WinFlash Source File Formats

WinFlash source file decks are comprised of two Windows text files in ANSI format (sometimes referred to as ASCII, although not entirely correctly - see the note at the end of this topic for more information quoted from the invaluable Microsoft Developer Network CD-ROM).   The .FLS file contains the Q&A pairs along with the information for all of the associated files, hints, comments, etc.

We recommend that you use the **WinFlash** Editor to create and maintain your .FLS files, but knowledgeable users can perform some operations   more easily by directly editing the .FLS file with NotePad or other ANSI text editor.   Be aware, however, that **WinFlash** is very dependent on the accurate entry of the "tags" (similar in nature to the HTML "tags" used on WWW pages) related to the various components of the Q's and A's.

What's worse, if WinFlash doesn't recognize some of your input as valid Q&A pairs, it will not load them.   Then, if you edit some of the content that WAS loaded, WinFlash will write back to the .FLS file ONLY THOSE PAIRS IT "UNDERSTOOD".   To help protect against this problem, WinFlash creates a backup of the current .FLS and .FLD files when it starts, storing them as the same name with extensions of .~LS and .~LD, respectively.   If you catch a problem BEFORE IT IS PROPAGATED TO THE BACKUP FILES, you can recover your data by erasing the primary files and renaming the backups to the original .FLS and .FLD extensions.   The bottom line is: YOU MUST BE VERY CAREFUL WHEN EDITING OUTSIDE THE WINFLASH EDITOR!!

The example .FLS files included with **WinFlash** can be opened in NotePad as illustrative examples.

Every .FLS file must start with the entry below:

[WinFlash]

The simplest Q&A pair readable by **WinFlash** is of this form and contains no tags:

Q1=The question text.
A1=The answer text.

A tag is a 5-character designator of the form:

<TAG>

and is followed by the contents of that particular tag.

If a pair DOES contain a tag AND independent text (independent means not one of the

multiple choice (MC) answers in a MC pair or one of the acceptable fill-in-the-blank (FIB) answers in a FIB pair or a Hint or Comment) then the text must be separated from the last tag's content by a % character:

Note: Because of this use of the % character by WinFlash, it will cause problems if used in any of the multiple choice answer or fill-in-the-blank answer text. It can be used safely in the "main" Question or Answer text - i.e. the text shown in the large edit box in the editor.

Q1=The question text.
A1=<WAV>WAVEFILE.WAV%The answer text.

Hard Carriage Returns

Hard carriage returns (HCR's) are only allowed in the "independent" text for the Q's and A's. While the WinFlash Editor allows you to use HCR's freely in composing your decks, these are actually stored as single "^" (caret) characters in the .FLS file. If you are directly editing with a text editor, you have to keep these "translation" rules in mind:

1. A HCR is represented by a single caret.
2. Sequential HCR's are represented by single carets **separated by spaces**.
3. "Real" carets are represented by two times the desired number of displayed carets.

Thus, the line:

Q1=This is a ^^ test.^ ^That was two.^That was one.

displays as:

This is a ^ test.

That was two.
That was one.

Below is a listing of the allowable tags and their meanings. Tags should be used in the order listed. While **WinFlash** SHOULD accept these tags in any order, the listing is in the order that is used by the **WinFlash** Editor which is the only order that has been thoroughly tested.

Question Tags

<NAM> - The category of the pair
<FIB> - Added by itself to indicate a FIB pair
<MC1> - First multiple choice answer
    .   .
<MC6> - Sixth multiple choice answer

<HC1> - First hint
<HC2> - Second hint
<HC3> - Third hint
<WAV> - Path and filename of associated .AVI, .MID or .WAV file
<BMP> - Path and filename of associated .BMP file

Answer Tags

<FIB> - Used in MC pairs, followed by the correct answer number
                or A for All Of The Above or N for None Of The Above
<MC1> - First FIB answer
   .   .
<MC6> - Sixth FIB answer
<HC1> - First comment
<HC2> - Second comment
<HC3> - Third comment
<WAV> - Path and filename of associated .AVI, .MID or .WAV file
<BMP> - Path and filename of associated .BMP file

The companion .FLD file is constructed and maintained by **WinFlash** in Windows .INI file format (although only the option settings are read and written using .INI file calls) and contains the option settings that are deck-specific and the history and status of the user's performance on each of the Q&A pairs.   It is not generally advisable to directly edit the .FLD file, but if the file is somehow damaged, **WinFlash** may open this file in Notepad for you when it is attempting to load the .FLS file.   In some cases, you may be able to see the problem, correct it with NotePad, close NotePad and proceed.   If not, the entire .FLD file can be deleted   with no other ill effect than losing the history information related to the deck and the deck-specific option settings.   **WinFlash** will create a new .FLD file the next time that the .FLS file is opened, complete with the default value of the various option settings.

ASCII, ANSI and OEM

Windows supports three distinct character sets referred to as the OEM, ASCII, and ANSI. The character codes 32 to 127 are usually identical for the OEM, ASCII, and ANSI character sets. The ANSI characters represented by the remaining character codes (codes 0 to 31 and 128 to 255) are generally different from characters represented by the OEM and ASCII character sets. However, the OEM and ASCII character sets are identical for these ranges. Under the ASCII and OEM character sets, the character codes 128 to 255 correspond to the extended ASCII character set, which includes line drawing characters, graphics characters, and special symbols. The characters represented by this range of character codes generally differ between the ASCII (or OEM) and ANSI character sets.

<G> - On-line shorthand for <grin> - usually designating that the preceding sentence was meant to be read with a touch of humorous intent.

Answer Dialog

This dialog box displays the Answer to the current Question.   Its position and size are stored in the .FLD file at the end of a Q&A session and this setting used when the file is reloaded.   Optionally, you can choose to "synchronize" the size/position setting with that of the Question dialog by checking Options|View|Q&A Windows Same Size And Location.

The Answer dialog is made up of six components as further described below starting at the top of the dialog:

Title Bar

Contains the full path name of the currently-loaded .FLS file (card deck).

Status Bar

Starting from the left, the Status Bar contains the following data and controls:

Category - Contains the Category of the currently-displayed Question if one has been entered - **History** in the bar above.   Otherwise displays "Category".

Pair Number - Displays the number of the current pair - **9** in the bar above - as well as the following color-coded information:

> **In Frequency Based On Priority List Mode:**
> Red   - Pair is ON Priority List
> Green   - Pair is OFF Priority List
>
> **In Frequency Based On History Mode:**
> Red   - Pair is Unlearned
> Yellow   - Pair is Short Term Learned
> Green   - Pair is Long Term Learned

Unasked Pairs Remaining In This Pass -The count of how many pairs remain to be viewed - **2** in the bar above - in the selected group.   In non-Ask All Questions Equally Often modes, the count reflects the remaining pairs in the group set to the highest frequency.   For example, if you're in Frequency Based On Priority List Mode and you have the frequency set to 75%, the count will represent the number of Priority pairs remaining.   If the frequency were set to 25% the count would represent the number of non-Priority pairs remaining.

Total Pairs This Session - The count of how many pairs have been viewed - **18** in the

bar above - since the deck has been opened OR since the session statistics have been reset -   by right clicking on the status bar and selecting Reset Status Bar Statistics.

Total Correct Answers This Session - The count of how many pairs have been correctly answered - **16** in the bar above - in the period described in Total Pairs This Session.

Total Incorrect Answers This Session - The count of how many pairs have been incorrectly answered - **2** in the bar above - in the period described in Total Pairs This Session.

Percentage Of Correct Answers This Session - The percentage of correctly answered - **89%** in the bar above - pairs in the period described in Total Pairs This Session.

The statistics are updated when the next Question is displayed - i.e. they represent the status at the end of the **previous** Q&A pair.

Comment Button - This button indicates the presence of Comments when it is enabled. Each press of the button or keying of the Ctrl-h shortcut displays another of the available comments in sequence.   The sequence can be repeated by continuing to press the button.   This is actually shown as a telephone in the Answer status bar, but the Question's bar was reused here to save space in the .HLP file.

Multi-Media Controller - This is enabled by an audio/video file associated with the Answer.   The buttons use the standard VCR-type code and are, from left to right, Play, Pause and Stop.   Press Stop first to enable the Play button.

Text Display

The text portion of the Answer (if any) is displayed in the left half of the central portion of the dialog if there is a graphical component to the Answer and in the entire central portion in the absence of graphical content or if Options|View|Enable Graphics is unchecked.

Long text entries which do not fit within the Text Display can be scrolled by using the scroll bars or by using the PageUp and PageDown keys.

Pop-up Menu

Right-clicking the mouse anywhere in the text portion of the display will bring up a pop-up menu allowing the following choices:

  Options - Opens the Options dialog
  Edit Current Q&A Pair - Opens current pair in the **WinFlash** Editor
  Delete Current Q&A Pair - Removes the current pair from the deck
  Go To Pair... - Opens a dialog allowing you to enter the number of a pair to jump to

Insert New Q&A Pair - Adds a pair immediately following the current pair and opens it in the **WinFlash** Editor

Graphics Display

The graphical portion of the Answer (if any) is displayed in the right half of the central portion of the dialog if there is a textual component to the Answer and in the entire central portion in the absence of textual content. Display of associated graphics files can be suppressed by unchecking Options|View|Enable Graphics.

A displayed graphic can be zoomed to full-screen by single-clicking on it.   Another click on the full-screen display returns the display to normal.

Results Bar

This part of the screen can be one of two types with the primary difference being in the upper-left set of buttons:

Standard - The bar's upper left contains a pair of buttons: Correct and Incorrect. Clicking one of these records the current pair's result in accordance with the name of the button and brings up the next <u>Question Dialog</u>.   The "Correct" button is the default and can be entered by pressing the Enter key - "Incorrect" can be entered by typing Alt-i.

Multiple Choice or Fill-In-The-Blank - Since these two pair types are automatically scored by WinFlash, there is only one button in the upper left: Show Next Question. Clicking this button or typing Alt-n or the Enter key finalizes the result of this pair and brings up the next <u>Question Dialog</u>. In addition, this type of bar contains a flashing green check mark or red 'X' to indicate a correct or incorrect result, respectively.

Both bar types contain the following controls in common:

Try Question Again

Clicking this button or typing Alt-t returns to the Question half of the Question/Answer pair, for review or reexamination.

Add Pair To Priority List

This button is only enabled when in the Frequency Based On Priority List mode. Clicking this button or typing Alt-a   adds the pair to the Priority List stored in the current .FLD file.   The button text immediately changes to Remove Pair From Priority List.   The pair can be removed from the Priority List by pressing the button or typing Alt-r when it is in this state.   If you attempt to add the LAST Question not on the Priority List to the list while in the Frequency Based On Priority List mode, the Priority List will be reset - the assumption being that under these conditions all Questions have again become "equal".

Disable This Pair

Clicking this button or typing Alt-d disables the current Question/Answer pair. The button text immediately changes to Re-enable This Pair. The pair can be re-enabled by pressing the button or typing Alt-e when it is in this state. If you attempt to disable the last non-disabled Question in the file, **WinFlash** will reset the Disabled List - the assumption being that under these conditions all Questions have again become "equal".
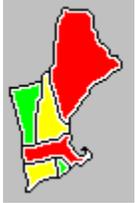
Bring On The Multimedia!!

Now let's add some "flash" to our flashcards!!   In this session we'll add .WAV and .MID audio as well as .BMP graphics and even a small .AVI "movie" to our deck.   Again, we'll start with our trusty NECAPS.FLS deck...

Note: WinFlash's ability to handle .AVI, .MID, .RMI and .WAV files depends upon the proper drivers being present on your computer.   Before beginning this segment, please take a minute to check out your system by double-clicking on a file of each of these types in Explorer or File-Manager (there should be at least one of each (except .RMI) in the WinFlash directory's   EXAMPLES subdirectory).   .AVI should play a "movie" and .MID and .WAV should play a sound.   If one or more of these files does not "play", please consult your system documentation for information on the installation of the needed drivers.

Of course, your system may not currently be equipped to use this type of file and you can certainly obtain the majority of WinFlash's benefits using only the graphics and text capability.   If this is the case on your machine, simply ignore the steps below dealing with .AVI, .MID and .WAV files.   If you will be using .FLS files constructed by others which contain references to this type of file, you can suppress the warning messages that would be generated by unchecking Option|View|Enable Audio/Video.

Part 1 - .WAVs and .BMPs

1. Start WinFlash and open NECAPS.FLS.

2. Start the WinFlash Editor and enter **7** in the small edit box next to the button labeled "Go To Pair #" and hit Enter.   This will bring us to the pair about "the shot heard 'round the world" - let's add that shot, now...

