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Introduction

Card Flash is a MS-Windows flash card program. A flash card stack is created or loaded from disk and then run to aid memorization. Virtually any topic can be used for a card stack. Multimedia cards stacks may be created simply by adding picture (.BMP) and/or sound (.WAV) files to the cards. Card stacks may also be setup to perform multiple choice quizes/exams.

Menu commands

These commands are issued through the main menu.

Main Menu

___

File   **Cards**
Options

File

These commands start a new card stack, open or save an existing card stack, or exit Card Flash.

File sub-menu

```
New...
Open...
Save        Ctrl+S
Save as...

Exit        Ctrl+X
```

New   **Open**
Save   **Save as**
Exit

Cards

These commands change the setup, edit, or run card stacks.

Cards sub-menu

```
Setup...
Edit...    Ctrl+E
Run        Ctrl+R
```

Setup   **Edit**
Run
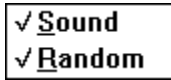
Options

These commands change the general program options.

Options sub-menu

Sound   **Random**

File-New

This menu command starts a new card stack and resets the card stack to the default setup.

File-Open

This menu command opens an existing card stack.

File-Save

This menu command saves the current card stack. Depressing **Ctrl+S** will also invoke this command.

File-Save as

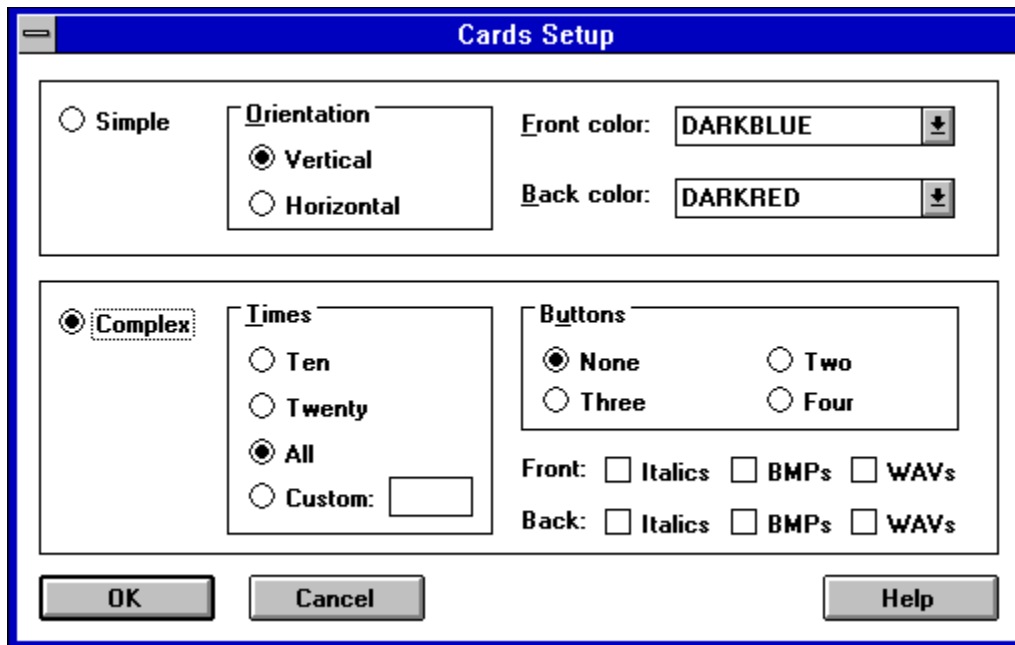This menu command saves the current card stack with a new name.

File-Exit

This menu command exits the <u>Card Flash</u> program completely. Depressing **Ctrl+X** will also invoke this command.

Cards-Setup

This menu command determines the setup of the card stack.

Cards-Setup dialog-box

Orientation   **Front/Back color**
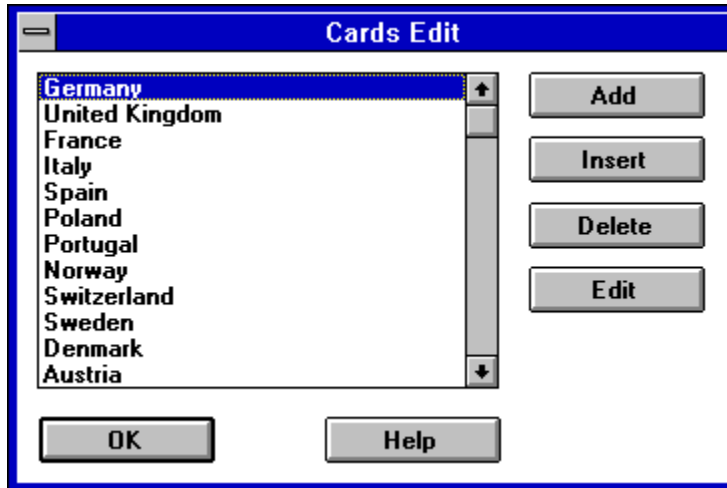**Times**   **Buttons**
Front/Back options

Cards-Edit

This menu command allows for the editing of card stacks. Cards may be added, inserted, edited, or deleted. Depressing **Ctrl+E** will also invoke this command.

