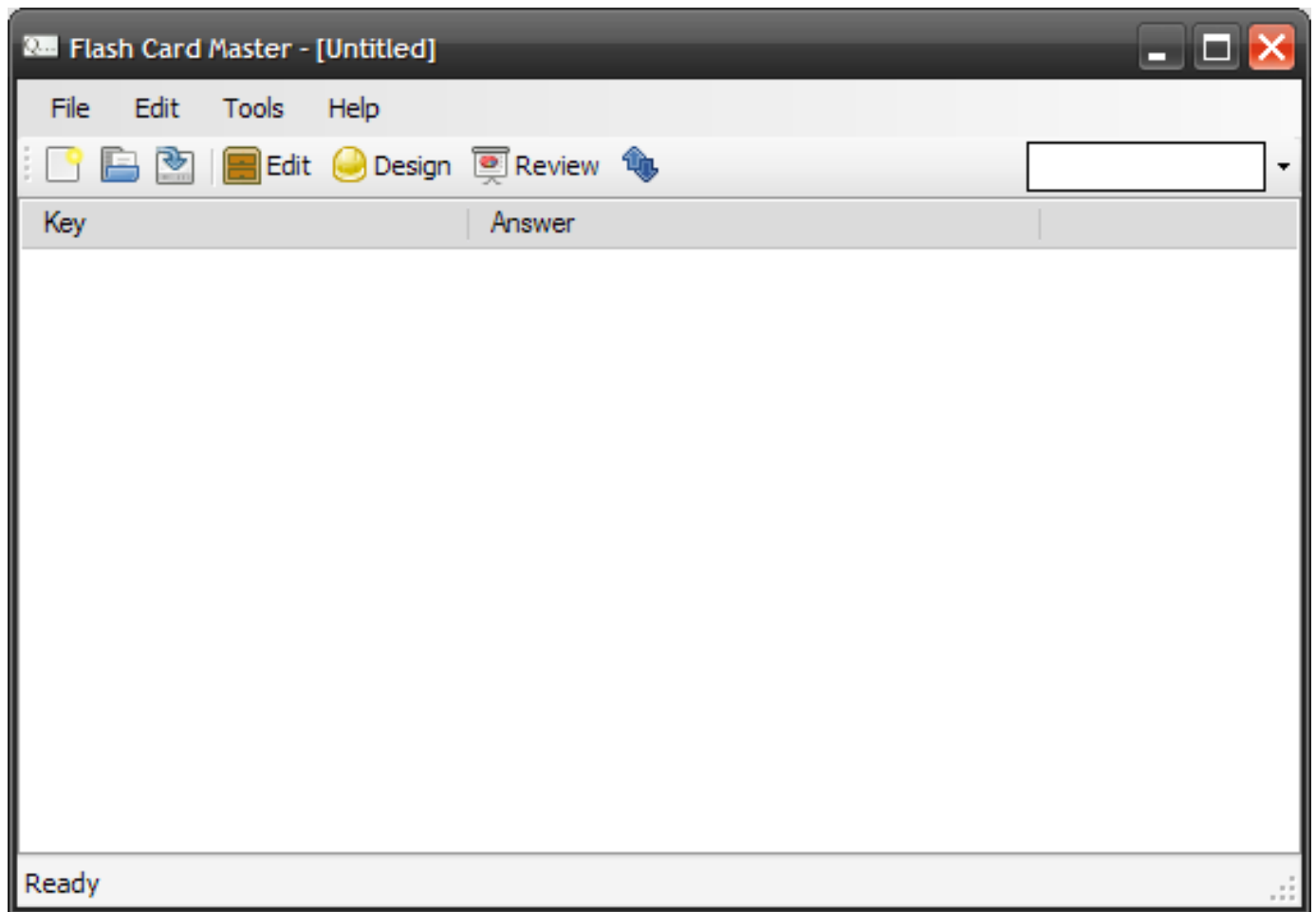



Using Flash Card Master you will be able to have flash cards on screen and in print with same appearance. The features of Flash Card Master are explained in detail in this document. We hope you will enjoy using Flash Card Master.