3. Move to the Editor's Associated Files page by clicking its tab or typing Alt-f.

4. Click the "Browse" button in the Associated Files For Question box that is opposite the "video/audio" edit box.   In the file list that appears, double-click on SHOT.WAV. This will automatically enter this filename in the edit box next to the "Browse" button.

5. Make sure your audio is turned on and then click the "Play" button associated with the "video/audio" edit box.   You should hear the rendition of the "shot heard 'round the world".   Now to hear how this will work in the context of your deck, click on "Run Current Pair".   The shot will accompany the display of the question!

6. Click the correct answer button (4) and then, in the Answer dialog, the "Show Next

Question" button to return to the Editor.

7. Now let's add a little graphic interest to the pair.   Click the "Browse" button in the Associated Files For Answer box that is opposite the "graphics" edit box. In the file list that appears, double-click on MINUTE.BMP.   This will automatically enter this filename in the edit box next to the "Browse" button. Click the "Display" button associated with the "BMP" edit box.   This will bring up the graphic of our Massachusetts Minuteman. You can size (by dragging the border of the Viewer's window) the graphic larger to see detail if you wish.

Note: When constructing your own decks, you can use graphic files of any of the following types - **BMP**,**CMS**, **ICO**,**GIF**,**JPG**,**PCX**, **PNG**, **SCM** and **WMF**.   Due to our license agreement with Unisys, only one **GIF** image can be displayed per session by the unregistered version of WinFlash.   So if you'd like to use this type of image in constructing your decks, be sure to register WinFlash right away.

8. Close the viewer by clicking on its System Menu (the little "x" in Win '95 or the "-" sign in Win 3.1 (requires a double-click)).

9. Now try out the pair again by clicking "Run Current Pair".   This time we've got BOTH sound AND graphics content!

Part 2 - .MIDs, .RMIs and .AVIs

1. Now let's add a .MID file (a more compact form of storing music information than the .WAV format) to our deck. Add a new pair to the end of the deck.

2. Move to the Question Text page and check the Fill-In-The-Blank radio button at the top. In the Text For Question edit box type *Shifting gears and battlefields to a more recent historical event, what was the last year in which the New England sports team associated with this tune played in its World Series™ event?*

Note that we've intentionally added a ™ character that's not available from the keyboard.   How to easily obtain this character?   Click on the Charmap button or type Alt-c.   When the Charmap applet opens, double click on the ™ character and then click the Copy button.   Then place the cursor in the Question Text box right after World Series and press Ctrl-v (the Windows "paste" shortcut).   Bingo - you've now added this "special" character to your text.

Charmap can be used in this manner for adding accented characters used in foreign language studies, too, and for any time you need quick access to non-standard characters contained in your font.

3. Move to the Answer Text page and enter the following in   FIB #1 through FIB #3 *1995*, *95*, *'95*.

4. Move to the Associated Files page and click on the "Browse" button associated with the Question's "video/audio" edit box.   Double click on the file BALLGAME.MID - this will automatically add the filename to the edit box.

5. Click on the "Browse" button associated with the Answer's BMP edit box.   Double click on the file PITCHER.BMP - this will automatically add the filename to the edit box.

6. Now try out the pair by clicking "Run Current Pair".   You'll note that the amount of sound delivered by the .MID file for its size is huge in comparison to the .WAV format!

7. Because of the very large size of any meaningful AVI file, we've had to be content with including a dull one, just to demonstrate its use.   Add another new pair.

8. On the Question Text page, type **Video Demo** in the Text For Question edit box. Move to the Answer Text page and type, again, **Video Demo** in the Text For Answer edit box.

9. Move to the Associated Files page and click on the "Browse" button associated with the Answer's "video/audio" edit box.   Double click on the file VIDDEMO.AVI - this will automatically add the filename to the edit box.

10. Now try out the pair by clicking "Run Current Pair".   You'll see we haven't exaggerated the dullness of the "movie"!   We'll leave it as an "exercise to the student" to track down an interesting AVI file relevant to this deck and compose a proper Q&A pair to substitute for this last boring one!!

11.   Exit the Editor and take a final tour of your handiwork! To finish saving your file, close it by clicking on the File!Exit This Q&A File menu item or press Ctrl-q.

You've now completed the enhancement of your deck with audio and visual multi-media content!!

The fourth exercise will explore the testing capability included in WinFlash.   If you'd like to continue with that exercise now, just click Taking A .FLT-file Test.

Changing Explorer's Extension Settings

To change Explorer's settings so that you'll see file extensions in all your system file-handling dialogs, do the following:

1. Open Windows Explorer.

2. Select View|Options.

3. Click the View tab in the resulting dialog box.

4. Uncheck "Hide MS-DOS file extensions for file types that are registered.

5. Click the OK button.

6. Close Windows Explorer.

Next time you restart **WinFlash** or **WinFlash Educator** you should see the file extensions in all file-handling dialogs!

Colors & Fonts

This page of the Options dialog contains the five buttons described below.   All selections are stored on a deck-by-deck basis.

Set Main Window Color

Pressing this button opens the standard Windows color-selection dialog box.   The selected color is used for **WinFlash**'s main window's background for the currently-open card deck.

Set Question Background Color

Pressing this button opens the standard Windows color-selection dialog box.   The selected color is used for the Question dialog's background for the currently-open card deck.   This background is also used in the Editor for the Question Text edit box and the Multiple-Choice edit boxes.

Due to limitations inherent in the Windows edit control, selecting any color background except one of the sixteen "Windows Colors" (in general the bolder, brighter colors) results in the text's background being "non-transparent" - i.e. the text will appear to be typed on a "ribbon" of seemingly unrelated color.   You may or may not like the appearance of this "feature", so experiment with which of the colors give you truly "transparent" text background.

Set Answer Background Color

Pressing this button opens the standard Windows color-selection dialog box.   The selected color is used for the Answer's dialog's background for the currently-open card deck subject to the limitations discussed under Set Question Background Color, above. This background is also used in the Editor for the Answer Text edit box and the Fill-In-The-Blank edit boxes.

Set Font For Questions

Pressing this button opens the standard Windows font-selection dialog box.   The selected font is used to display the text (but not the Hints, which use the System default font for dialogs) of the Question.   This font is also used in the Editor for the Question Text edit box and the Multiple-Choice edit boxes.

Set Font For Answers

Pressing this button opens the standard Windows font-selection dialog box.   The selected font is used to display the text (but not the Comments, which use the System default font for dialogs) of the Answer.   This font is also used in the Editor for the Answer Text edit box and the Fill-In-The-Blank edit boxes.
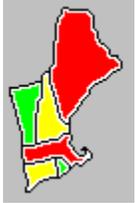
Create A Compiled Study File

Note: This segment uses features exclusive to **WinFlash Educator**. If you aren't using **Educator**, you won't be able to do the exercises.

In this tutorial we'll create a Compiled Study (.FLZ) File from the COMPOUT.FLS file that we produced in Tutorial 5, Create A Composite .FLS File.

Important Note: Compiled files CANNOT be renamed - it will cause them to malfunction when WinFlash or Educator tries to open them.   Be sure that the root name of the source file you use to compile the .FLZ or .FLT file is what you want the file to be named.   Otherwise you will have to recompile to change the name.

Note: When distributing .FLZ files, you'll need to include the .FLD companion file if non-default font, color or other deck-specific option settings are needed for proper use of the file.   Be sure to check the settings before adding the .FLD file to your distribution media.   If the file will work acceptably with **WinFlash**'s default option settings, you may omit the .FLD file, as **WinFlash** will create one with default settings the first time the .FLZ file is opened if a companion .FLD file does not already exist.

1. Start WinFlash and open COMPOUT.FLS file from Tutorial 5.

2. From the Educator menu, select Compile Study (.FLZ) File.

3. In the Compiled File Options dialog that appears, check the Use This Password For File checkbox.

4. Enter "winflash" in the edit box next to the Use This Password For File checkbox (without the quotes).

5. Click the OK button.   The Compiled File Options dialog will be replaced by a message stating "<Filepath>\COMPOUT.FLZ Was Successfully Created" (hopefully). Otherwise a message will appear stating that the file could not be created and giving the returned error #.   If you need to contact Open Window with a problem in this area, be sure to include the returned error number to help us identify the problem.

6. Using the File|Open dialog, open the new COMPOUT.FLZ file - you'll need to enter the password from step 4 to gain access.   Had we not checked the Use This Password For File checkbox when creating the file, it would open just like a .FLS file with no password requested.

 You'll notice that **Educator** behaves the same as it did with COMPOUT.FLS except that

the Edit and Save As... functions are disabled.   This allows students to use the file for study, but not make any changes to the content.   The .FLD file which keeps the file statistics and option settings is maintained for a .FLZ file just as it is for a .FLS file.

You'll also notice that the COMPOUT.FLZ is quite a bit larger than COMPOUT.FLS. This is because it also contains ALL of the .BMP and .WAV files that are called by COMPOUT.FLS - all within this single file.   This allows you to distribute .FLZ files to users without worrying about packaging the multimedia support files that they use. They're all included in the single .FLZ file!

You've completed the creation of a compiled .FLZ file!!

The seventh exercise will use COMPOUT.FLS as the "raw material" to create a Compiled Test (.FLT) File.   If you'd like to continue with that exercise now, just click <u>Create A Compiled Test File</u>.
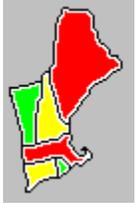
Create A Compiled Test File

In this tutorial we'll create a Compiled Test (.FLT) File from the COMPOUT.FLS file that we produced in Tutorial 5, Create A Composite .FLS File.

Important Note: Compiled files CANNOT be renamed - it will cause them to malfunction when WinFlash or Educator tries to open them.   Be sure that the root name of the source file you use to compile the .FLZ or .FLT file is what you want the file to be named.   Otherwise you will have to recompile to change the name.

Part 1 - Creating A Suitable Source File For The Test

1. Start WinFlash and open COMPOUT.FLS file from Tutorial 5.

2. Because Test Files cannot contain any "standard" type pairs, we'll need to remove these from COMPOUT.FLS before it can be used to create a Compiled Test File.   To do this, we'll use our Composite File Creation tool, so click on Create Composite Source (.FLS) File in the Educator menu.

3. From the Select Secondary Source File dialog that appears, double-click on WINFLS51.FLS.   We won't actually use anything from this file, but there must be two files selected to use this tool.

4. The Create Composite .FLS File dialog should now be loaded with the pairs from COMPOUT.FLS shown in the Primary File grid and the pairs from WINFLS51.FLS shown in the Secondary File grid.

5. Open the Primary File Filter Settings dialog by clicking on the "hand" icon on the Primary File grid.

6. Toggle the Status column entry for Standard Pairs off by clicking on the word "Included" in that column

7. Click the Close button.   The Primary grid will now contain only pairs 1,2,5,6 - the pairs that are NOT of the "standard" type.

8. Click the blue "down arrow" on the Primary grid.   Pairs 1,2,5,6 should now be shown in the Output grid.

9. Save this file to a new .FLS file for our temporary use in Part 2 by clicking the Save Output As... button and entering COMPOUT1 in the File Name box of the Save Composite File To New .FLS File dialog that appears and then click the Save button on this dialog.

10. Educator will now automatically open COMPOUT1.FLS for your review.   Leave COMPOUT1.FLS open in Educator and proceed to Part 2.

Part 2 - Compiling The Test (.FLT) File

For Test (.FLT) files, an accompanying .FLD file is not necessary, as the relevant options are stored in the .FLT file.   These options are taken from the settings for the .FLS file used to create the .FLT file.   Thus, you'll want to be sure all the settings are the way you'll want them when the test is taken before selecting Compile Test (.FLT) File from the Educator menu. See Test File Options for more detail on the way the option settings are handled for this type of file.

1. Now that we've "scrubbed" the undesired pairs from COMPOUT1.FLS, it's suitable to use in creating our Compiled Test (.FLT) File.   Select Compile Test (.FLT) File from the Educator menu.

2. In the Compiled File Options dialog that appears, check the Use This Password For File checkbox.

3. Enter "winflash" in the edit box next to the Use This Password For File checkbox (without the quotes).

4. Enter "Educator Test File" in the edit box next to Test Name (without the quotes).

5. Check the Limit Test To checkbox.

6. Enter "10" in the edit box next to Minutes (without the quotes).

7. Leave the selection in Save Result (.FLR) File set to "To Same Directory As .FLT File".

8. Type (or cut and paste) the following into the Message to be shown...   edit box (without the quotes):

"This is a sample test for WinFlash Educator.   After you have completed the test, click on the "x" in the upper right hand corner of the Question dialog or enter Alt-F4.   You have 10 minutes to complete the exam."