Cards-Edit dialog-box

Front list   **Add**
Insert   **Delete**
Edit

Cards-Run

This menu command runs a card stack, displaying the front and back of each card. Depressing **Ctrl+R** will also invoke this command.

Options-Sound

This menu command toggles whether sound will be played.

Options-Random

This menu command toggles whether the cards will be displayed in order, or randomly.

Orientation

The orientation determines whether the cards will shown vertically (tall) or horizontally (wide).

Front/Back color

These two combo-boxes determine the default colors for the text on the front and back of the cards.

Times

       This represents the number of cards displayed (back and front) when the card stack is run. The *Ten* and *Twenty* selections mean to display ten and twenty cards respectively. The *All* selection means to run all of the cards and the *Custom* selection allows for an arbitrary number of cards to be displayed (selected by the user).

Buttons

If no buttons are selected (*None*), the cards act as regular flash cards. If two or more buttons are selected, the card stack will act as a multiple choice quiz/exam. The number of buttons will determine the number of possible choices on each card in the form of buttons. The number of correct answers out of the total number of cards shown will be displayed at the end of the run.

Front/Back options

There are three general defaults/options for both the front and back of cards. The *Italics* default determines whether the default will be italics. The *BMP* and *WAV* options determines whether .BMP or .WAV files will be allowed on cards of this card stack.

Front list

This is a list of the cards in the card stack showing the text on the front of each card.

Add

This button adds a blank card to the end of the list/stack and brings up the <u>edit</u> dialog-box.

Insert

This button inserts a blank card before the currently card selected in the list/stack and brings up the edit dialog-box.

Delete

This button deletes the card currently selected in the list/stack.

Edit

This button edits the current card.

Edit dialog-box

```
┌─────────────────── Edit card (complex) ───────────────────┐
│ ┌─ Front ──────────────────┐ ┌─ Back ──────────────────┐  │
│ │ Text: [Germany]          │ │ Text: [Berlin]          │  │
│ │                          │ │                         │  │
│ │   Color: [DARKBLUE  ▼]   │ │   Color: [DARKRED   ▼]  │  │
│ │                          │ │                         │  │
│ │   ☐ Italics              │ │   ☐ Italics             │  │
│ │                          │ │                         │  │
│ │ BMP: [germany.bmp]       │ │ BMP: [        ]         │  │
│ │                          │ │                         │  │
│ │ WAV: [        ]          │ │ WAV: [        ]         │  │
│ └──────────────────────────┘ └─────────────────────────┘  │
│   [  OK  ]      [  Help  ]                                 │
└───────────────────────────────────────────────────────────┘
```

Text	**Color**
Italics	**BMP**
WAV	

Text

The text to be diplayed on the front/back of the card.

Color

Determines the color of the text on the front/back of the card.

Italics

Determines whether the text on the front/back of the card will be in italics.

BMP

Determines whether a bitmap (.BMP file) will be displayed on the front/back of the card and points to the filename of the bitmap.

WAV

Determines whether a wave file (.WAV file) will be played when the front/back of the card is displayed and points to the filename of the wave file.

Flash card stacks

Creating a new stack

To create a new card stack, first use the File-New menu command. This will delete all cards and set the setup options to default values. Next, determine the setup of the stack using the Cards-Setup menu command. Finally use the Cards-Edit menu command to create cards until the card stack is complete.

Setting up a stack

There are two types of card stacks: simple and complex. The type of card stack and the default values for it are determined using the Cards-Setup menu command.

A simple card stack has only three setup options: orientation, front and back colors. Editing cards is straight forward, simply type the text to be displayed on the front and back of the card.

A complex card stack has a few more options and the default front and back colors may be superceded on each card. The times option determines how many cards will be displayed during a run. The buttons option determines whether the cards will act as a multiple choice quiz/exam and how many choices there will be. The Italics/BMPs/WAVs options determines whether italics, BMPs, and/or WAVs will be allowed for the card stack.

Creating/editing a card

The most important aspect of each card is the front and back <u>text</u>. A card is virtually useless without this text (unless it has some form of substitute such as a .BMP file or a .WAV file). The front/back <u>color</u> setup option determines the color of this text. If the card stack is complex, then the default <u>color</u> may be superceded and the text may also be displayed in <u>italics</u>. Complex cards may also display a <u>bitmap</u> in addition or in place of the text. The filename of a .BMP file must be placed in the correct place on the <u>Edit card</u> dialog-box. The .BMP file must also be placed in the <u>Card Flash</u> directory. Complex cards may also play a <u>wave</u> file. The implementation is identical to .BMP files except that the WAV edit box must be used and a proper .WAV file must be placed in the <u>Card Flash</u> directory.

