

1. 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 because 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.

2. Minimal requirements

- Pocket PC based on ARM, MIPS or SH3 processors;¹
- 32MB SDRAM;
- 240x320 TFT Display;
- Japanese, Chinese or Korean Unicode font, depending on the language you learn.

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

3. PocketStackz Installation

1. Start **StackzPPCSetup.exe** on the PC and follow the instructions of the installation program.
2. 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 onto the storage card. This allows using Unicode fonts installed on your storage card.

4. First launch of PocketStackz

Tap **"Start / Program / Stackz"** on your PPC. This will start Pocket Stackz. You will see a list of all available Wordlists. The Installation Program installs the following three lists files:

1. "LearnToSpeakChinese.szm";
2. "JoyouKanji.szm"
3. "Korean Business.szm".

If you open the JapaneseSample.szm file, you will see the following screen:

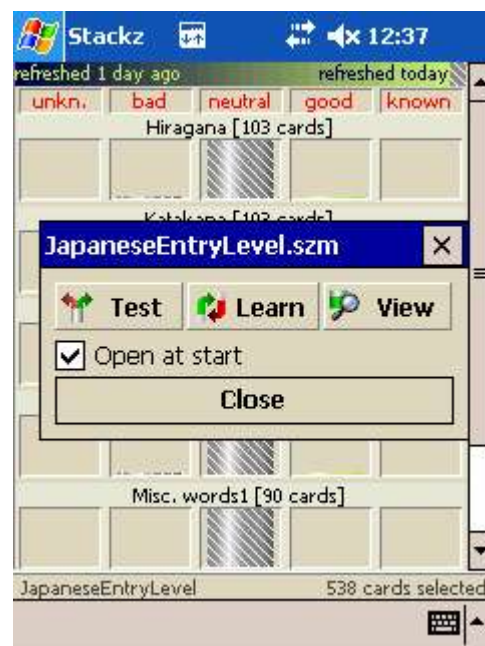


Fig. 1 PocketStackz has opened the file

¹ Please contact us for MIPS and SH3 versions.

5. PocketStackz features overview

PocketStackz provides a subset of the most important features available in the desktop Stackz. PocketStackz has also own features that are not available in the desktop version. Please refer to the Stackz manual for more information about the general Stackz concepts. This will help you to use PocketStackz in a more efficient manner. The table below gives an overview of what is supported and what is not supported by PocketStackz.

Feature	Desktop version	PPC version
1. Create a new szm file	x	(x) ²
2. Lessons list view	x	x
2.1 Proficiency visualization with all Stackz Color modes	x	x
2.2 Assign a different color to the color mode	x	
2.3 Change color mode settings	x	x
3. Test/Learn Dialog	x	x
3.1 Test/Learn according to the current color mode	x	x
3.2 Skill selection	x	x
3.3 Define new skills	x	
3.4 Change an appearance order	x	x
3.5 Handwriting pad		x
3.6 Undo	x	x
3.7 Edit the current card	x	x
3.8 Present card's statistic with a color	x	
3.9 Arrow keys control	x	x ³
4. Match Dialog	x	
5. CardView Dialog	x	x
5.1 Edit/Add/Delete cards	x	x
5.2 Move entries up/down (relevant for the DefinedOrder color mode)	x	
5.3 Search a text	x	x
5.4 Find duplicates	x	
5.3 Present the card's statistics and color (depending on the current color mode)	x	x
6. Dictionary	x ⁴	
7. File options	x	x
7.1 Assign a new or existing language to the card's attribute	x	x
7.2 Switch between "Leitner Flashcard System" and "Stackz Classic System"	x	x
7.3 Switch between Sorted and Random stacks	x	

Below you can find a brief description of PocketStackz screens.

² Please use our PC freeware tool that is called "Stackz List Editor 2005"


³ Supported with the navigation buttons.


⁴ Available in the Dictionary Edition.


5.1. Lessons list view


Use the lessons 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. The view has the following controls:

 - 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.

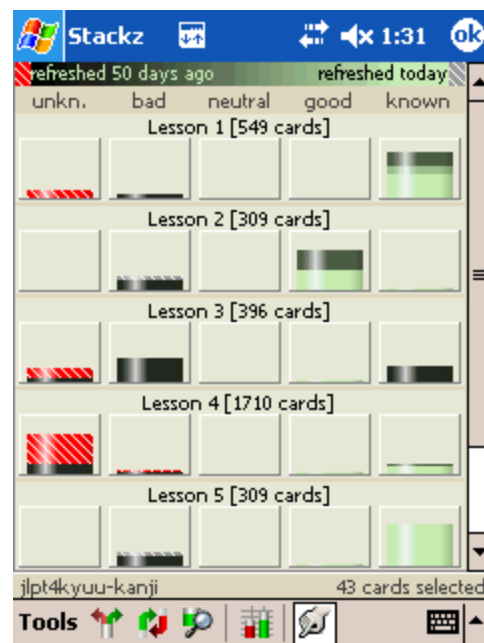


Fig. 2 Lessons list view

5.2. Test dialog

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


The dialog has the following controls:


The **Right arrow** button declares the current card as known. This moves the card to the next right stack.