9. Click the OK button.   The Compiled File Options dialog will be replaced by a message stating "<Filepath>\COMPOUT1.FLT Was Successfully Created" (hopefully).   Otherwise a message will appear stating that the file could not be created and giving the

returned error #.   If you need to contact <u>Open Window</u> with a problem in this area, be sure to include the returned error number to help us identify the problem.

You've completed the creation of a compiled .FLT file!!

In the next exercise you will actually take the COMPOUT1.FLT test and save its results. If you'd like to continue with that exercise now, just click <u>Taking A .FLT-file Test</u>.
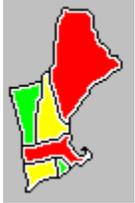
Create A Composite .FLS File

Note: This segment uses features exclusive to **WinFlash Educator**. If you aren't using **Educator**, you won't be able to do the exercise.

In this tutorial we'll create a new Composite Source (.FLS) File from two already-existing .FLS files - an operation you may wish to do to create some variety in your study or, perhaps, to create a deck with a subset of the selected source files to use in creating a test file.

Part 1 - Using The Create Composite Source (.FLS) File Dialog

1. Start WinFlash and open our faithful NECAPS.FLS file from Tutorial 3.

2. From the Educator menu, select Create Composite Source (.FLS) File.

3. From the Select Secondary Source File dialog that appears, double-click on WINFLS51.FLS.

4. The Create Composite .FLS File dialog should now be loaded with the pairs from NECAPS.FLS shown in the Primary File grid and the pairs from WINFLS51.FLS shown in the Secondary File grid.   See Creating Composite Source Files for an explanation of this dialog and its controls.   Note that ALL pairs from each source file are included in their respective input grids.

5. Add a pair from NECAPS.FLS to the Output grid by selecting pair 3 (click on "Vermont") in the Primary File grid and then clicking on the red "down arrow" above the Primary File grid.

6. Add two pairs from WINFLS51.FLS to the Output grid by selecting pairs 4 and 5 (use the scroll bar, if necessary to bring both pairs into view.   Click on "Now for a shot..." and drag down to "You can also incorporate...".   This should highlight both lines 4 and 5 in red) in the Secondary File grid and then clicking on the red "down arrow" above the Secondary File grid.

7. There should now be three pairs in the Output grid.   In the Source column you'll see PRI, SEC, SEC, indicating that the pairs originally came from the Primary, Secondary and Secondary files, respectively.   In the Source # column you'll see 3,4,5, indicating that these were the pairs' original numbers.

8. Now let's say we want the last question in the Output grid to appear first in the output file.   Select pair 3 in the Composite Output .FLS File grid by clicking on "You can

also...".   Now click the Output grid's red "up arrow" twice.   This will move the pair 3 into the first position, pushing the other two pairs down to second and third position, respectively.   Similarly, let's move the pair that is now in second place to the end of the file by selecting it and clicking the red "down arrow" once.   We should now have the pairs in Source # order of 5, 4, 3.

9. Remove all three of the pairs that we've added so far by selecting the topmost pair and clicking the "eraser" button on the Output grid three times.   We're now back to where we started, but, have no fear - we'll end up with a file before we're done <G>.

Part 2 - Using The Filter Settings

1. Open the Primary File Filter Settings dialog by clicking on the "hand" icon on the Primary File grid.

2. Move the Capitals category into the Excluded Categories list by clicking on it and then clicking the red "right arrow".

3. Click the Close button.   The Primary grid will now contain only pairs 7-10, the pairs in the History category.

4. Click the blue "down arrow" on the Primary grid.   Pairs 7-10 should now be shown in the Output grid.   The blue "down arrows" on the grids move ALL of the pairs passing the current filter settings into the Output grid.

5. Click the blue "down arrow" on the Secondary grid.   The 5 pairs are now added as pairs 5-9 in the Output grid.

6. Now let's do a little cleanup.   Pair 8 from the Primary file is somewhat redundant with Pair 4 from the secondary file.   Let's remove it by highlighting the line in the Output grid whose question starts "Who was named Commander-In-Chief..." and clicking on the "eraser" icon above the Output grid.   Using the same method, let's also remove pair 10 - the Video Demo - from the primary grid, since it's also redundant.

Part 3 - Save The New File

1. Now let's save the contents of the Output grid, creating a new file containing 7 pairs - 2 of the 4 pairs in the History category from ONECAPS3.FLS and all 5 pairs from WINFLS51.FLS.   Click on the Save Output As... button.

2. Type COMPOUT in the File Name box of the Save Composite File To New .FLS File dialog that appears and then click the Save button on this dialog.

3. Educator will now automatically open COMPOUT.FLS for your review!

You've completed the creation of a composite .FLS file!!

The sixth exercise will use COMPOUT.FLS as the "raw material" to create a Compiled Study (.FLZ) File.   If you'd like to continue with that exercise now, just click <u>Create A Compiled Study File</u>.

📰 Creating Compiled Files (WinFlash Educator Only)

Important Note: Compiled files CANNOT be renamed - it will cause them to malfunction when WinFlash or Educator tries to open them.   Be sure that the root name of the source file you use to compile the .FLZ or .FLT file is what you want the file to be named.   Otherwise you will have to recompile to change the name.

Note: When distributing .FLZ files, you'll need to include the .FLD companion file if non-default font, color or other deck-specific option settings are needed for proper use of the file.   Be sure to check the settings before adding the .FLD file to your distribution media.   If the file will work acceptably with **WinFlash**'s default option settings, you may omit the .FLD file, as **WinFlash** will create one with default settings the first time the .FLZ file is opened if a companion .FLD file does not already exist.

For Test (.FLT) files, an accompanying .FLD file is not necessary, as the relevant options are stored in the .FLT file.   These options are taken from the settings for the .FLS file used to create the .FLT file.   Thus, you'll want to be sure all the settings are the way you'll want them when the test is taken before selecting Compile Test (.FLT) File from the Educator menu. See Test File Options for more detail on the way the option settings are handled for this type of file.

The dialog shown below appears after selecting the Compile Study (.FLZ) File or Compile Test (.FLT) File selection on the Educator menu.
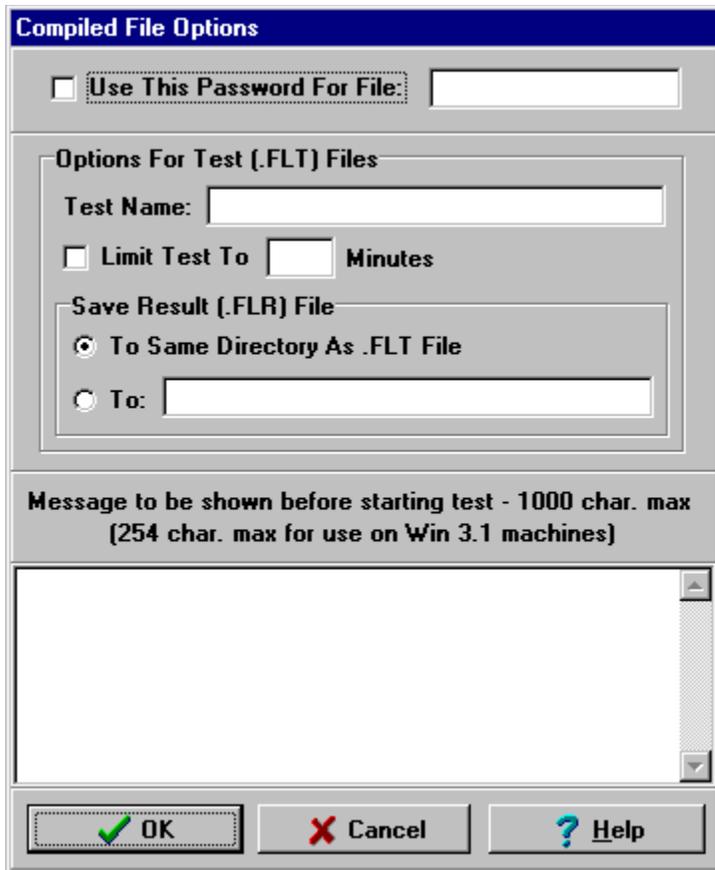
Starting from the top, the Compiled Files Options dialog contains the following data and controls:

Use This Password For File -   If this option is selected, you can enter a password to be used in the creation of the .FLZ or .FLT file that the user must enter before being able to use the file.   If the option is not selected, then the file will open without asking the user for a password.   For .FLZ files, this is the only option that is valid.

Options below only pertain to .FLT files

Test Name (Required) - Enter a short, descriptive name for the test - it will be used in displaying and printing the results of the test.

Save Result (.FLR) File - Allows setting the destination directory where the .FLR file will be saved.   Default is to save it to the same directory which contains the .FLT file.   If you use the **To:** selection, be sure to enter a full path name which will be accessible on any machine which will be used to administer the test.

As an example, in a networked computer lab where all machines have drive d: mapped to the file server's c: drive you could use:

     d:\testrslt

as the path.   Thus, as students completed their tests on the multiple lab machines, all the results would end up in the server's c:\testrslt directory, making it very easy to access and grade the exam.

Message to be shown... - Any message entered here will appear as the first dialog (other than the password dialog if a password has been used) after the .FLT file is loaded.   Use this feature to display special instructions to the students - remember the 254 character limit if the test will be used on any 16-bit machines.   A possible message might be:

"Please use the Last Name, First Name format when asked for your student name. Use the 8-character student ID that was distributed in class when asked to enter your student ID.   When done with the test, click on the "x" in the upper right corner of the Question dialog or hit Alt-F4.   Good Luck!!"

OK - Initiates the creation of the .FLT or .FLZ file.

Cancel - Exits without creating a file.

Help - Brings up this help topic.

📰 Creating Composite Source Files (WinFlash Educator Only)

One of Educator's most powerful features is the ability to create new source (.FLS) files from multiple already-existing .FLS files.   The Primary File will be the file that was open when the user selected Create Composite Source (.FLS) File from the Educator menu. After making this menu selection, a Select Secondary Source File dialog will appear, allowing the choice of the Secondary File.   Once the Primary and Secondary files have been selected, a dialog containing two input panels and one output panel will appear.

Note: When using Primary and/or Secondary source files which reference graphics or multimedia files, be sure that they are referenced using the full file path OR that you are using a common pair of directories set in Options| Directories to hold your graphics and multimedia files.   This will ensure that your newly-created .FLS file can find all of its associated support files.

The example below shows the Primary File input panel - an identical panel for the Secondary File will appear beneath it.   See the Tips On Composite File Creation for some thoughts on effective use of this tool.

Input Panels

Pair #	Question	Answer
	Primary File: WINFLS51.FLS Add [ ] Random Pairs	
1	!!!Welcome To WinFlash v5.1!!!^ ^We believe you'll	WinFlash allows you to resize the Question a
2	WinFlash, with its array of question types, easy-to	Notice the running score in the Status Bar abc
3	Let's take a look at WinFlash's Multiple Choice pa	You'll be hearing more about History and Geo
4	Now for a shot at our other auto-scored Question	You can see that some questions might requ

Starting from the top left, both Input Panels contain the following data and controls:

File Name - File name of the Primary or Secondary input file.

Add _ Random Pairs - Enter a number less than the total number of pairs passing the current filter setting and click the Add button.   Educator will randomly select that number of pairs from the input file and add them to the Output Panel.

Set Filter - Opens the Filter Dialog, allowing the user to specify what types of pairs from the input file will be available for selection in the Input Panel.   See Filter Settings for more detail on this operation.

Add Selected Pairs - Adds the pairs selected in the Input Panel's display grid to the Output Panel.

Add All Pairs - Adds all pairs passing the current filter setting to the Output Panel.