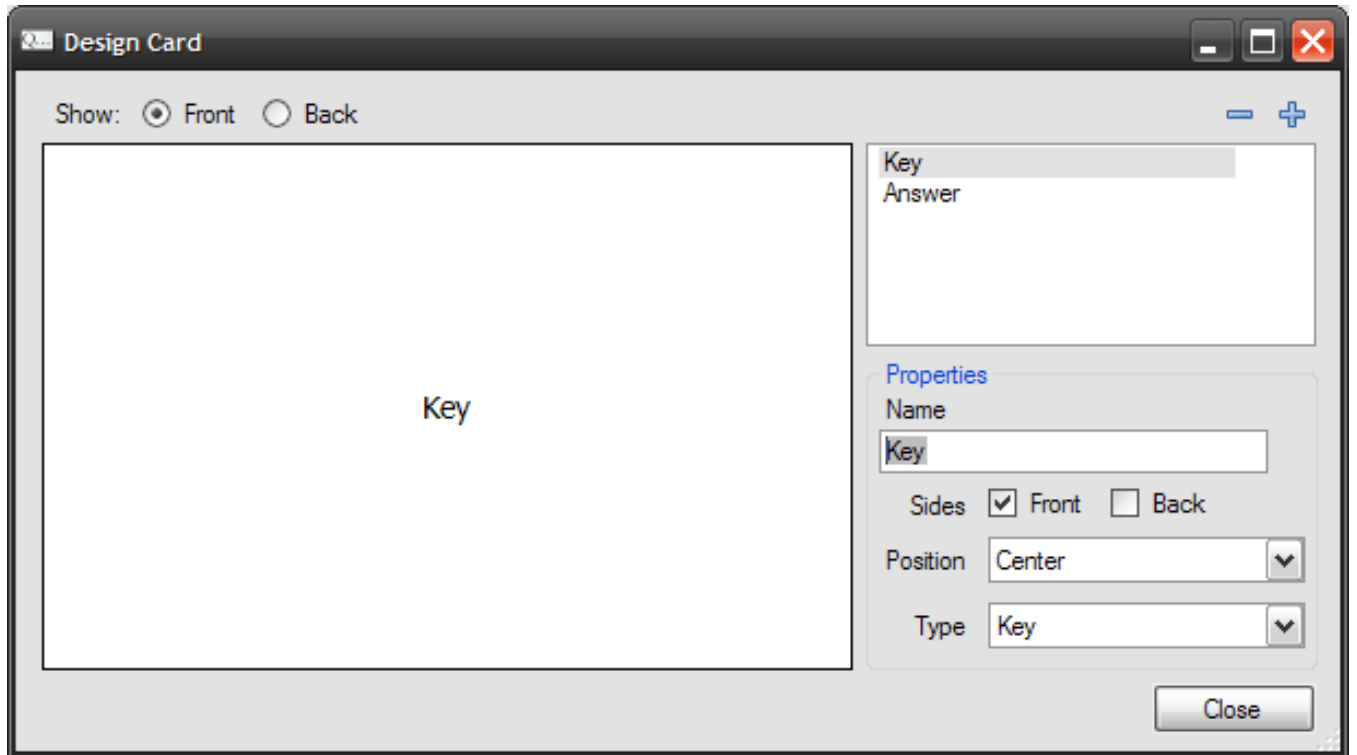
1.2. Walkthrough


Flash Card Master is ready to go as soon as you start it, however if you would like to customize the appearance of your flash cards, this section will guide you through the steps to do so.

1. When you start Flash Card Master, the main window will look like this:



2. The default flash card deck, has two fields, **Key** and **Answer**. Let's rename the fields into something more sensible.
 - a. Click on  button in the toolbar or Tools → Design. This will open the Card Designer.




- b. Click on the **Key** field in the list at the top right.
 - c. In the text box below, delete the text *Key* and type in *Word*.
 - d. We will rename the *Answer* field as well. Let call it *Definition*.
3. Let's add an additional field.
 - a. Click on the  button to add a new field.
 - b. Let's call the new field *Chapter*.
 - c. For the *Sides*, we will check both *Front* and *Back*. We will *Position* the field at the *Top Right* of the card and leave the *Type* as *Other*.
 4. Let's also reorder the fields

You can rearrange fields by grabbing them using the mouse. As you move around, a line will indicate where the item will be placed. When you have reached the desired place, drop the item the put it there. Let's move the *Chapter* field you just created to the top of the list.

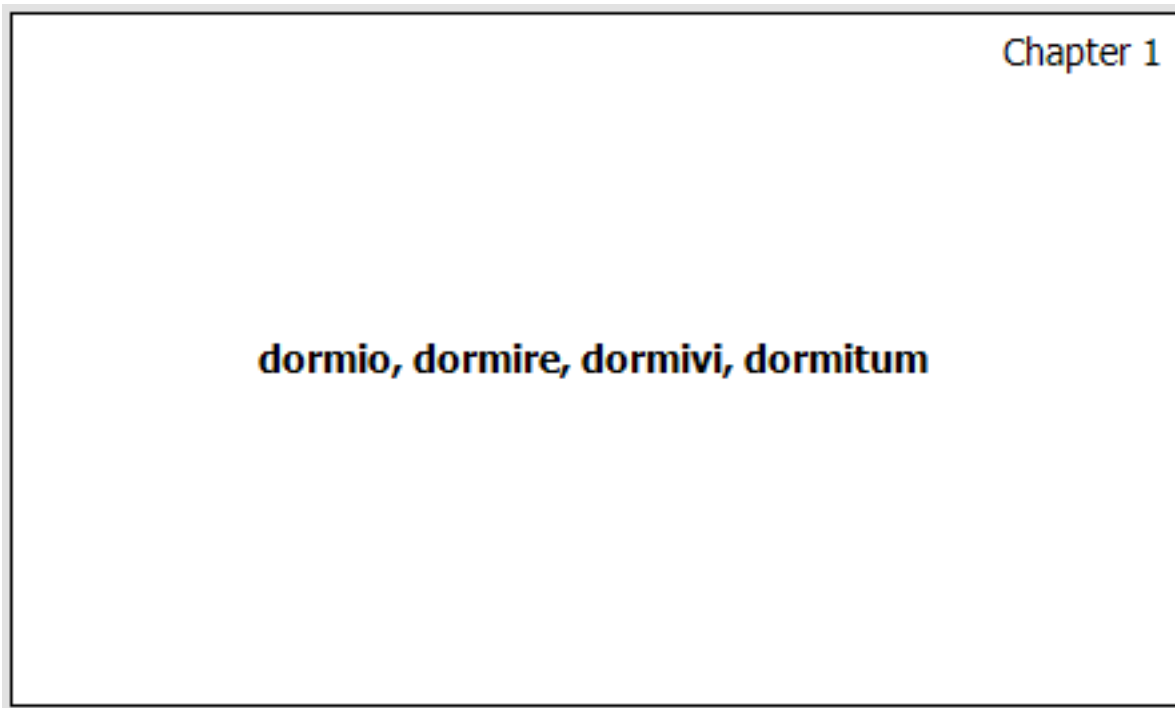
Your list should now look like this:



5. Click Close to close the dialog. You may be asked to save the file.

Yay, we're done. You have now created a flash card deck with three fields *Chapter*, *Word*, and *Definition*. The *Chapter* field will appear on the front and back sides of the card at the top right corner. The *Word* field will be visible on the front center and the *Definition* will be on the back center. You can add actual cards using the Edit Cards dialog ( button or Tools → Edit menu.)

I've added a card. Here's the front:



and the back:

Chapter 1

to sleep
(dormitory, dormer, dormancy, dormant, dormouse)

2

Main Window

This is the main window of Flash Card Master. You can manage your cards and access other features from here.

The check box next to the items will allow you to select an item. Unchecked items will not be shown when [reviewing](#).

You can also search the fields of a deck in this window. Simply enter your query in the textbox at the right side of the toolbar. You can click on the arrow next to the textbox to customize the search. You can limit the search to certain fields or use [regular expressions](#)¹ in your search. An introductory article on regular expressions is available at [<http://www.radsoftware.com.au/articles/regexlearnsyntax.aspx>](http://www.radsoftware.com.au/articles/regexlearnsyntax.aspx)

¹ <http://msdn.microsoft.com/library/default.asp?url=/library/en-us/cpguide/html/cpconcomregularexpressions.asp>