The **Left arrow** button declares the current card as unknown. This moves the card to the next left stack.


The **Green** button shows the next attribute of the current card.

The **Up arrow** button puts 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 to check 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.



Fig. 3 The Test Dialog

5.3. 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:


The **Right arrow** button declares the current card as known. This moves the card to the next right stack.


The **Left arrow** button declares the current card as unknown. This moves the card to the next left stack.


The **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.


The **Up arrow** button puts the current card back to the same stack.

The **Down arrow** button adds 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 you 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).

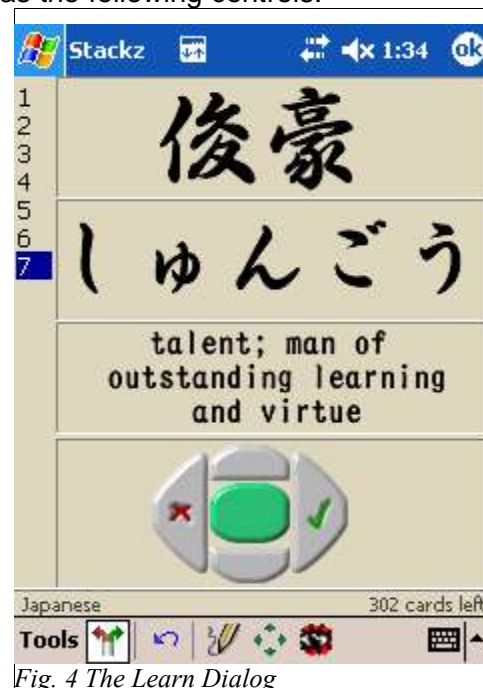


Fig. 4 The Learn Dialog

5.4. CardView Dialog

Use the cards list dialog to view cards you have selected. The most important dialog's controls are the following.

 - find a text. By this toolbar button you can find a card containing a certain text.

Use "Tools / Insert card", "Tools / Delete card" and "Tools / Edit card" menus to modify the content of the stacks you are viewing.

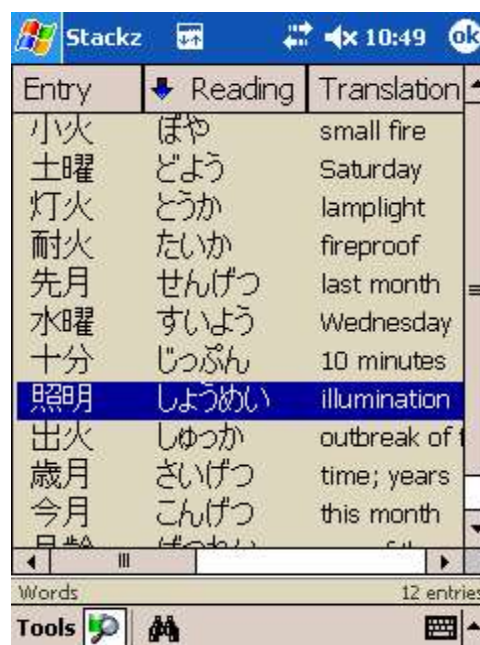


Fig. 5 The CardView Dialog

5.5.File Options dialog

Use this dialog to edit options of the current file. This dialog can be open at any time by the “**Tools/ Options / Entries...**” menu. With this dialog you can:

1. specify an appearance mode of each card's attribute.
Please note that you can specify the attribute's appearance order separately for the Test and the Learn dialog.
2. specify the attribute's language. Press the “**Change...**” button to do it. PocketStackz has 5 predefined languages (Chinese simplified, Chinese traditional, Korean, English and Japanese). If you need another language you can add it there by yourself. In this case you have to name your language and assign a font to it.
3. switch between the “Stackz classic system” and “Leitner Flashcard System”.

5.6.Color Mode Options Dialog

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

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

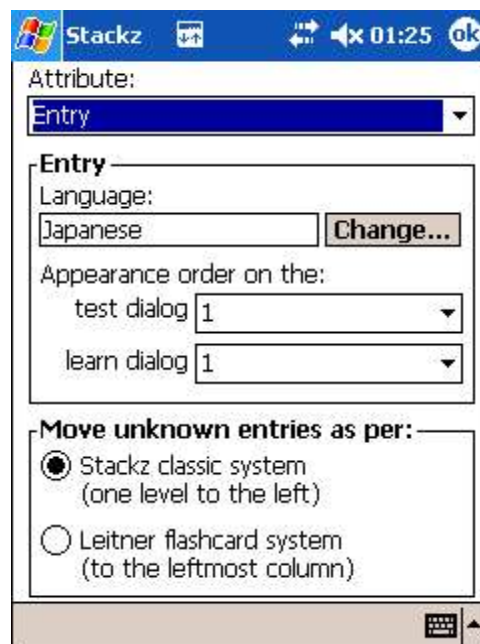


Fig. 6 The "File Options" dialog

6.Attributes, Languages and Fonts

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:

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

With PC Stackz you can create new wordlists and specify card's attributes depending on language you are studying. You can specify the number of card's attributes you need and you can give your own name to the attributes. Each attribute must be linked to a language. The language itself is defined by a name and a font that contains language specific characters. If you assign a wrong language to the attribute (e.g. English to deal with Kanji) PocketStackz will be not able to show characters correctly. In this case you can see question-marks or squares instead of Japanese characters as it shown on the Fig. 7. The same will happen if you link a wrong font to the language. So, this is very important that you:

1. assign the correct languages to the card's attributes;
2. link the correct fonts to the languages;

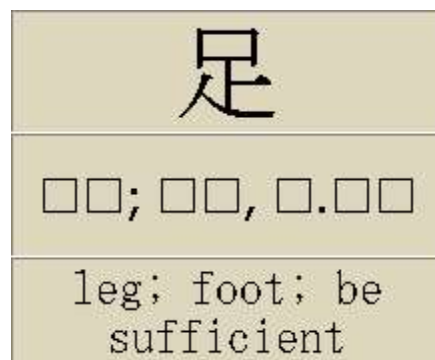


Fig. 7 Squares instead of characters

The links between card's attributes and languages are saved in the wordlist file and therefore are synchronized between your PC and PPC. But the language definitions are not saved in the wordlist file and are kept locally on your PPC. You have to specify the languages once on you PC and once on your PPC. The main reason why you have to do it twice is because modern Pocket PCs still have not enough memory and you cannot use the same fonts you have on the desktop PC. So, you have to tell to PocketStackz which font must be used to deal with the specific language.

The drawing below illustrates the relations between the card attributes, languages and fonts.

Wordlists files

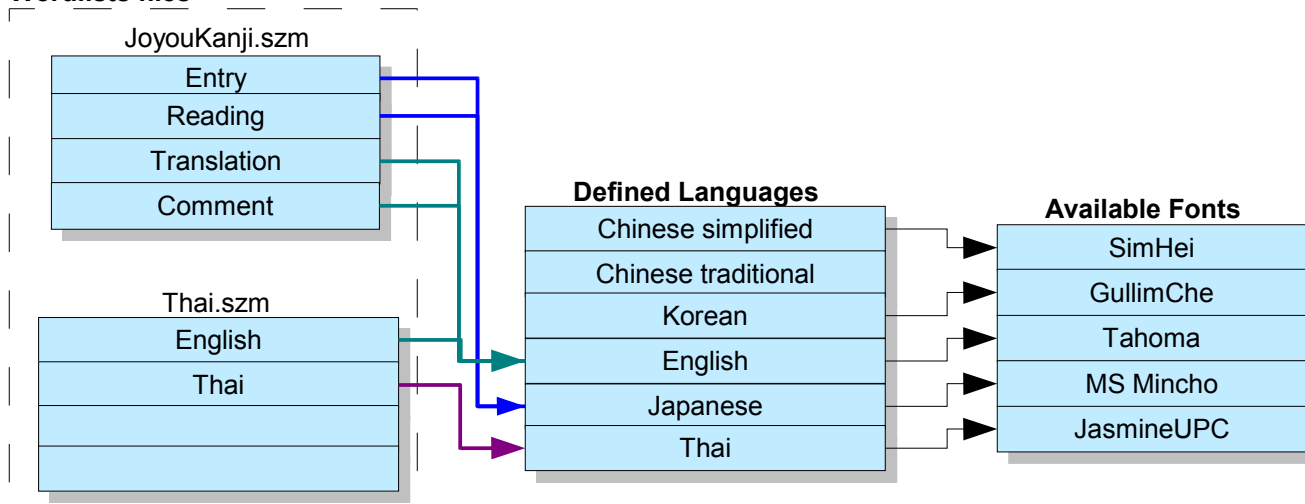


Fig. 8 The relations between the attributes, languages and fonts

6.1.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 PPC.
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.

7.Frequently asked questions (FAQ)

7.1. 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.

7.2. How do I install a new font?



Fig. 9 Selecting a Destination Media while installing PocketStackz

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.

7.3. Can I install a font onto my storage card (CF or SD card)?

Yes, you can install a font onto your storage card and use it with PocketStackz. But if you want to do so, you have to install PocketStackz onto your storage card. So, make sure you have selected the "Storage Card" as a Destination Media while installing PocketStackz. By doing this you install PocketStackz into the "**Storage Card\MindDate Software Stackz**" directory. In order to install a font onto the storage card simply copy it into the "**Storage Card\MindDate Software Stackz\Fonts**" directory and restart PocketStackz.

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

You can use the desktop Stackz or the "Stackz List Editor 2005" 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.

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

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

7.6. 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 feedback is highly appreciated!**