Output Panel
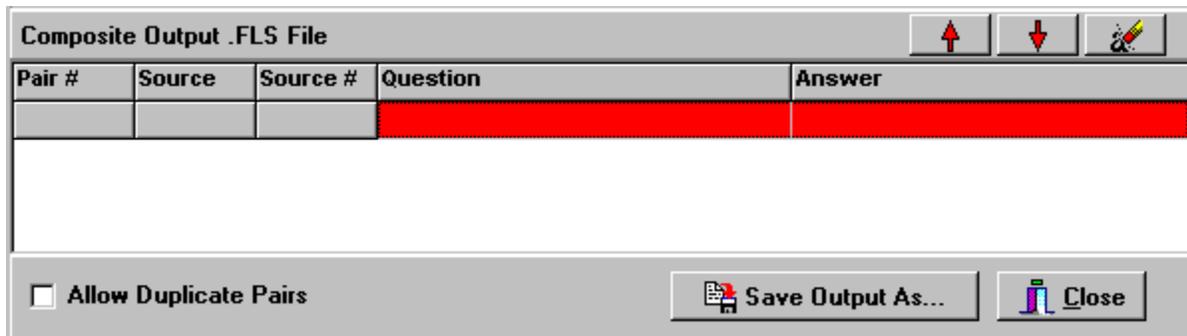
Starting from the top left, the Output Panel contains the following data and controls:

Move Up - Moves the pair selected in the display grid up one position in the order.

Move Down - Moves the pair selected in the display grid down one position in the order.

Delete - Moves the pair selected in the display grid.

Note : Select single pairs by clicking on them in the grid.   Keyboard users can use the Up and Down Arrow keys to move the selection.

Allow Duplicate Pairs - When checked, allows duplicate pairs to exist in the Output Panel.   If unchecked, duplicates are excluded based on a case-insensitive match of the Question text - i.e. a pair with the same Question text but different Answer text would not be added to the Output Panel.

Note : In cases where all Question have identical text (such as when each Question is a graphics file without associated text), you will have to select this box in order to be able to transfer these Questions into the Output grid.   Otherwise Educator will exclude them as duplicates.

Save Output As - Saves the pairs in the Output Panel to a new .FLS file.

Close - Closes the Composite File dialog after checking whether to abandon any unsaved contents in the Output Panel.

Directories

This page of the Options dialog contains three sections controlling **WinFlash**'s use of directories:

.FLS Directory

This selection determines which directory initially appears in **WinFlash**'s File|Open, File|New and File|SaveAs dialogs. You may specify a particular directory or simply have **WinFlash** remember the directory of the previously-used .FLS file.

Graphics Directory

This selection determines which directory the **WinFlash** Editor's browser uses when browsing for graphics files. You may specify a particular directory or simply have **WinFlash** use the same directory as the .FLS file.   A reason to use a common graphics directory is that this allows you to use the same files with multiple .FLS files. Conversely, it makes it more difficult to "package" your .FLS, .FLD and support files as a single unit to take with you to another machine should you need to.

Audio/Video Directory

This selection determines which directory the **WinFlash** Editor's browser uses when browsing for audio/video files. You may specify a particular directory or simply have **WinFlash** use the same directory as the .FLS file.   A reason to use a common multi-media directory is that this allows you to use the same files with multiple .FLS files. Conversely, it makes it more difficult to "package" your .FLS, .FLD and support files as a single unit to take with you to another machine should you need to.

📰 Edit Menu

Copy Question To Clipboard

This selection places the current Question on the Windows clipboard in the following format:

Question 1:

Text of the Question

Copy Answer To Clipboard

This selection places the current Answer on the Windows clipboard in the following format:

Answer 1:

Text of the Answer

Copy Both Question And Answer To Clipboard

This selection places the current Q&A pair on the Windows clipboard in the following format:

Question 1:

Text of the Question

Answer 1:

Text of the Answer

Open Current Q&A File In WinFlash Editor... - Ctrl-e

This selection opens the **WinFlash** Editor and loads the current Q&A file for editing with the first Q&A pair displayed in the Editor.   Using the **WinFlash** Editor is, in most cases, easier than using a plain text editor and it assures that the formatting tags are entered correctly.   See Tips On Using The WinFlash Editor for specific tips on using this tool most efficiently.   You'll also receive a good tour of the Editor when you undertake the exercises in the Step-by-step Tutorial.

Open Current Q&A File In NotePad... - Ctrl-t

This selection opens Windows' NotePad and loads the current Q&A file. While using the **WinFlash** Editor is the recommended approach for most edits, certain operations, such as duplicating the same pair except for a minor change in the text, can be accomplished

more quickly by directly editing the .FLS file.

Before undertaking this approach, look over the topic .FLS And .FLD File Formats to familiarize yourself with the meaning of the various "tags" used by **WinFlash**.

Note: WinFlash files can become quite large when many pairs and/or lengthy text content are used.   You will have to use a different editor than NotePad to directly edit a file larger than 32Kb, since that is NotePad's limit.   If you wish to work with files larger than NotePad's limit, you may wish to move NotePad to its own directory (for possible later use).   Then rename a copy of the .EXE file of your editor of choice to NOTEPAD.EXE and place it in your Windows directory, in effect replacing NotePad with this editor.   I personally use this approach with TextPad, a fine shareware editor available on CompuServe.   This will allow you to access the larger files from within **WinFlash** using the Edit|Open Current Q&A File In NotePad selection.   For this substitution to work, the replacement editor must be able to accept a path name as a command line input.

Note: When using third-party NotePad replacement products with WinFlash32, be sure they can accept a command-line input of the form C:\Program Files\WinFlash\Examples\Onecaps1.fls.   Some programs have difficulty accepting paths containing spaces such as the one in this example.

Edit Current Q&A Pair... - Ctrl-a

This selection opens the **WinFlash** Editor and loads the current Q&A file for editing with the current Q&A pair displayed in the Editor.

Delete Current Q&A Pair...

This selection deletes the current Q&A pair.   No shortcut was provided for this function as it was felt the potential harm outweighed the convenience.

Insert New Q&A Pair... - Ctrl-i

This selection opens the **WinFlash** Editor and loads the current Q&A file for editing with a new Q&A pair, added immediately following the current pair, displayed in the Editor.

Go To Pair... - Ctrl-g

This selection opens the Go To Pair dialog box for entering the pair to jump to.   Enter will complete the move to the pair after typing in the pair number.

🖼️ Educator Menu (WinFlash Educator Only)

Set Or Change Password...

Allows the user to set or change the password allowing access to the functions on the Educator menu.   If both edit boxes are left empty, the program will not prompt for a password when invoking selections from the Educator menu.

View Test Result (.FLR) File...

Brings up the standard Open dialog allowing the user to select a .FLR file to examine. The resulting dialog displays the results and allows the user to print out the file in one of two formats.

Create Composite Source (.FLS) File...

Brings up the standard Open dialog allowing the user to select the *Secondary File* to be used in creating a new .FLS file from pairs contained in two already-existing .FLS files.   The *Primary File* will be the currently-open .FLS file.   The Secondary File selected must be different from the Primary File - even if you're only planning to use pairs from the Primary File in creating the new file.   In this case, simply select any other .FLS file as the Secondary File and then ignore it while creating the new file.   See Creating Composite Source Files for more detail on this topic.

Important Note: Compiled files CANNOT be renamed - it will cause them to malfunction when WinFlash or Educator tries to open them.   Be sure that the root name of the source file you use to compile the .FLZ or .FLT file is what you want the file to be named.   Otherwise you will have to recompile to change the name.

Compile Study (.FLZ) File...

Opens the Compiled File Options dialog allowing the user to set a password for the new .FLZ file if one is desired.   After pressing OK, the compiler will create a .FLZ file with the same root file name as the currently-open .FLS file in the same directory as the currently-open .FLS file. See Creating Compiled Files for more detail on this topic.

Note: When distributing .FLZ files, you'll need to include the .FLD companion file if non-default font, color or other deck-specific option settings are needed for proper use of the file.   Be sure to check the settings before adding the .FLD file to your distribution media.   If the file will work acceptably with **WinFlash**'s default option settings, you may omit the .FLD file, as **WinFlash** will create one with default settings the first time the .FLZ file is opened if a companion .FLD file does not already exist.

Compile Test (.FLT) File...

Opens the Compiled File Options dialog allowing the user to set a password for the new

.FLT file if one is desired.   The dialog also allows the user to enter the Test Name, Time Limit (if desired), destination directory for the .FLR file that will be produced when the test is taken and an Introductory Message to be shown at the beginning of the test. After pressing OK, the compiler will create a .FLT file with the same root file name as the currently-open .FLS file in the same directory as the   currently-open .FLS file. See Creating Compiled Files for more detail on this topic.

Produce Printed Test...

Prints out a ready-to-reproduce formatted test for those times where you want to administer the exam via standard methods.

Educator Revision History

WinFlash Educator v5.1 is the initial release of the "professional version" of **WinFlash**. **Educator** is **ONLY available** for **32-bit** operating systems (Win '9x or Windows NT), but the **files** it creates **can be used** with **either the 16- or 32-bit version** of **regular WinFlash**.

Educator contains all of the features of regular **WinFlash** plus the **following additional capabilities**:

▶ **Passworded access** to the **Educator** features is provided as an option.   This allows installation of **Educator** on machines which will also be used to administer tests.

▶ **Powerful** new .FLS **file creation** feature (Educator|**Create Composite Source File**) **merges** pairs from two **already-existing .FLS decks**.   **Filter by** only including specific **categories** and/**or** specific pair **characteristics** (disabled, priority, unlearned, etc.). **Pairs can be added** to the output deck from the pairs that pass the filter criteria **by manual selection** and/or by specifying that a **number of pairs** passing the filter criteria shall be **selected at random** and added to the output deck.   See Creating Composite Source Files for more detail.

▶ The capability to **create "compiled" .FLZ (study) files usable by WinFlash v5.1** or **WinFlash Educator**.   These **files are compiled from .FLS (source) files** and **include ALL** of the **related multi-media and graphics files** supporting the study deck as well as the .FLS file itself - all **compressed into a single, easy-to-use** and easy-to-distribute **file**.

▶ **.FLZ files** may be **passworded** if desired.

▶ The ability to **create .FLT (test) files** usable by **WinFlash v5.1** or **WinFlash Educator**.   .FLT files are **similar to .FLZ files** in that they are **compiled from .FLS (source) files** and include ALL of the related multi-media and graphics files supporting the study deck as well as the .FLS file itself.   When opened, this type of file forces the program into Test Mode which includes:
  - **Password**, **Student Name** and **Student ID** entry for the test file
  - Display of "**Introductory Message**" containing any **specific instructions** for the test
  - Status Bar including:
    - **Elapsed time display** (if there is a time limit on the test)
    - "**Two minute warning**" during timed tests
    - Display of currently-stored answer (for review)
          - Count of **remaining unanswered questions**
    - "**Go To Next Unanswered Question**" function
    - Forward and Backward **browse buttons**

▶ **Educator** (but not regular WinFlash) will **open .FLR result files** created when closing the .FLT test file and **provide** the following **information**:
  - Student name

- Name of test
- Date test was administered
- 8-character student ID identifying the test result file
- Number of questions in the file
- Number of correct answers
- Number of skipped answers
- Percentage score based on (Correct/Total)*100%
- Percentage score based on ((Correct-Incorrect)/Total)*100%

▶ **View** (5-column display) **or print** results array showing **above statistics** and one of **two array options**:
- A **3-column display** in portrait format with **question number,**
    score and the **actual answer given**, if any.
- A **5-column display** in landscape format with **question number,**
    score, question text, the **actual answer given**, if any and '
    the **correct answer**.

▶ **Print** out **formatted tests** from the current .FLS file **if a written exam format is needed**. "Standard" pairs can be included in the printed tests (.FLT files must contain only Multiple-choice or Fill-in-the-blank pairs - easily selected using the **Create Composite Source File** capability).

🖼 File Menu

New...

Creates a new .FLS file and companion .FLD file with the base name that you provide. It is not necessary to type in the extension.   The WinFlash Editor is then opened ready to edit the first of the three "dummy" questions that were inserted when the file was created.   See Step-by-step Tutorial for further information on this topic.

Tip: When creating a new file, **WinFlash** uses the option settings currently in place.   If you want a new file created using the default options, close WinFlash and then reopen it just before creating the new file.   A handy trick is to create small "template" card decks whose options are set to ones you commonly use.   Then when you want a new file with similar option settings, simply open and close one of these "templates" before creating your new deck.   Voilà - a new deck with the settings you wanted already in place!

Open... - Ctrl-o

Note: Because WinFlash and WinFlash Educator now work with multiple file types, it is important to be able to see file extensions in the file-handling dialogs. This attribute is controlled by a setting in Windows Explorer.   If you DON'T see the .fls, .flt and .flz extensions in the File|Open dialog, click Changing Explorer's Extension Settings for instructions on how to change the settings on your computer.

This selection brings up a standard Open File dialog box. This dialog only allows selection of files with the **WinFlash**-specific extensions .FLS, .FLT and .FLZ.

Save As...

Saves the current card deck to the name that you specify.   The .FLS extension is added automatically.   **WinFlash** then saves and closes the current deck and opens the newly-created copy. Only .FLS files may be saved to a new name, since .FLT and .FLZ files must retain their original names in order to work properly.