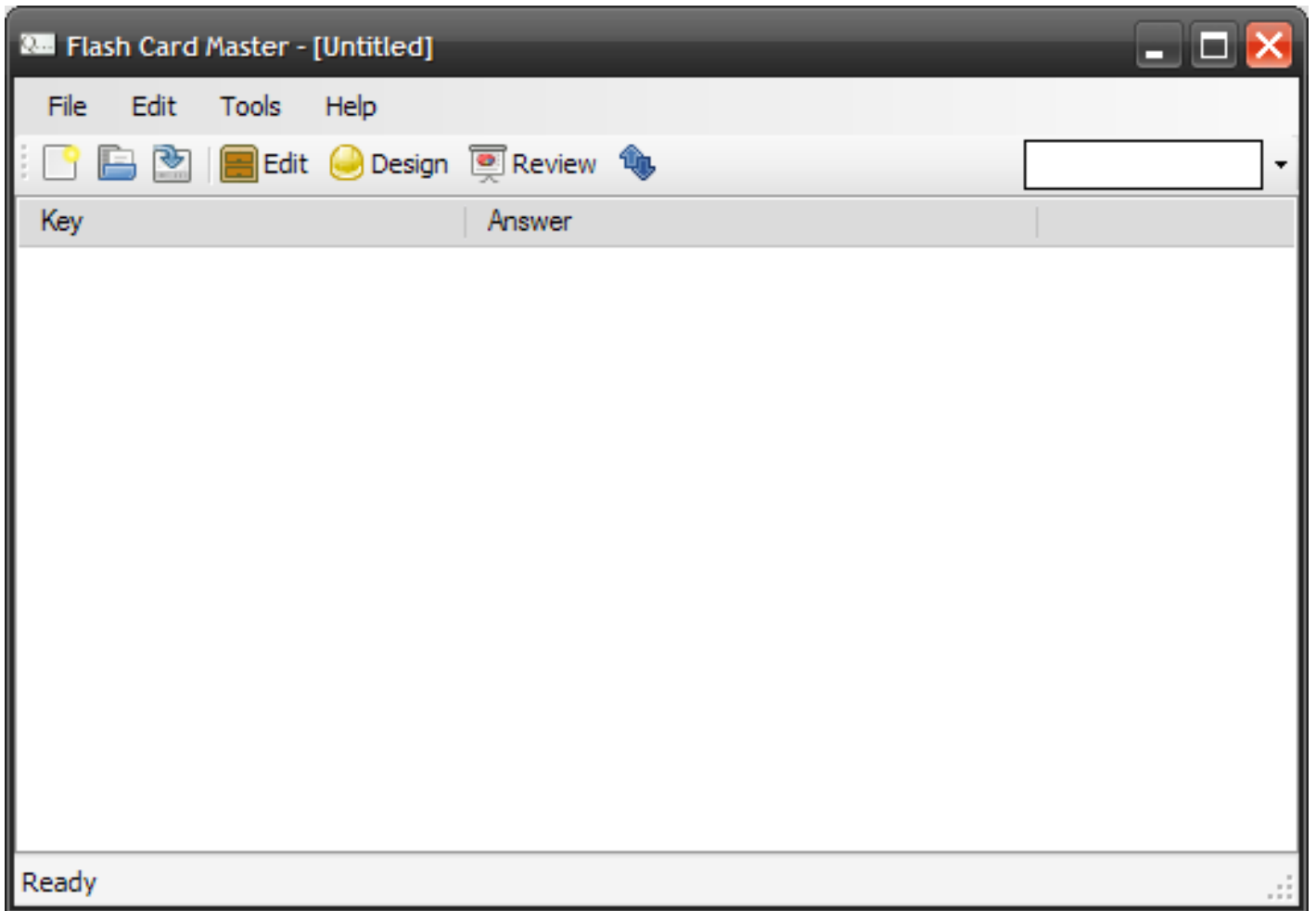
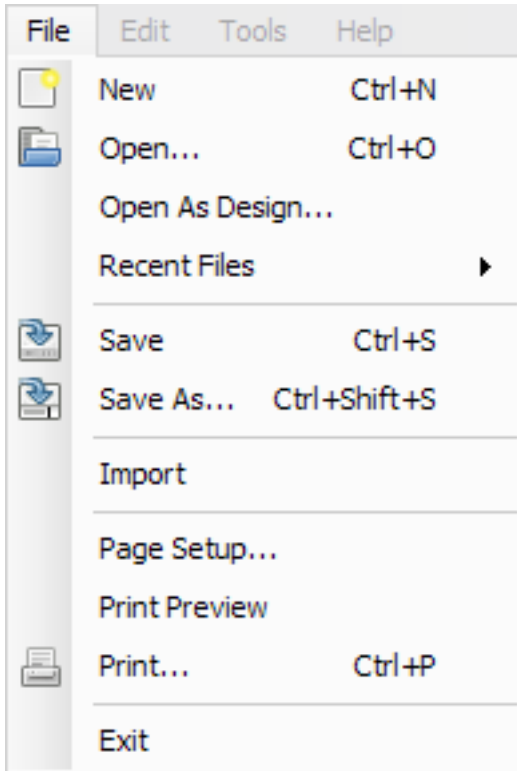


Figure 2.1. Flash Card Master Main Window

2.1. The File menu



New

Creates a new flash card deck

Open...

Opens an existing flash card deck.

Open As Design...

Opens an existing flash card deck, however none of the actual cards will be loaded.

Recent Files

Shows a list of files that were opened recently.

Save

Saves the current flash card deck. You will be prompted to enter a filename if necessary.

Save As...

Saves the current flash card deck as a new file and switches the current file to that.

Import

Opens an existing flash card deck and append the cards to the existing deck. Note: The number of fields must be the same in both files.

Page Setup...

Shows a dialog where you can configure print settings.

Print Preview

Shows a preview of the cards as they will be printed.

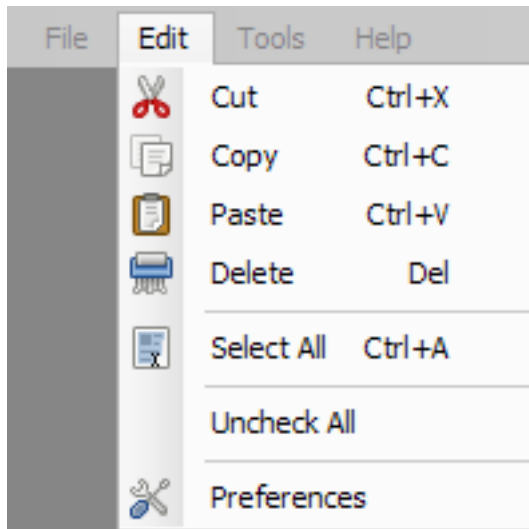
Print...

Prints the current deck.

Exit

Quits the program.

2.2. The Edit menu



Cut

Cuts any selected items.

Copy

Copies any selected items.