Running a stack

       To run a stack use the <u>Cards-Run</u> menu command. The cards will be displayed one at a time, first the front then the back of each card. To flip the card over from front to back or to move to the next card, put the mouse cursor on the card and click the left button. An alternative is to press the *Enter* key. If the card has two or more buttons on the front to quiz/test the user, one of the buttons (answers) must be clicked instead. If the *Escape* key is pressed during the run, the run will be aborted. The run will last (unless it is aborted) until the number of cards set by the <u>setup</u> of the stack have been displayed.

       If the card stack has two or more buttons so that it is acting as a quiz/exam. A results dialog box will be shown:

Results dialog-box
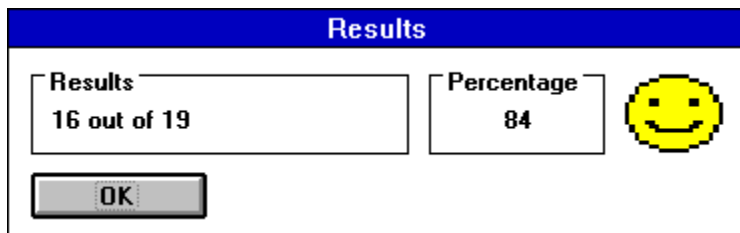
Questions and answers

Question: Whats the difference between simple and complex card stacks?
Answer: Simple card stacks have only three options: <u>orientation</u>, front and back <u>colors</u>. The <u>Edit card</u> dialog-box is also much simpler, with only two entries: front and back text. Complex cards have many more options and are much more complex.

Question: What is the easiest way to create a simple card stack?
Answer: First, start a new card stack with the <u>File-New</u> menu command. Next, use the <u>Cards-Setup</u> menu command and select the *Simple* option along with the card <u>orientation</u> and front and back <u>colors</u>. Next, use the <u>Cards-Edit</u> menu command to <u>add</u> cards, typing the front and back text for each card. Last, use the <u>Cards-Run</u> menu command to run the stack.

Question: How do I put a bitmap onto a card?
Answer: Make sure the <u>Cards-Setup</u> is set to *Complex* and that the *BMP* options are set as well. Then edit the card and type the filename (including .BMP) into the text box labeled *BMP*. Make sure that the .BMP file is in the <u>Card Flash</u> subdirectory.

Question: What about other card stacks available from Burnham Park Software, Inc.?
Answer: We are in the process of creating many additional card stacks in various subjects. They will be available to registered users from $1-$5 each or $12 for an unlimited availability package. The card stacks should be released in early 95.

Registration

Card Flash is a shareware program that has a two week evaluation period after which a payment of $12 is required. As shareware, Card Flash was distributed freely in order to allow people to "test drive" it. The try-before-you-buy concept allows users to find out which programs are useful before purchasing them. If a shareware program is useful or entertaining, please support it through registration. The registration fee for Card Flash is only $12. These twelve dollars entitle you to the newest version of the program, a printed manual, an account on our BBS, customer support (through the mail or on CompuServe or AOL), and information (and discounts) on other offerings from Burnham Park Software, Inc. To register, go to the Registration Form and use the File-Print Topic menu command. Fill out the resulting form and send to:

Burnham Park Software, Inc.
P.O. Box #814
Chicago, IL 60690-0814

Phone: (312) 922-6313
BBS: (312) 922-2839
Compuserve: 71532,3271
AOL: Burnsoft
Internet: burnsoft@aol.com

Additional flash card decks

Burnham Park Software, Inc. has a number of extra flash card decks also available. Registered users are entitled to pick any ONE from this list with registration. Any additional decks require additional payment.

Simple math (addition, subtraction)	$3.00
Multiplication tables	$3.00
Division	$3.00
Fractions	$3.00
Spelling #1	$5.00
Spelling #2	$5.00
Spelling #3	$5.00
Spelling #4	$5.00
Animals	$3.00
Shapes	$3.00
Colors	$3.00
Letters	$3.00
Numbers	$3.00
U.S. capitals	$3.00
Foreign capitals	$3.00

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ASP Ombudsman statement

Burnham Park Software, Inc. is a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Registration form

Name: _____

Street: _____

City: _____   State: _____   Zip code: _____

Country: _____

Phone: _____

Program registering: _____

Type of disk - 3.5: _____   5.25: _____

Computer: _____

On-line services or BBSs: _____

_____

Where did you get the program: _____

_____

Amount enclosed: _____
* Add $1.00 shipping to Canada and Mexico. Add $3.00 shipping to
   anywhere outside of North America.

Send to:

Burnham Park Software, Inc.
P.O. Box #814
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