File Statistics...

This selection displays a screen dialog showing the statistics on the current Q&A file, including:

Number of Q&A pairs, Number of Categories, Number of Priority and Disabled Pairs

Number of Unlearned, Short Term Learned and Long Term Learned Pairs

Correct/Incorrect count for the day and since last cleared

The dialog also contains reset buttons for the current day's statistics   and the long term statistics.

Print ...

Invokes the Print Dialog

Exit This Q&A File - Ctrl-q

This selection closes the current Q&A file, saving all status information and returns **WinFlash's** menus to the "no open Q&A file" state, ready to open a new Q&A file.

Exit

Selecting this menu item exits **WinFlash**, closing and saving status information for the current Q&A file if one is open.

Recently Used File List

Any of up to nine most-recently-used files can be directly loaded by clicking on them in this list or by typing the corresponding number when the File menu is open.

Filter Settings

Use the Filter Setting dialog to include only a subset of the input file for use in creating the composite .FLS file.

Primary File Filter Settings	⊠

History (P) ... **Capitals (P)**

→
←

Included Categories ... Excluded Categories

Status	Type Description
Included	Unlearned Pairs
Included	Short Term Learned Pairs
Included	Long Term Learned Pairs
	Priority Pairs
	Disabled Pairs
Included	Standard Pairs
Included	Multiple Choice Pairs
Included	Fill-In-The-Blank Pairs

✓ **Include All Types** | ⊘ **Exclude All Types** | 🏛 **Close**
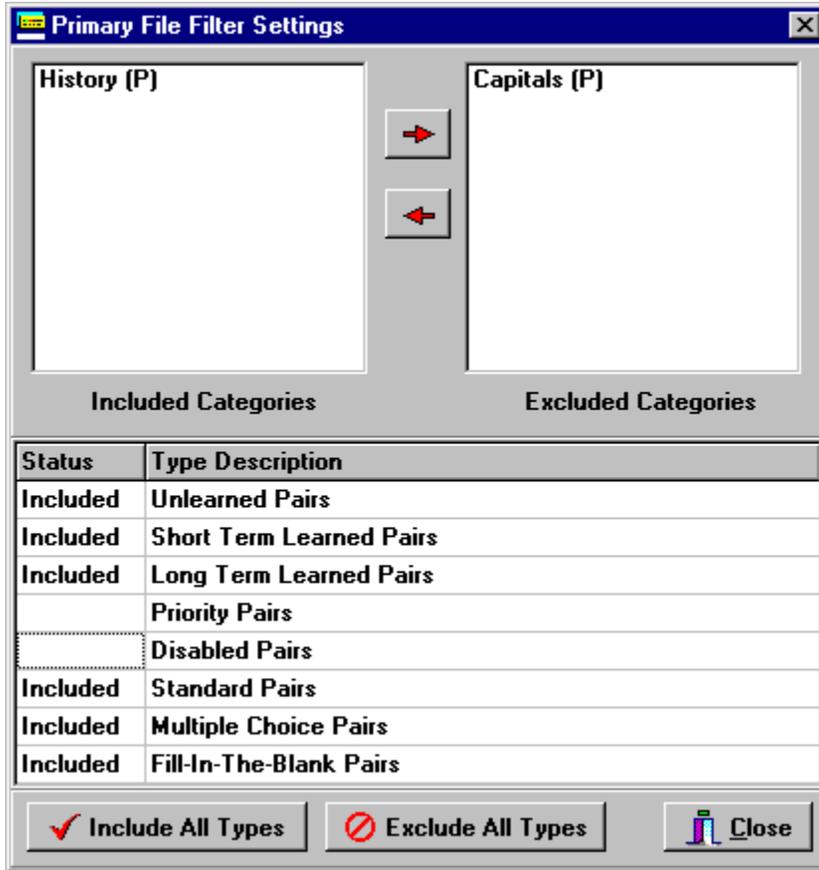
Starting from the top left, the Filter Settings dialog contains the following data and controls:

Category Selection - The two lists and two red arrows allow the input file to be screened by category.   The first time the dialog is opened, all categories will appear in the left-hand box - i.e. Included.   To move a category into the Excluded box, click on the category to highlight it.   Then click on the right-pointing arrow to move the selected category(s) into the Excluded box.   To return an excluded category to included, select it in the right hand box and click on the left-pointing arrow.

The (P) designates that the category is from the Primary File.   When both Primary and Secondary Files have filter settings, the Secondary File categories are designated by an (S) after their name.

After the dialog is closed, only pairs in the included categories (and those with no category) will be included in the display grid for the input file.

Pair Type Selection - Similarly to Category Selection, all types are included when the dialog is first opened.   Toggle the status of types you wish to exclude by clicking on the Included text box.   Click again to return an excluded type to included status.

In the example above (from ONECAPS3.FLS), the pairs in the History category will be included, while the pairs in the Capitals category will be excluded.   Within the History category, Priority Pairs and Disabled Pairs will be excluded - all others will be included.

When checking pairs, there may be a conflict - for instance a pair may NOT be on the Priority List, but may be Disabled.   In such cases, the pair is NOT included.   I.e. if a pair has ANY attribute which is excluded, it will be excluded.

Frequency Based On History

The Options For Frequency Based On History Mode dialog contains the following controls:

Frequencies - Percentage Of The Time To Ask: allows setting the following values:

An Unlearned Question

This edit box contains the relative percentage of time Questions in the Unlearned category will be asked.

A Short Term Learned Question

This edit box contains the relative percentage of time Questions in the Short Term Learned category will be asked.

A Long Term Learned Question

This edit box contains the relative percentage of time Questions in the Long Term Learned category will be asked.

For example, if the percentages are 60, 30, 10 a given Unlearned Question will be asked twice as often as a given Short Term Learned Question and six times as often as a given Long Term Learned Question.

Promo Messages allows choosing one of the following behaviors for the message which appears when a pair is "promoted" (or demoted):

Regular

This mode presents a promotion dialog with an OK button which must be pressed (or Enter pressed) before proceeding.

Timed

This mode presents a promotion dialog timed to close in approximately three seconds, after which the user may proceed with no further action.

None

No promotional dialog is presented when a pair's status changes.

Learning Threshold Settings allows setting the following values:

Promote An Unlearned Question After _ Correct Answer(s)

This edit box contains the number of correct responses that must be accumulated within one day to promote a Q&A pair to the Short Term Learned category.   The allowed range of values is 1 through 9.

Promote A Short Term Learned Question After _ More Correct Answer(s)

This edit box contains the number of correct responses that must be accumulated within one day for that day to count as one of the days (set in the **Answer(s) Occurring On At Least _ More Different Days** edit box) required to promote a Q&A pair from the Short Term Learned to the Long Term Learned category.   The allowed range of values is 1 through 9.

Occurring On At Least _ More Different Days

This edit box contains the number of days that must be accumulated, each with at least the number of correct responses indicated in the **Promote A Short Term Learned Question After _ More Correct Answer(s)** edit box required to promote a Q&A pair from the Short Term Learned to the Long Term Learned category.   The allowed range of values is 1 through 9.

Note: As an example, using **WinFlash**'s default values:

Promote An Unlearned Question After 2 Correct Answer(s)

Promote A Short Term Learned Question After 2 More Correct Answer(s)

Occurring On At Least 2 More Different Days

As I work with the file, the first time a Q&A pair is answered correctly twice in the same day it is promoted to the Short Term Learned category.   No more progress can be made on that Q&A pair that day.   Starting with the next day, I have to respond correctly at least twice on two **different** days to promote the Q&A pair to Long Term Learned status.

If an incorrect response is entered for a Q&A pair at any time, that pair's status is demoted to Unlearned and any accumulated correct responses towards promotion are cleared.   Statistics for total correct responses remains intact.

Since **WinFlash** uses the computer's clock to determine the day, the day changes at midnight.

Reset All Questions In This File To Unlearned

This pushbutton resets all of the Q&A pairs to Unlearned status and clears any accumulated "Correct Today" scores as well as removing any incremental days that had

been accumulated towards Long Term Learned status for Q&A pairs that were in the Short Term Learned category.

OK

This pushbutton returns to the Q&A Mode Selection dialog, storing the current values selected.

Cancel

This pushbutton returns to the Q&A Mode Selection dialog, ignoring any changes that were made while in the dialog except **Reset All Questions In This File To Unlearned** which takes effect as soon as the pushbutton is pressed.

Help

This pushbutton opens Help to this section.

Frequency Based On Priority List

The Options For Frequency Based On Priority List Mode dialog contains the following controls:

Frequency

This edit box contains the relative percentage of time the Questions on the Priority List will be asked.

For example, if Frequency = 75, a given Question ON the Priority List will be asked three times as often as a given Question NOT on the Priority List.

Clear All Questions From Priority List

This pushbutton resets the Priority List associated with the file, but does NOT re-enable Disabled Questions. This occurs immediately, without waiting for OK to be pressed.

OK

This pushbutton returns to the Q&A Mode Selection dialog, storing the current values selected.

Cancel

This pushbutton returns to the Q&A Mode Selection dialog, ignoring any changes that were made while in the dialog except **Clear All Questions From Priority List** which takes effect as soon as the pushbutton is pressed.

Help

This pushbutton opens Help to this section.

Frequency Based On Range

The Options For Frequency Based On Range Mode dialog contains the following controls:

Frequency

This edit box contains the relative percentage of time the Questions within the Range will be asked.

For example, if Frequency = 75, a given Question IN the Range will be asked three times as often as a given Question NOT in the Range.

OK

This pushbutton returns to the Q&A Mode Selection dialog, storing the current values selected.

Cancel

This pushbutton returns to the Q&A Mode Selection dialog, ignoring any changes that were made while in the dialog.

Help

This pushbutton opens Help to this section.

Getting Started

After installing **WinFlash v5.1 or WinFlash Educator v5.1** you'll want to experiment a bit to see what it can do for you.   You may want to have a printout of the included HELPFILE.WRI file for reference. Simply double-click on the icon labeled **helpfile.wri** that was installed in the same group as the **WinFlash** icon and print it out to use as a guide while you are learning to use **WinFlash** or **Educator**.

For your first try-out, start up **WinFlash** by double-clicking on its icon.   The first time you'll see a "splash" dialog offering to show you other Open Window products.   Plenty of time for this later <G> - you can revisit this topic from the Help menu.

Click on Continue..., read the Welcome message (this will appear the first three times that the program is run) and then click Continue... again.   This will bring up the **WinFlash** main window.

Click on the Demos item on the main menu bar.   Start with the Regular Source (.FLS) File and click your way through the example deck (it's designed to point out some of **WinFlash**'s features as you step through the questions and answers).   Next, run through the Compiled Study (.FLZ) File and, finally, take the Compiled Test (.FLT) File test.

If you're running **WinFlash Educator** open the Educator menu after completing the Compiled Test (.FLT) File and click on View Test Result (.FLR) File to see how you did!

You're on your way!   If you'd like more hands-on instruction, select the Tutorial... entry in the Help menu on the main menu bar or click on Step-by-step Tutorial   and try out the four projects described there.   If you're working with **Educator**, continue with the four additional lessons that show how to use its powerful features.   After that, experiment with the various menu and option settings using the tutorial file as a starting point.

Before undertaking the creation of a new card deck for your own use, you may wish to check Open Window's Web site to see if there is already one available that will suit your needs or, at least, provide a good starting point for further expansion.   Point your Web browser at:

      http://www.openwindow.com/pages/wfusers.htm

to visit the WinFlash Users' Group.   As you become proficient with **WinFlash**, please **share your decks** with others by following the directions on the Users' Group page - this **saves work for everybody!!**

Giving WinFlash or Educator v5.1 To A Friend

Please pass on copies of the original FLASH.EXE (FLASH32.EXE) or FLASE.EXE when giving **WinFlash** or **WinFlash Educator** to a friend or associate. This will allow them to access all of the necessary support files and have the benefit of automated program installation.

🖥️ Grade A .FLR Result File

Note: This segment uses features exclusive to **WinFlash Educator**. If you aren't using **Educator**, you won't be able to do the exercises.

In this tutorial you'll grade and create a printout of the results of the Results (.FLR) File from the COMPOUT1.FLT file that you took in Tutorial 4, Taking A .FLT-file Test.

1. Start Educator and choose View Test Result (.FLR) File from the Educator menu.

2. Select WINFLASH.FLR in the Open Test Result File dialog from the ..\EXAMPLES directory. This is the file that was produced when you exited COMPOUT1.FLT.