Paste

Pastes any items in the clipboard.

Delete

Deletes any selected items.

Select All

Selects all items in the deck.

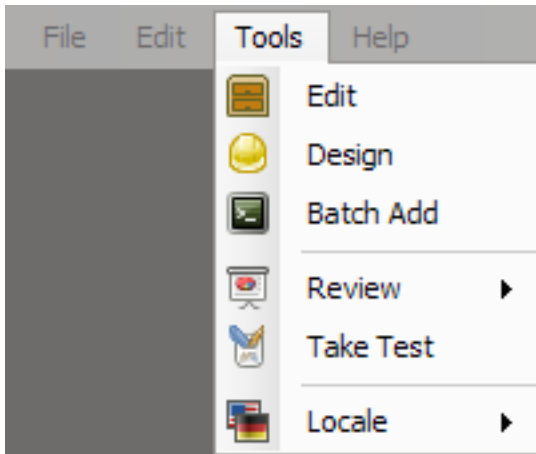
CheckAll/Uncheck All

Toggles the check state of all items. Unchecked items will not be shown in Review.

Preferences

Shows the Preferences dialog.

2.3. The Tools menu



Edit

Shows the card [Editor](#) dialog. You can add or edit individual cards here.

Design

Shows the card [Designer](#) dialog. You can alter the appearance of cards here.

Batch Add

Shows the [Batch add](#) dialog. You can quickly add multiple items here.

Review

Shows the card [Review](#) dialog.

Take Test

Starts the [multiple choice test](#).

Locale

Allows you to change the user interface language.



3

Designing Cards

3.1. Card Designer

Card Designer allows you to change the appearance of flash cards. You can access it using Tools → Design

The ability to alter the appearance of cards is one of the key features of Flash Card Master. Each item on a card is called a field and you can control the relative placement and the side on which the field will appear.

 will add a new field to the deck and  will delete an existing field.

The show radio buttons control the side that is shown. Choosing **Front** will show the front of the card, and **Back** will show the back.

You can click on a field shown in the list to edit its properties. You can set the **Name**, which is a unique word to identify the field. You can also choose the side on which the field will appear. If you check **Front**, the field will be shown on the front side of the card. usually question goes here. Likewise, **Back** will place the field on the back side of the card. Answers are usually placed on this side. You can also check both check boxes and the field will be shown on both sides. Checking neither will hide the field.

The **Position** property controls the placement of the field on the card. There are 9 possible values.

The **Type** property can be set to describe the contents of the field. Possible values are **Key**, **Answer** and **Other**. Key is the same as a question. The property is used by the quiz component to generate quizzes. Other components may use this value as well. It is recommended that you set this value. A card should only have one Key and one Answer.

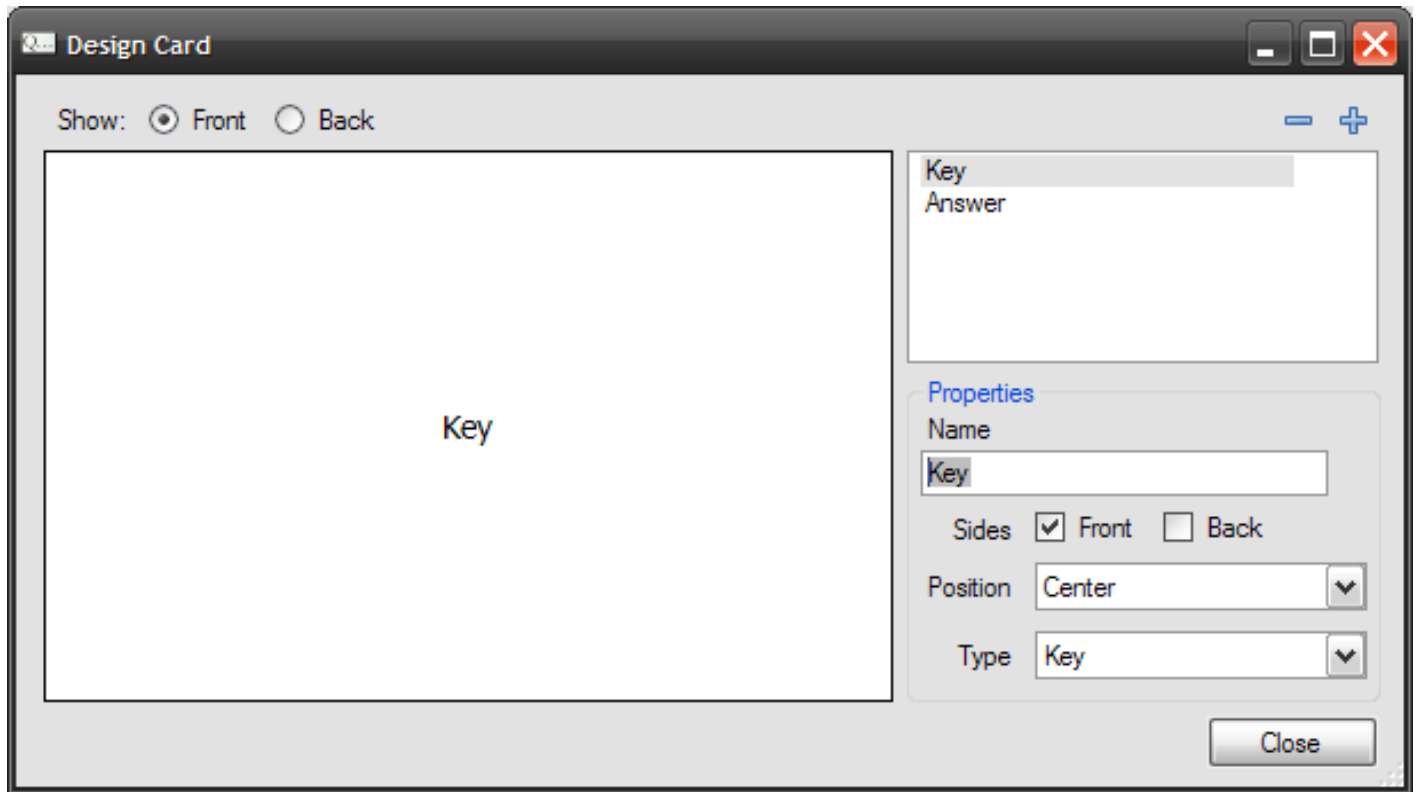


Figure 3.1. Design Cards Dialog

3.1.1. Keyboard Shortcuts

The following keyboard shortcuts are available in the Design Cards dialog.