3. Check out the Scoring and Column Format selection options and try printing out a report each way to see which format you'll prefer.

Note: Any pairs which show **NO** entry in either the Question or Actual Answer column were not viewed by the test taker before exiting the test.

4. Close the Results... dialog by clicking the Close button.

Congratulations!! You've completed the entire Educator tutorial sequence!!

We wish you success in applying Educator to your classroom, home or corporate training challenges!!   If you discover some clever tricks or have suggestions for program improvement, please send us e-mail at support@openwindow.com. Thank you for using WinFlash Educator!!

Help Menu

Contents

This selection calls the Windows Help application and loads the main index for **WinFlash's** Help file. From here you can explore the on line documentation for **WinFlash**.   Pressing F1 at any time while the **WinFlash's** main window has the focus will also bring up the Help file.   Pressing F1, typing Alt-h or clicking on the Help button will bring up context-sensitive help in most dialogs.

Tutorial

This selection opens the **WinFlash** help file to the first segment of the three-part tutorial.

How To Use Help...

This selection displays the standard Windows help file that describes how to use the on-line Help system itself.

Other Open Window Products ...

This selection opens the **WinFlash** help file to the section devoted to other Open Window software products which you may find useful.

About...

This selection displays the About box for **WinFlash**, showing the program version and author contact information.

🖼️ Hints, Comments & More!!

Let's learn some more about creating card decks with WinFlash.   In this session we'll add Hints and Comments and learn about creating Multiple Choice and Fill-In-The-Blank Q&A pairs. We'll begin with the deck NECAPS.FLS that we created in the first exercise.

Part 1 - Hints & Comments

1. Start WinFlash.

2. Click on the File|Open menu item or type <u>Ctrl-o</u>.   This will bring up the Open WinFlash File dialog.   Double-click on NECAPS.FLS.   Alternatively, you could have clicked on NECAPS.FLS in the recently-used file list at the bottom of the File menu.

3. Start the WinFlash Editor by clicking Edit|Open Current Q&A File In WinFlash Editor. You can also open the Editor by right-clicking on the Question dialog's text and selecting Edit Current Q&A Pair or typing <u>Ctrl-e</u>.

4. For our first enhancement, let's add a Hint and a Comment to each of the questions. Select the Editor's Hints/Comments page by clicking its tab or typing <u>Alt-c</u>.   Since we are going to be working on this page for each of the six pairs, temporarily uncheck the Auto-reset Page box (when this box is checked, WinFlash returns us to the Question page every time we change Q&A pairs).   Make sure we're on pair 1 by looking at the Editor's title bar.   If not, move to pair 1 using the left-facing arrow key.

5. Now, for pair 1, (Maine) type the following in the Hint 1 edit box: ***Starts with an 'A'***. In the first Comment edit box, CMT1, type ***Also known as the Pine Tree State***.

6. Move to pair 2 by clicking the right-facing arrow or typing <u>Ctrl-n</u>. For pair 2 (New Hampshire) enter ***Starts with a 'C'*** and ***Also known as the Granite State*** for the Hint and Comment.   Similarly for pairs 3-6: ***Starts with an 'M'*** and ***Also known as the Green Mountain State***, ***Starts with a 'B'*** and ***Also known as the Bay State***, ***Starts with an 'H'*** and ***Also known as the Nutmeg State*** and finally ***Starts with a 'P'*** and ***Also known as the Ocean State***.   There!   Now we have Hints for each of the questions and Comments for each of the answers.

7. Exit the Editor and run through the deck - you'll note that for each question, the "Key" button on the bar at the top is now colored in.   When you press the button, you get the associated Hint for that question - you can also type <u>Ctrl-h</u> to open a Hint or Comment. After all the Hints have been looked at (up to three per question) they continue to recycle through the sequence.   The Comments for the answers work exactly the same way, their presence indicated by the colored-in "Telephone" button on the answer's status bar.

Part 2 - Multiple Choice Pairs

1. Restart the Editor and got to Pair 6.   Add a new pair at the end of the deck by clicking the Insert button or typing Alt-i.

2. On the Question Text page, click the Multiple Choice radio button at the top.   You'll notice that the lower box containing the MC #1 through MC #6 edit boxes, which was previously disabled, is now enabled.

3. In the Text For Question edit box type in: **The famous "shot heard 'round the world" was fired in a battle between the Minutemen and the British in what New England state?**   Since the topic has now shifted to history, replace Capitals in the Category edit box with **History**.

4. Type, starting with MC#1, one state per MC edit box, **Maine**, **New Hampshire**, **Vermont**, **Massachusetts**, **Connecticut**, **Rhode Island**.

5. Click on the right-most of the bottom radio buttons, labeled MC#, and type **4** (the number corresponding to the correct answer, Massachusetts) in the small, white, edit box.

6. We can simply leave the answer blank, since an answer of the form "The correct answer was Number 4" will automatically be constructed for us by WinFlash. Alternatively, you can elect to enter additional text of your own in the Editor's Text For Answer edit box, which will be added in front of the auto-generated answer.   To try out this new pair, rather than leaving the Editor, we'll try a new feature.   Click on the Run Current Pair button or type Alt-r.   The Editor window disappears and the question we've just entered appears.   Click on the correct answer (#4) or type 4 and the auto-generated answer appears along with the flashing green check mark signifying that the answer was correct.   Now click the Show Next Question button on the Answer dialog and the Editor returns.

Part 3 - Fill-In-The-Blank Pairs

1. Add another new pair to the deck.

2. This time select the Fill-In-The-Blank radio button at the top.

3. In the Text For Question edit box enter **Who was named Commander-In-Chief of America's first armed forces by the Second Continental Congress in 1775?**

4. Moving to the Answer page, enter in edit boxes FIB #1 through FIB #4 **Washington**, **General Washington**, **George Washington**, **General George Washington**. This will allow the user to enter any of these answers and WinFlash will know that it should be counted as a correct entry.   You'll want to be careful in structuring this type of pair - especially for use by others - that you include all of the acceptable correct answers.

WinFlash does not check for capitalization by default, but can be set to do so by changing this setting in Options|View.

There is a reason, though, that you may wish to use only ONE FIB answer for each pair. If you're studying, for instance, vocabulary words and you want to be able to use the **A First Followed By Q** option so as to be able to study the pairs in both "directions", you must use only a single FIB answer so that the pair can work bi-directionally.   Otherwise, when using the **A First Followed By Q** option, the pair will be asked in the normal order (see Tip below).

5. Again, we can leave the answer blank, since an answer of the form "You could have answered with any of the following:" - followed by a listing of the correct answers - will automatically be constructed for us by WinFlash.   Alternatively, you can elect to enter additional text of your own in the Editor's Text For Answer edit box, which will be added in front of the auto-generated answer.   Try out this new pair using the Run Current Pair button or type Alt-r.   Enter any one of the four correct answers and the auto-generated answer text appears along with the flashing green check mark signifying that the answer was correct.   Now click on Show Next Question on the Answer dialog and the Editor returns.

6. This completes this session.   Exit the Editor and take a cruise through your newly improved deck - experiment with some of the settings in Options! Finish saving your file by selecting File|Exit This Q&A File or press Ctrl-q.

Tip: When using Fill-In-The-Blank pairs for language study, if you enter ONLY one answer in the FIB#1 position, you can then use the Options|Q&A Mode|A First, Followed By Q option to be able to study the vocabulary list in either direction.   This gives the added benefit of actually typing in the answer, which helps to "set" the word pairs in your memory.

<p style="color:red; text-align:center; font-size:1.5em;">You've now enhanced your deck with Hints and Comments as well as Multiple-Choice and Fill-In-The-Blank pairs!!</p>

The third   exercise will use the deck that you've just enhanced as a starting point.   If you'd like to continue with that exercise now, just click Bring On The Multi-media!!

🖼️ Installation

WinFlash Installation (Scroll Down For Educator Installation Instructions)

Note: WinFlash32-specific info is shown in (red parentheses).

To install WinFlash v5.1 from a self-extracting .EXE file obtained from Open Window or other download source:

1. Open File Manager or Explorer and select the floppy disk or download directory which contains the file.

2. Double click on the file FLASH.EXE **(FLASH32.EXE)** to run it. This will take you through the procedure of installing **WinFlash v5.1** on your hard disk.

To install WinFlash v5.1 starting from a copy of FLASH_51.ZIP (FLS32_51.ZIP) (FLASH.ZIP (FLASH32.ZIP) if obtained from CompuServe):

1. Create a temporary directory (C:\WF will do) on your hard disk.

2. Copy FLASH_51.ZIP (FLS32_51.ZIP) to this directory.

3. Unzip the file using WinZip™ or other "UNZIPper".   This should produce the files listed below.

> FLASH.EXE (FLASH32.EXE) - This is a self-extracting installation file that contains all of
>   the **WinFlash v5.1** files
> FILE_ID.DIZ - Program description used by various distribution channels
> VENDINFO.DIZ - Industry-standard file containing program distribution information

4. Run FLASH.EXE (FLASH32.EXE) from Windows.   This will take you through the procedure of installing **WinFlash v5.1** on your hard disk.   Do NOT install the software TO the temporary directory (C:\WF in the above example).

The following files will be installed in the directory you choose by FLASH.EXE (FLASH32.EXE)

> WINFLS51.EXE (WINFLS97.EXE) - The executable program file
> WINFLS51.HLP - The help file supporting **WinFlash**
>   WINFLASH.INI - Program preferences file
> HELPFILE.WRI - The help documentation in Windows Write format
> REGISTER.TXT - Registration form in Windows text format
>   SKY16V3C.DLL (SKY32V3C.DLL) - Graphics dynamic link library for **WinFlash**
>   XCDZIP.DLL (XCDZIP32.DLL) - Compression dynamic link library for **WinFlash**
> XCDUNZIP.DLL (XCDUNZ32.DLL) - Compression dynamic link library for **WinFlash**
> FILE_ID.DIZ - Program description used by various distribution channels

VENDINFO.DIZ - Industry-standard file containing program distribution information

The Subdirectory EXAMPLES containing:

WINFLS51.FLS - **WinFlash** "Demo" Source (.FLS) file
WINFLS51.FLT - **WinFlash** "Demo" Test (.FLT) file
WINFLS51.FLZ - **WinFlash** "Demo" Study (.FLZ) file

ONECAPS1.FLS - NECAPS.FLS file after completing first exercise
ONECAPS2.FLS - NECAPS.FLS file after completing second exercise
ONECAPS3.FLS - NECAPS.FLS file after completing third exercise
BALLGAME.MID - MIDI-format sound file used in exercises
CUTECAT.WAV - WAV-format sound file used in demo
GWASHING.BMP - Bitmap-format graphics file used in exercises
MINUTE.BMP - Bitmap-format graphics file used in exercises
NE.BMP - Bitmat-format graphics file used in demo
PITCHER.BMP - Bitmap-format graphics file used in exercises
SATURN.BMP - Bitmap-format graphics file used in demo
SHOT.WAV - WAV-format sound file used in exercises
TADA.WAV - WAV-format sound file used in demo
TEA.BMP - Bitmap-format graphics file used in demo
VIDDEMO.AVI - AVI-format video file used in exercises
WINFLASH.BMP - Bitmap-format graphics file used in demo

Note - WINFLASH.INI, will be created by the program in the Windows directory for 16-bit **WinFlash** the first time the program is executed.   This file contains the information relating to your default option settings and should be considered part of the **WinFlash v5.1** file set after its creation.

Note - You may delete all of the files in the temporary directory from your hard disk after completing the installation process, but remember to save a copy of FLASH.EXE (FLASH32.EXE) on a floppy disk for friends who may want to try **WinFlash v5.1**.

Educator Installation

Note: WinFlash Educator can only be installed on machines running Win '95/98 or Windows NT.   There is no 16-bit version of WinFlash Educator.

To install WinFlash Educator v5.1 from a self-extracting .EXE file obtained from Open Window or other download source:

1.   Open File Manager or Explorer and select the floppy disk or download directory which contains the file.

2.   Double click on the file FLASE.EXE to run it. This will take you through the procedure of installing **WinFlash Educator v5.1** on your hard disk.

To install WinFlash Educator v5.1 starting from a copy of FLASE_51.ZIP (FLASHE.ZIP if obtained from CompuServe):

1. Create a temporary directory (C:\WFE will do) on your hard disk.

2. Copy FLASE_51.ZIP to this directory.

3. Unzip the file using WinZip™ or other "UNZIPper".   This should produce the files listed below.

>   FLASE.EXE - This is a self-extracting installation file that contains all of the
>   **WinFlash Educator** files
>   FILE_ID.DIZ - Program description used by various distribution channels
>   VENDINFO.DIZ - Industry-standard file containing program distribution information

4.   Run FLASE.EXE from Windows.   This will take you through the procedure of installing **WinFlash Educator v5.1** on your hard disk.   Do NOT install the software TO the temporary directory (C:\WFE in the above example).