CTRL + Q

Move the selected field up in the list.

Ctrl + A

Move the selected field down in the list.

Insert

Add a new field to the deck.

Delete



Deletes the selected field from the deck.

4

Editing Cards

4.1. Card Editor

The Card Editor allows easy editing of cards in a deck. You can access it using Tools → Edit

 will add a new card to the deck and  will delete an existing card.

To edit a card, click on the card in the Cards list, then the field you want to edit. You can enter text in the edit area at the top right. If one of the card's field has been marked as Key, then the text shown in the Cards list will be the text of that particular field, otherwise all the fields will be shown, separated by a comma (see Card Designer to learn how to set the Type property of a field).

You can also edit more than one card at once. To do that select all the card you want to edit (Hold down the **Ctrl** key and click on each the list item to select multiple items.) The edit area will say [**Edit Multiple Items**]. To change the value of the fields, delete this text and enter your data. Please note that you cannot 'Undo' your changes, so be careful not to overwrite valuable information.

A preview of how the text you are entering will appear is shown on the bottom panel.



Note

You can change the proportional size of all the UI components in this dialog. For example, to make the edit area larger, place your mouse between the Fields list and the edit area. The cursor will change to the resize cursor. Hold down the left mouse button and move the cursor to the left.

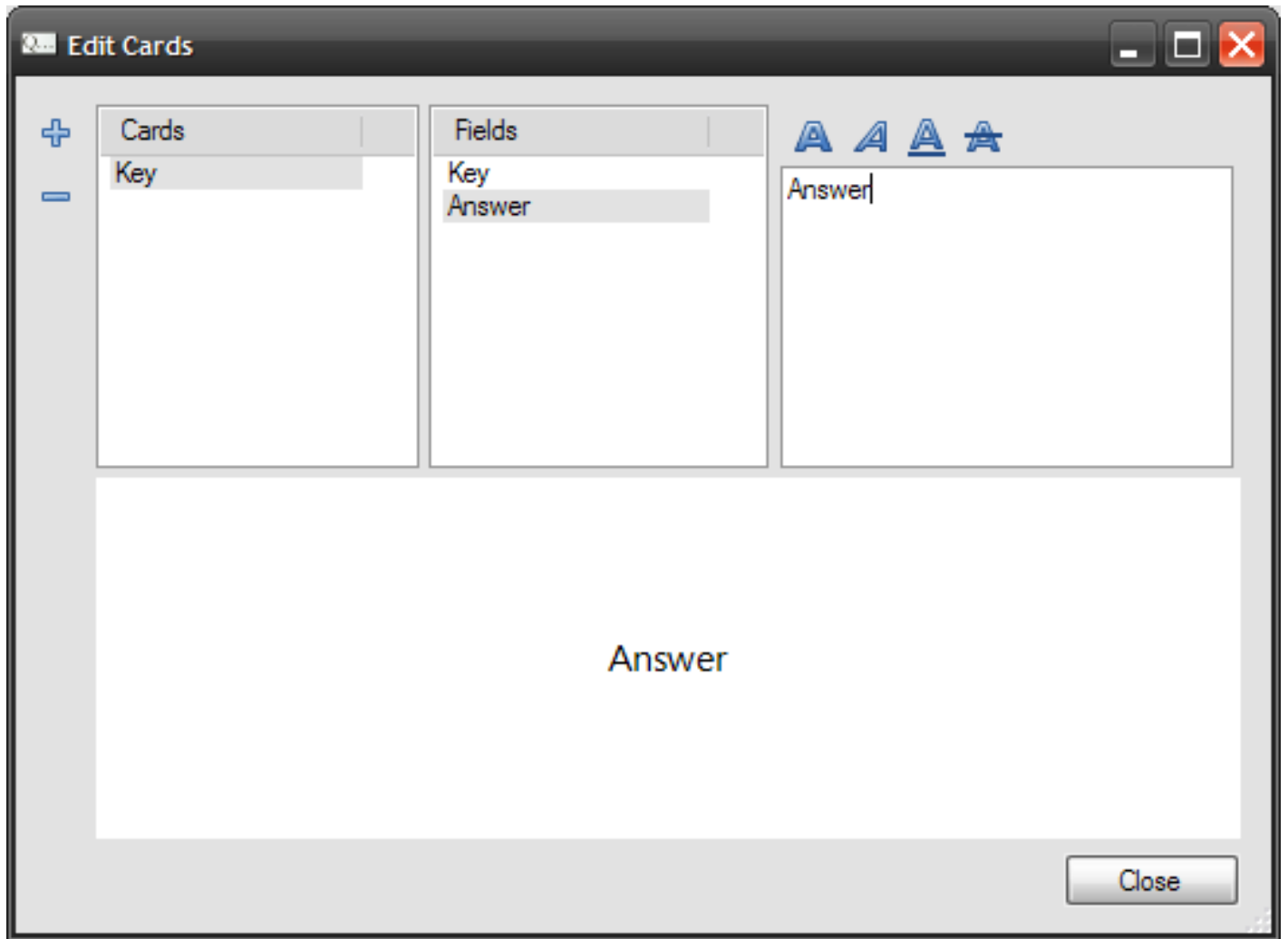


Figure 4.1. Edit Cards Dialog

4.1.1. Keyboard Shortcuts

The following keyboard shortcuts are available in the Card Editor dialog.

CTRL + Up or Down Arrow Keys

Move the selection in the Cards list up and down

Alt + Up or Down Arrow Keys

Move the selection in the Fields list up and down

Insert

Add a new card to the deck

4.2. Batch Entry

The Batch Entry dialog allows you to add multiple cards by entering data in a single textbox. The format of the input is the same as that of a [CSV](#) file. The only difference is that a header is not needed when entering data in a batch.

Instruction on how to enter data for a particular deck will be shown on the top. Each field is separated by a comma (,) character. whitespace at the beginning and the end of a field will be ignored. Data for separate cards must be placed on separate lines. If your input contains a comma character, place double quotes (") around the entire text for that field (see [Section B.3, "Comma Separated Value \(.csv\)"](#) [26] for more.)

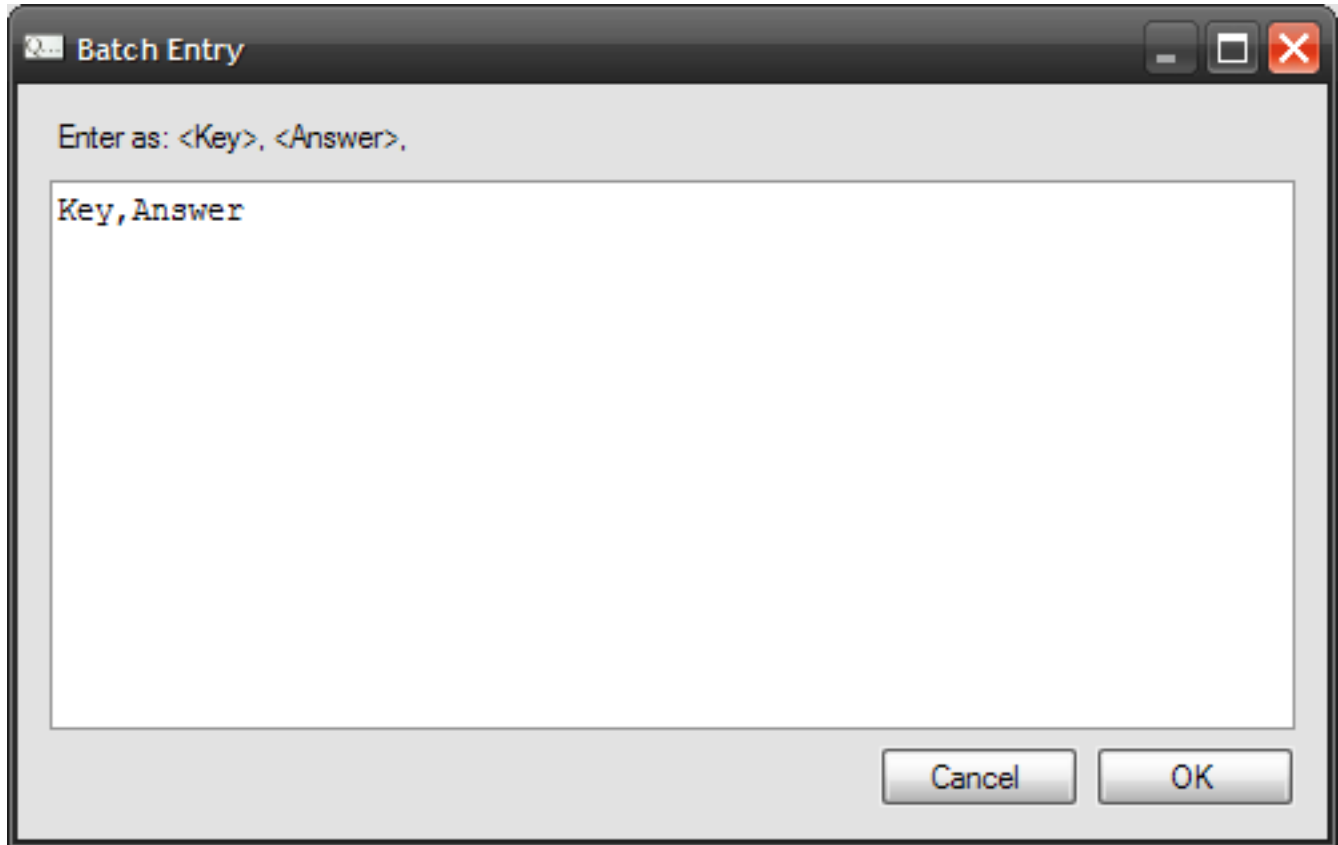


Figure 4.2. Batch Entry Window

4.3. Formatting Text

Text used in all the fields in Flash Card Master can easily be formatted to achieve the desired appearance. Flash Card Master uses WikiText, a simple syntax used mainly in wiki software to format content. The wiki text grammar used in Flash Card Master was adapted from the [Trac](#)¹ wiki.

WikiText is shown with formatting when Flash Card Master is displaying the cards. Flash Card Master can also convert the WikiText markup into XHTML format when you save a deck as XHTML (You must enable this in preferences).

¹ <http://trac.edgewall.org/wiki/WikiFormatting>

All of the supported formattings are shown below. Please note that formattings cannot be nested (for example, there is no support to format some text as Bold and Underlined).

```
Regular  
'''Bold''' or *Bold*  
''Italic''  
''''Bold Italic''''  
__Underline__  
`Monospace`  
~~Strikethru~~  
Super^Script^  
Sub,,Script,,
```

The above input will produce:

Regular
Bold or Bold
Italic
Bold Italic
Underline
Monospace
~~Strikethru~~
Super^{Script}
Sub_{Script}

Example 4.1. All supported wiki formattings in Flash Card Master

5

Using Cards

5.1. The Reviewer

This is perhaps the most critical and most used feature of Flash Card Master. You can access it using Tools # Review → Normal or Tools # Review → Shuffled. **Normal** will show the cards in order whereas the **shuffled** will show them in a random order.