The following files will be installed in the directory you choose by FLASE.EXE:

>   WINFLE51.EXE - The executable program file
>   WINFLS51.HLP - The help file supporting **WinFlash Educator v5.1**
>   WINFLASH.INI - Program preferences file
>   HELPFILE.WRI - The help documentation in Windows Write format
>   REGISTER.TXT - Registration form in Windows text format
>   SKY32V3C.DLL - Graphics dynamic link library for **WinFlash Educator**
>   XCDZIP32.DLL - Compression dynamic link library for **WinFlash Educator**
>   XCDUNZ32.DLL - Compression dynamic link library for **WinFlash Educator**
>   FILE_ID.DIZ - Program description used by various distribution channels
>   VENDINFO.DIZ - Industry-standard file containing program distribution information

>   The Subdirectory EXAMPLES containing:

>>   WINFLS51.FLS - **WinFlash** "Demo" Source (.FLS) file
>>   WINFLS51.FLT - **WinFlash** "Demo" Test (.FLT) file
>>   WINFLS51.FLZ - **WinFlash** "Demo" Study (.FLZ) file

>>   ONECAPS1.FLS - NECAPS.FLS file after completing first exercise
>>   ONECAPS2.FLS - NECAPS.FLS file after completing second exercise
>>   ONECAPS3.FLS - NECAPS.FLS file after completing third exercise
>>   BALLGAME.MID - MIDI-format sound file used in exercises
>>   CUTECAT.WAV - WAV-format sound file used in demo
>>   GWASHING.BMP - Bitmap-format graphics file used in exercises
>>   MINUTE.BMP - Bitmap-format graphics file used in exercises
>>   NE.BMP - Bitmat-format graphics file used in demo
>>   PITCHER.BMP - Bitmap-format graphics file used in exercises
>>   SATURN.BMP - Bitmap-format graphics file used in demo
>>   SHOT.WAV - WAV-format sound file used in exercises
>>   TADA.WAV - WAV-format sound file used in demo
>>   TEA.BMP - Bitmap-format graphics file used in demo
>>   VIDDEMO.AVI - AVI-format video file used in exercises
>>   WINFLASE.BMP - Bitmap-format graphics file used in demo

Note - You may delete all of the files in the temporary directory from your hard disk after completing the installation process, but remember to save a copy of FLASE.EXE on a

floppy disk for friends who may want to try **WinFlash Educator v5.1**.

📰 Introduction

WinFlash was written to help you learn any material that can be represented in textual, graphical or audio formats. You can use it to easily and quickly create a text-only deck for a fast topic review or put its powerful editing capabilities to work creating sophisticated learning tools for long-term use. The multiple mode prioritization capabilities allow concentration on problem Questions with a variety of strategies.

An earlier release of **WinFlash** (v4.0) was recognized as the leading program of its type, winning both the *1997 Shareware Industry Award for Best Educational Program* and the *Educational Shareware Cooperative's 1997 People's Choice Award*. This release continues to expand the program's power and flexibility.

The **WinFlash** family now includes a new member, **WinFlash Educator**. This more powerful edition of **WinFlash** is aimed at **educators, home schooling parents** and **corporate training professionals** and users who manage extensive personal study decks. **Educator** allows the user to create "compiled" study and test decks with powerful editing tools and to administer and score the results of these tests. The basic **WinFlash** program has been upgraded to allow use of these new deck types from **Educator** and will output encoded result files readable by **Educator** when operating on **Educator** test decks. Please see <u>What's New In WinFlash v5.1</u> and <u>What's New In Educator v5.1</u> to learn about the new features in more detail.

WinFlash is useful in both scholastic and professional learning situations. In the corporate setting, **WinFlash Educator** is an excellent tool for producing training materials for employees.

Here are some unsolicited quotes from **WinFlash** customers:

...this system has produced an incredible about-face with an average grade now of 95. I can't tell you how relieved I am to finally find something that works!

...WinFlash has helped me make straight A's. I am a registered user.

...Of all the shareware programs I have ever used, I have gotten the most value out of WinFlash.

...We use your program every week to help my middle daughter with her spelling. We call it the " 'A' Maker"!

...This is a good program and it really helped the undergrad students in our test run. Now it will be installed in all our computers in our multimedia teaching lab.

<p style="text-align:center; color:red;">Please give WinFlash or WinFlash Educator a try in your learning or teaching situation!!</p>

More About WinJottr v2.0

WINJOTTR™ v2.0

Open Window has released a major upgrade to WinJottr, its popular desktop notetaking utility for Microsoft Windows.   Unlike other "notepad" products, WinJottr has been specifically designed to remain open and ready to use at all times.   Its small window (less than 10% of the area of an SVGA display) can be positioned unobtrusively in a corner and its Always On Top option allows it to be instantly accessible for capturing that quick thought or important phone number.

With the latest upgrades, WinJottr can be used as a "lite" PIM - a boon to those who don't wish the learning curve or expense of more complicated products.   The 30K capacity of the .JOT files produced by WinJottr allows most users to go a month or more before starting a new file.   A series of monthly .JOT's in the vein of: APR97.JOT, MAY97.JOT, etc. allows for the orderly binning of the user's note history.

New In This Release:

*   Size adjustability - size and position is remembered automatically.

*   Optional button bar allowing quick access to the most commonly used features plus shortcut key access.

*   "Quick Files" feature allows single-click access to 5 different .JOT files.   Two are pre-programmed as a "to do list" and an address list.   The other three are user-definable to any .JOT filename.

*   Three user-definable Glossary strings plus a Signature are available, allowing you to define commonly used text strings once and then enter them with a hot-key or mouse click.

*   An elapsed time feature for timing phone calls, billable time, etc. The elapsed time is automatically pasted into the .JOT file when the timer is stopped via a right-mouse-button click.

*   Single-click access to the Windows Calculator is provided for quick calculations during calls or when working in other apps.

*   Auto-dialing via the Win '95 dialer applet.   Simply highlight a phone number in the open .JOT file and click on the AD button.

WinJottr has robust editing capabilities, supporting all of the commonly used shortcut keys as well as a standard Edit menu. AutoSave is provided, allowing for continuous

usage on always-powered machines without the worry of losing important data in the case of a crash or power outage.   WinJottr supports Find and Find Next capabilities for searching your entries for that important scrap of information.

More About WinPrice v1.0

WINPRICE™ v1.0

Open Window now offers a new special-purpose home finance utility for Microsoft Windows.   Users can quickly enter Quantity, select Units and enter Price for each of two purchase alternatives.   WinPrice then analyzes the numbers, performs the necessary Unit and Quantity conversions and provides the user with a determination of which choice is the most cost-effective and by what percentage.

WinPrice provides the cost of the lower priced alternative in the "most sensible" intermediate unit of measure and can be toggled between metric and English output representation.

As an example, consider the following problem.   Should you purchase 1 liter of JiffyQuench for $1.29 or a gallon for $4.87.   Not very amenable to the quick mental calculation!   WinPrice will quickly tell you that JiffyQuench for $4.87 a gallon is a better buy, but only by .27% at $1.287/liter (or $1.218 per quart, if you prefer English units) - maybe not worth keeping those big bottles around!

You'll find that WinPrice is a great tool for cutting through the advertising hype and "Giant Economy Size" claims to find out how much you're really saving!

🖳 More About WinUpD8R v4.2

WINUPD8R™ v4.2

WinUpD8R v4.2 - A "Better Briefcase" From Open Window

The latest release of Open Window's popular file synchronization program adds Win '95 Long File Name (LFN) handling to its capabilities.   Using WinUpD8R instead of Briefcase to move and synchronize your files between your computers greatly reduces your exposure to the "mismatched alias" problem associated with Win '95 LFN's (see discussion below).   WinUpD8R's greatly expanded filtering and automation capabilities also make it easier than Briefcase to use on a regular basis.   Once set up, WinUpD8R will maintain your data files "in synch" with a single click of the mouse!

Developed for people working with multiple computers, WinUpD8R makes it easy to keep the latest file versions available on all your machines - without the hassle of cable hookups or modem transfers.   WinUpD8R also works across any Windows-compatible network.   You'll no longer have to worry about leaving that "one necessary file" at the office, preventing the completion of a project in the comfort of your home.   The extensive on-line help walks you through each step in setting up and using the program. It's easy to see why WinUpD8R was a previous finalist in the PCMagazine/Ziff-Davis Shareware Awards in the Best Windows Utility category.

Other Features added to the new version include:

      * A new /O (overwrite) switch which allows overwriting any file in the target directory (including read-only files).   The file attributes associated with the source file are   applied to the target file after the copy is completed.

      * A novel feature which filters files by age AND automatically removes these files from the shuttle disk has been implemented.   This greatly increases the size of the directory   structure which you can support with a single floppy.

      * Capability to specify filtering by file attribute (read-only, hidden, system, archive) has been added in the Inc/Exc dialog.

The "Mismatched Alias" Problem - This problem arises from Win '95's need to form an 8.3-style filename, called an "alias", for each LFN file in order for the file to be usable with the still-prevalent 16-bit applications and on non-LFN compatible systems. Unfortunately, Win '95 does not track aliases across directories.   This means that the file ThisIsALongFileName.TXT may have the alias ThisIs~1.TXT in its original directory, but, when copied to another directory or to a second PC, may have the alias ThisIs~2.TXT.   This could happen if the second directory already contains a file such as ThisIsAnotherLongFileName which has already used the ~1 slot.   WinUpD8R contains

code that checks for this situation as well as special code that will, if possible, assure that the LFN's and their aliases remain "in sync" across different directories and/or PCs.

WinUpD8R v4.2 remains affordably priced at $29.95 plus $3.00 S&H.   Requires Microsoft Windows v3.1 or Win '95.   WinUpD8R is available on CompuServe in the WINUTIL Forum, Library 18 - Sponsored Vendors, as file UPD8R.ZIP; from America Online in the Windows Forum as UPD8R_42.ZIP; and from Open Window's web site at http://www.openwindow.com.

Multiple-copy Licenses

The following discount schedule applies to purchases of multiple licenses for **WinFlash** or **WinFlash Educator**.   These are **non-concurrent** licenses - i.e. one must be purchased for each computer or terminal which will be able to access **WinFlash** or **WinFlash Educator**.

WinFlash Pricing:

```
# Copies        Incremental $/Copy        Cost For Maximum Of Range
    1                 $24.95            $    24.95
    2-10              $18.71            $   193.34    ($24.95 + (9 x $18.71))
   11-20              $12.48            $   318.14    ($193.34 + (10 x $12.48))
   21-50              $ 8.73            $   580.04    ($318.14 + (30 x $8.73))
   51-200             $ 6.74            $1,591.04     ($580.04 + (150 x $6.74))
  201-1000            $ 6.24            $6,580.56     ($1,591.04 + (800 x $6.24))
```

As an example, for a 65-license pack the cost would be calculated as:

$580.04(For first 50) + 15x$6.74(for next 15, totaling 65) = $681.14

WinFlash Educator Pricing:

```
# Copies        Incremental $/Copy        Cost For Maximum Of Range
    1                 $39.95            $    39.95
    2-10              $29.96            $   309.61    ($39.95 + (9 x $29.96))
   11-20              $19.98            $   509.36    ($309.61 + (10 x $19.98))
   21-50              $13.98            $   928.84    ($509.36 + (30 x $13.98))
   51-200             $10.79            $ 2,546.81    ($928.84 + (150 x $10.79))
  201-1000            $ 9.99            $10,536.86    ($2,546.81 + (800 x
$9.99))
```

As an example, for a 65-license pack the cost would be calculated as:

$928.84(For first 50) + 15x$10.79(for next 15, totaling 65) = $1090.69

Please contact Open Window for a quote on license packs greater than 1000 licenses.

Obtaining Support

Users of **WinFlash** or **WinFlash Educator** may obtain support by contacting **Open Window** via US Mail (the slow way) at:

Open Window
P.O. Box 49746
Colorado Springs, CO 80949-9746

or by e-mail at :

support@openwindow.com

_____

This program is produced by a member of the Association of Shareware Professionals (ASP). The 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

157-F Love Ave.
Greenwood, IN   26142
USA

FAX 616-788-2765

or send an e-mail message   to omb@asp-shareware.org

Open Window's Guarantee

A registered user of any Open Window program is entitled to a full refund of their registration fee if they are not satisfied with the program they have registered. Send a letter to Open Window requesting a refund (we'd like to hear why, but that's not a requirement) and stating that you will discontinue all use of the program upon receipt of your refund. It's as simple as that - no questions asked.