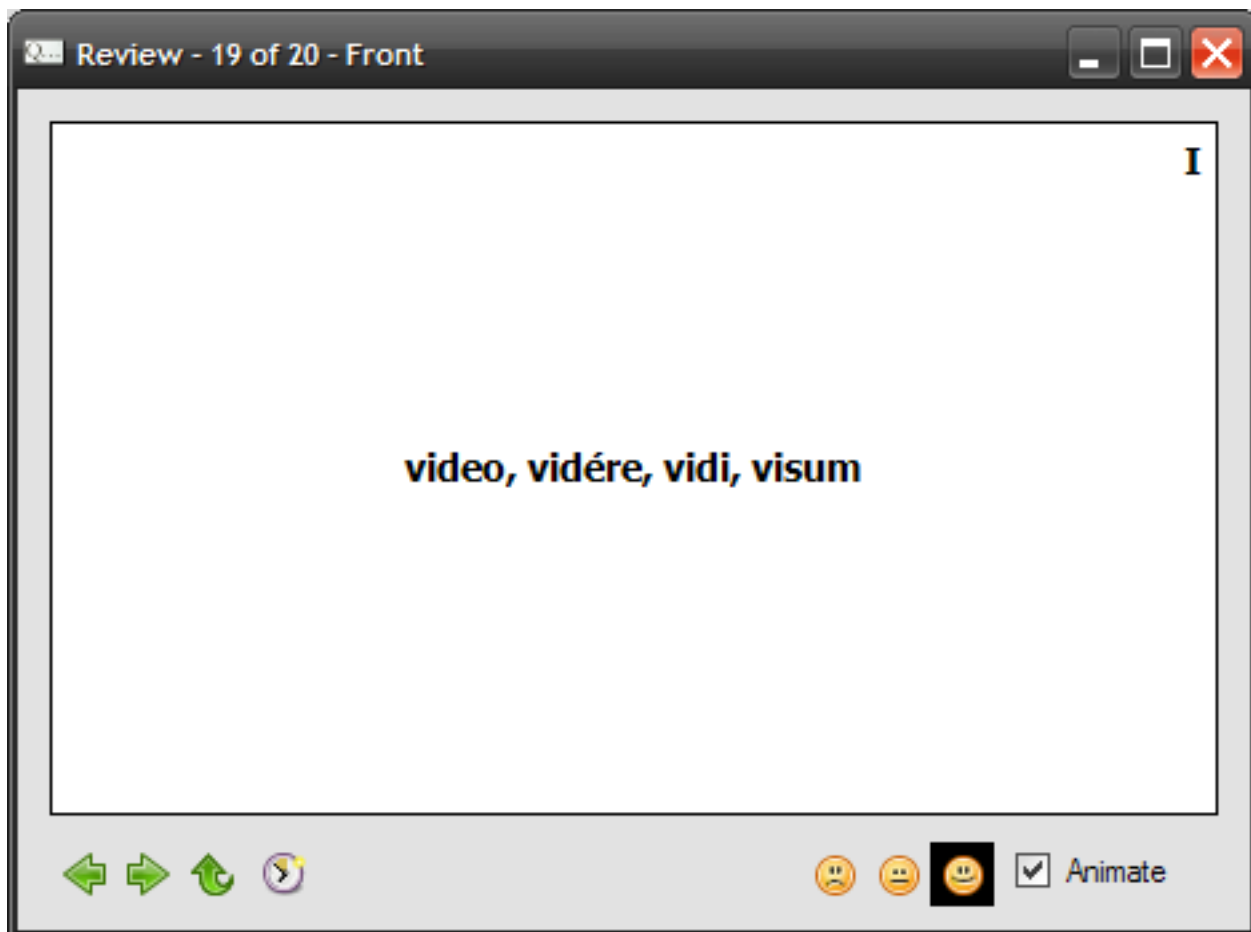


Figure 5.1. Review Cards Dialog

You can use the Left and Right arrow buttons to move between card. The flip button will flip a card.

The smiley faces allows you to keep track of the cards you have learned. Clicking the Smiling face (😊) will mark the card as learned and that card will not be shown when you run the reviewer the next time. The plain face (😐) represents a card that you have learned by may require more review. The sad face (😞, default) will mark the card as not learned.

Checking the **Animate** checkbox will animate transitions. Uncheck this if you find it annoying.

If you want to review cards without having to manually click through each one, you can turn on the timer. You can control the timer delays in the Preferences dialog.

5.1.1. Keyboard Shortcuts

The following keyboard shortcuts are available in the Review Cards dialog.

Left or Right

Move to the next or previous card.

Up or Down

Flip the card.

Shift

Flips the card, if Front is visible. Advances to the next card, if Back is visible.

5.2. Taking Tests

Flash Card Master currently offer one type of test. A Multiple choice test. You start it using Tools # Take Test.



Figure 5.2. Multiple Choice Test Dialog

You will be asked a question and allowed to pick the answer from four choices. At the end of the test a summary will be shown. You also have the option to save the results as an HTML file.



Note

Since there are four choices for each question, your deck must have at least 4 cards in it.



Note

Flash Card Master can only generate a test if you mark the question and answer fields as such in the [Card Designer](#).

5.2.1. Keyboard Shortcuts

The following keyboard shortcuts are available in the Multiple Choice Test dialog.

Up, Down, Left or Right

Move between answer choices.

Enter

Proceed to the next question.

Backspace

Return to the previous question.

5.3. Printing Cards

If you want to review your flash cards away from the computer, it is a good idea to print them.

Flashcards are usually printed onto index cards, like the 3 in by 5 in or ISO-size A7. You can print on both sides of the card using your printer's duplex feature or flash card master's built-in duplex feature.

When duplexing, depending on your printer, you may have to flip the paper around midway through. Please note that some printers will not be able to print to index cards at all.

**Tip**

Some printers set their duplex property to capable, even though they cannot. You can enable Flash card master's duplex feature to manually print on both sides of the paper. Do do so check the "Manually duplex when printing" option in the Advanced tab of Preferences.

5.3.1. Other methods of printing

If you want to print out a list of the cards, save the deck as an XHTML file and use your browser's print function. We recommend Firefox because it produces better output than Internet Explorer.

You can also save the deck as a .tex file and convert that to PDF. On Windows you can use [MikTeX](http://miktex.org/)¹ and [TeXnicCenter](http://www.toolscenter.org/)².

Finally, if you can write XSL style sheets, you can transform the data to a variety of formats that can suit your needs.

¹ <http://miktex.org/>

² <http://www.toolscenter.org/>

6

Tips and Tricks

6.1. Changing the color of fields



Note

While you can still follow the steps here, in Flash card Master 1.0 you can change the colors in the [Card Designer](#) dialog. The only limitation of the UI is that you cannot set the transparency (alpha) of the colors.

If you save a deck as a [CML](#) file, you can manually edit the file using a Text Editor and modify the Field element.

```
<Field
  index="0"
  name="Chapter"
  type="Other"
  side="Both"
  position="Top, Right"
  forecolor="argb(255,0,0,0)"
  backcolor="argb(0,255,255,255)"
/>
```

`forecolor` specifies the color of the text and `backcolor` specifies the color of the text background. There are two ways to specify the color. One is `rgb([0-255], [0-255], [0-255])` and the other is `argb([0-255], [0-255], [0-255], [0-255])`, which specifies an alpha channel value as well.

For example `forecolor="argb(255,0,0,0)"` and `backcolor="argb(200,241,113,65)"` will produce the following output.

cupiditas, cupiditatis, f.



Tip

Once you have made your changes in CML, you can save to CARD or XHTML formats and the color information will be preserved.

6.2. Merging files with different number of fields

If you have two different files with different number of fields (for example fileA with {Question, Answer} and fileB with {Chapter, Question, Answer}) you can merge them easily.

First, open the file with least number of fields (fileA), then using the Card Designer add fields (Chapter) to match the second file (fileB). Make sure the order of the fields are the same in both files. You can now import the second file (fileB) using File → Import.

Appendix A. Localizing Flash Card Master

Steps to Localize Flash Card Master

1. Download [Language.resx](#)¹ (Contains all the strings that can be localized.)
2. Download and install [Global Resource Editor](#)² (Allows you to edit the .resx file.)
3. Open 'Global Resource Editor' and click on Language → New Language. Menu and from the list choose your language.
4. You can now add localized strings to the new column.
5. Save the file by clicking File → Save Resource Set As.... When prompted to enter a file name use `Language.resx`. Separate .resx files for all your languages will be created. Spanish localization, for example, will be in `Language.es.resx`
6. If you have Visual Studio 2005 Check out source from sourceforge SVN and you can compile the .resx file into a DLL and test it out.

If you don't have Visual Studio see <http://www.codeproject.com/dotnet/Localization.asp>. You may need to install .NET framework SDK before following the instructions there.

7. When you are done, E-mail the completed .resx to `<spikiermonkey@users.sourceforge.net>` Be sure to include the name and email address (if at all) you want to be shown in the credits.



Tip

Run Flash Card Master while you are translating so that you can see the context in which the text appears.

More Info

- .NET Framework documentation on CultureInfo <http://msdn2.microsoft.com/en-us/library/system.globalization.cultureinfo.aspx>

If you have any questions or need help, contact the developer at `<spikiermonkey@users.sourceforge.net>`

¹ <http://flashcardmaster.svn.sourceforge.net/viewvc/flashcardmaster/trunk/i18n/Language.resx>

² <http://www.everylittlething.net/GlobalResource/>

Appendix B. Supported File Types

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B.1. Card Markup Language (.cml)

Card Markup Language is an XML based file format. This format is fully supported by Flash Card Master.

If you would like to manually edit the CML files, a document type definition has been written in RelaxNG, available at <http://flashcardmaster.sourceforge.net/cardml/1.0/relaxng>. If you prefer an XSD schema is also available at <http://flashcardmaster.sourceforge.net/cardml/1.0/schema>.

```
<?xml version="1.0" encoding="utf-8" standalone="no"?>
<CardDeck xsi:noNamespaceSchemaLocation="http://flashcardmaster.sourceforge.net/cardml/1.0/schema.xsd"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <Fields>
    <Field index="0" name="Key" type="Key" side="Front" position="Center" />
    <Field index="1" name="Answer" type="Answer" side="Back" position="Center" />
  </Fields>
  <Cards>
    <Card learned="NotLearned">
      <CardField name="Key">Key</CardField>
      <CardField name="Answer">Answer</CardField>
    </Card>
  </Cards>
</CardDeck>
```

Example B.1. A sample CML file

B.2. Card File (.card)

Card is binary file format. It is fully supported by Flash Card Master.

Card files are written using the .NET object serializer and will become incompatible if the object model is changed in the future. If you need to use files across incompatible versions, you will need to save the file as a [.cml](#) file.

B.3. Comma Separated Value (.csv)

Flash Card Master has limited support for csv files. They can be read from and written to, however any customizations of field appearance (like position, colors etc.) will be lost. Only names of the fields are saved.

CSV files can be useful if you prefer to edit or already have a flash card collection in Excel or another spreadsheet program. A sample CSV file is shown below.

```
Chapter,Word,Meaning,Derivatives [1]
I,mè,"me,myself", [2]
I,quid,what,(quid pro quo) [2]
```

- 1 This is the header. The name of each field is required and is separated by a comma (or another character set in the preferences).
- 2 These are the data. Commas inside double quotes are not counted as separators and are considered part of the data.

B.4. XHTML

Flash Card Master can save data as an XHTML file, but cannot open it due to the inherent limitations of the format. Saving as XHTML will only make a copy of the opened file in XHTML.

The XHTML format is intended for presenting your cards. Using [XSLT](#)¹, you can customize the appearance of the XHTML file produced. To use a custom XSLT, save it as `Style.xslt` in the `%APPDATA%\Nithin Philips\Flash Card Master\<Version>` directory. On a typical system this is usually: `C:\Documents and Settings\<User>\Application Data\Nithin Philips\Flash Card Master\<Version>`.



Warning

If your custom XSLT is malformed, the program may behave unexpectedly or crash. Be sure to test the style sheet (with an external tool or by making a dummy deck) before using it.

Please also note that when saving as CML files, Flash Card Master will write color values in `argb()` format, however CSS only supports `rgb()` format. You will need to manually convert `argb()` to `rgb()` or transform it somehow. This is not an issue when you save as XHTML files, because Flash Card Master will make the necessary conversions. See [Section 6.1, “Changing the color of fields”](#) [22] for more details.

The default XSL stylesheet is available at <http://flashcardmaster.sourceforge.net/cardml/1.0/transform>

B.5. LaTeX (.tex)

Flash Card Master can save to LaTeX format, but cannot open it. The `.tex` file itself is not very useful, but you can use [MikTeX](#)² and [TeXnicCenter](#)³ to transform it to PS or PDF.

¹ http://en.wikipedia.org/wiki/XSL_Transformations

² <http://miktex.org/>

³ <http://www.toolscenter.org/>

```
\documentclass[12pt,letterpaper,oneside]{article}
\usepackage{ulem}

\title{Flash Card List}
\author{Douglas Adams}
\date{\today}

\begin{document}
\maketitle{}

\begin{description}
\item[Answer to Life, the Universe, and Everything] 42
\end{description}

\end{document}
```

Example B.2. Sample TeX output

B.6. Flashcard Pro (.xfs)

Flashcard Pro is an alternative flashcard program. It is available at <http://www.donationcoder.com/Forums/bb/index.php?topic=4810.msg33933>. Flashcard Pro files can only handle a Key and a Value field, therefore any other information in your deck will be lost when saved to this format. Also, you must have fields designated Key and Answer (using [Card Designer](#)) before being able to save as this format.

Appendix C. Building Source

With Visual Studio 2008. Simply open `Flash Card Master.sln` in Visual Studio and build.

With Visual Studio Express 2008. Simply open `Flash Card Master.sln` in Visual Studio and build. You can download it from <http://www.microsoft.com/express/vcsharp/>

Manual Build.

1. You may need .NET Framework 3.5 SDK. [Get it](#)¹ from Microsoft website.
2. Execute `Build-Release.bat` file in the source root directory. MSBuild tool is used to perform the build.

¹ <http://www.microsoft.com/downloads/details.aspx?FamilyId=E6E1C3DF-A74F-4207-8586-711EBE331CDC&displaylang=en>

Appendix D. GNU General Public License version 3

Version 3, 29 June 2007

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