This guarantee is valid only for products purchased directly from Open Window and does not apply to Open Window products purchased through third-party distribution channels. In these cases, the third party's warrantee is in force and they should be contacted with regard to refunds or exchanges.

🖼️ Options Menu

Clicking Options brings up the tabbed Options Dialog which contains the pages listed below.   This menu item is only enabled when a .FLS file is open.

Colors & Fonts controls the independent background colors of the Main Window, the Question Dialog and the Answer Dialog.   It also controls the fonts used for displaying the primary text for the Question and, independently, the Answer.   The fill-in-the-blank edit box also uses the appropriate font, matching the upcoming Answer.

Directories controls where WinFlash's dialog boxes initially "point" when they are opened and where WinFlash will automatically look for associated files.

Pair Order allows the user to select the ordering and content of the pairs to be chosen from the overall deck for the upcoming study session.

Q&A Modes allows the user to chose one of WinFlash's four primary modes to use in learning the material: Ask All Questions Equally Often, Frequency Based On Priority List, Frequency Based On Range and Frequency Based On History. This page also contains the Settings Common To All Modes panel which controls the A First, Followed By Q, Include Disabled Pairs, Display Answer After __ Seconds and Resume Previous Session On Opening .FLS File options.

View covers a mix of options pertaining to Auto-Pilot, Enabling Hints, Comments, Graphics & Audio/Video Files, Questions-Only, Graphics Scaling, Text Centering, Delete Confirmation, Q&A Window synchronization and Case-checking for Fill-In-The-Blank answers.

OK

This pushbutton closes the Options dialog and stores the new settings if there are no conflicts with the error-checking routine.   If there are conflicts, a message is displayed and the Options dialog remains open to allow you to correct the problem.

Cancel

This pushbutton closes the Options dialog, ignoring any changes that were made while in the dialog   except Q&A Mode's **Re-enable All Pairs In This File**   which takes effect as soon as the pushbutton is pressed.

Help

This pushbutton opens Help to the topic corresponding to the currently-selected page in the Options dialog.

📰 Ordering Information

To place your order, click on <u>Fill Out Order Form</u> and complete the information requested.   Print the form (or cut and paste it into an e-mail message)   --   then mail, fax, e-mail or phone in your order!

Note: There is a $15.00 additional handling charge when using a corporate or institutional Purchase Order for an amount less than $100.00.   To avoid this charge please use a check or credit card rather than a Purchase Order when placing orders for amounts under $100.00.

CompuServe members may register WinFlash through the SWREG service (GO SWREG) using ID#12631 (WinFlash),   ID#13073 (WinFlash32) or ID#16770 (WinFlash Educator) for an additional 15% service charge.

Item	Price
Registered Copy Of WinFlash v5.1	$24.95
Registered Copy Of WinFlash32 v5.1**	$24.95
Registered Copy Of WinFlash Educator v5.1**	$39.95
Registered Copy Of WinJottr v2.0	$14.95
Registered Copy Of WinKillr v1.1	$14.95
Registered Copy Of WinPrice v1.0	$ 9.95
Registered Copy Of WinUpD8R v4.2	$29.95

For multiple-license discount pricing <u>Click Here</u>

Upgrade Pricing For Registered Users Of Previous Versions

From	To	Price
WinFlash v4.0 or earlier	Current version of WinFlash*	$9.95
WinFlash v4.0 or earlier	Current version of Educator**	$19.95
Current version of WinFlash	Current version of Educator**	$14.95

*   Please specify whether you want the 16 or 32 bit version when upgrading
** Requires Windows '95/98 or NT

Shipping and Handling charges are $3.00 for US/Canada/Mexico and $5.00 for all others

The Shipping and Handling fee will be waived if you indicate on your order that you do not wish to receive a disk.   In this case you MUST include your e-mail address to receive your registration code

TO ORDER BY PHONE

Dial 800-531-0403 or 719-531-0403 and be ready with the following information:

Your Name
Your Address
Your Phone Number
Your E-mail Address
Item(s) You Are Ordering
Your Credit Card Number (Visa or MC only)
Credit Card Expiration Date

TO FAX, MAIL OR e-MAIL YOUR ORDER:

fax to:

800-531-0403 or 719-531-0403

or mail to:

Open Window
P.O. Box 49746
Colorado Springs,   CO   80949-9746

or e-mail the information to:

sales@openwindow.com

Other Open Window Products

Other products developed by Open Window include:

WINJOTTR™ v2.0

Designed exclusively to **streamline your note-taking**. Easy to use; keep it constantly open and position it anywhere - uses < 10% of an SVGA screen - size is now adjustable. **Short-cut keys** for **DateStamp**, **Calculator**, **Auto Dialer**, **Elapsed Time**, **QuickFiles**, **Glossary** and common **Edit Commands**.

More About WinJottr v2.0

Ordering Information

WINPRICE™ v1.0

Lets you **quickly** enter Quantity, select Units and enter Price for each of two **purchase alternatives**.   WinPrice then analyzes the numbers, performs the necessary Unit and Quantity **conversions** and provides you with a determination of which choice is the most **cost-effective** and by what percentage.
More About WinPrice v1.0
Ordering Information

WINUPD8R™ v4.2

Finalist in previous year's **PC Magazine's Shareware Awards**, WinUpD8R automatically keeps multiple PCs 'UpD8ed' to the most current file versions using floppy disks (or any other removable media) as the transfer medium - also works across Windows networks and the new Win '95 Direct Cable Connection. Ideal for keeping work and home (and laptop) machines "in synch". This major upgrade adds **new power**, flexibility and pizzazz to WinUpD8R.
More About WinUpD8R v4.2

Ordering Information

Pair Order

The Pair Order page allows the user to control the ordering and content of the pairs to be chosen from the overall deck for the upcoming study session by setting the options below.   These choices apply to all four of the main Q&A modes.

Repetition allows the choice of one of the following modes:

One Pass

In this mode, **WinFlash** keeps track of each pass through the Q&A files.   After each available Question has been asked at least once, the user is given a choice of continuing or closing the current Q&A file.

Continuous

This mode allows   Q&A pairs to be reviewed indefinitely without querying the user at the end of a pass.

In both modes, **WinFlash** tracks the pairs remaining unasked in each of the possible sets from which pairs are being drawn.   For instance, in Frequency Based On Priority List mode, pairs are drawn from both Priority and non-Priority pairs based on the Frequency setting.   Consider a 10-pair deck of which pairs 9 and 10 are on the priority list and the Ask A Priority Question frequency is set to 75%.   Assuming the Order setting is Numerical and Direction is Forward, the following sequence of pairs might result:

9, 1, 10, 2, 3, 9, 4, 5, 6, 10, 9, 10, 7, 8

If Order were set to Random, the sequence might be:

10, 2, 9, 7, 3, 10, 4, 6, 9, 5, 10, 9, 8, 1

Because of the higher frequency weighting for Priority pairs, they are asked 3 times as often on a per-pair frequency as are the non-Priority pairs and hence repeat their cycle within a single complete cycling of the non-Priority pairs.   Clear as mud, eh??   This same type of behavior pertains to the other two Q&A modes where the Frequency Setting is considered: Frequency Based On Range and Frequency Based On History.

Repeats of the same pair number are locked out except for the case where there is only one pair in the group selected and the Frequency for that group is set to 100%.

Order allows the choice of one of the following modes:

Numerical

In this mode **WinFlash** presents the Q&A pairs to the user in numerical order within the chosen group - see above.

Random

In this mode **WinFlash** selects each Q&A pair to be displayed from the chosen group at random - see above.

Direction allows the choice of one of the following modes when Order is Numerical - it has no effect when Order is Random:

Forward

In this mode **WinFlash** presents the Q&A pairs to the user in increasing numerical order within the chosen group.

Reverse

In this mode **WinFlash** presents the Q&A pairs to the user in decreasing numerical order within the chosen group.

Range allows the choice of one of the following modes:

Use Entire File

In this mode **WinFlash** selects from the entire deck, with Disabled pairs included or not depending on the setting of Options|Q&A Modes|Include Disabled Pairs.

From Question __ To __

In this mode **WinFlash** selects ONLY from within the numeric range indicated - UNLESS the Q&A mode is Frequency Based On Range - in which case this setting defines which pairs are inside the Range (these numbers, inclusive) and which pairs are outside the Range.   **WinFlash** then proceeds to pick from BOTH groups depending on the Frequency setting.

Use Named Range

In this mode **WinFlash** chooses ONLY from pairs within the selected category   - UNLESS the Q&A mode is Frequency Based On Range - in which case this setting defines which pairs are inside Range (those pairs matching the category) and which pairs are outside the Range.   **WinFlash** then proceeds to pick from BOTH groups depending on the Frequency setting.

Print Dialog

The Print dialog contains the following options for printing your card decks:

Style

Three styles are available - a text-only table, text-only cards and graphic images of the actual Q&A dialogs that are shown on the screen.   The graphic images can take quite a while to print - especially on slower printers.

Print Range

All includes all cards in the deck, even the disabled ones.

Use Current Range prints the same subset of cards that would be displayed in a regular session run-through based on your settings in <u>Options</u>. You can use this mode to, for instance, print out a set of cards from just one of the categories in the deck.

Single Test Sheet outputs a single sheet containing as many of the pairs at the front of the deck as will fit on a page in the selected style.

Card Options

This chooses whether or not to print on both sides of the page when making your cards. The option is forced to single-sided when in Table mode.

!!!! PLEASE BE SURE THAT YOUR PRINTER WILL NOT BE HARMED IF YOU CHOOSE TO USE THE TWO-PASS OPERATION !!!!

Open Window cannot be responsible for problems caused by this two-pass operation. Consult your printer's owner's manual if you have any doubt!

If it is not advisable to print on both sides of the page, just choose Print One Side.   This will array the Q's and A's side-by-side (above and below on the 1X2 size setting).   You can then make your cards by simply folding the two joined parts of the pair in half, yielding a two-sided card.   You may also want to use this approach if you want your cards to be heavier than those resulting from two-sided printing.

Size

This allows the choice of three different card sizes:

1x2 is the largest size, printed as the top and bottom halves of the page in portrait mode.   This yields either one card per sheet (Print One Side) or two cards per sheet (Print Both Sides).

2x2 is the next smaller size, printed to the four quadrants of the page in landscape mode.   This yields either two cards per sheet (Print One Side) or four cards per sheet

(Print Both Sides).

2x3 is the smallest size, printed as two columns of three positions.   This yields either three cards per sheet (Print One Side) or six cards per sheet (Print Both Sides).

Bottom Margin

This edit box allows you to enter the height of the bottom margin for use in Table mode. It is ignored when printing cards.   Use this setting to prevent the table from running off the bottom of the page when printing pairs with lengthy Q or A's and/or when using large font settings.

You'll need to experiment a bit with this setting to find what produces the best results for a given deck and set of Q and A font settings.

🖥️ Problems?

Some of the problems users have encountered are listed here.   If your problem isn't addressed, please feel free to contact Open Window   as described in the Obtaining Support section.

I'm trying to use .WAV file with a Question, but I don't get any sound from my computer when this Question comes up.

There are MANY possible reasons that this can happen.   To make sure that your computer is set up properly to play .WAV files, try double-clicking on the file TADA.WAV in **WinFlash**'s ..\EXAMPLES directory while in File Manager or Explorer.   This should open the Sound Recorder Windows applet.   Play the file by pressing the > button.   If this also does not produce a sound, see your Windows documentation on loading drivers to support system sounds.   Similarly, if the problem is with a .MID file, try double clicking on the file BALLGAME.MID in the directory above in File Manager or Explorer. Make sure that Options|View|Enable Audio/Video is checked.

If you don't have a sound card or speakers but would like to use **WinFlash**'s sound capabilities, Microsoft publishes a public domain driver that uses the PC's own speaker that can be obtained from many bulletin boards.   Obviously the quality is not very high, but it's a start.   A copy of this driver is included on the disk sent with the **WinFlash** registration package.

I'm trying to include a .BMP or .WAV file as a Question or Answer, but I get an error message saying "The .BMP (or .WAV) Path Referenced In Question #... In [name of the Q&A file], [name of the .BMP (or .WAV) file] does not exist".

This error is most often caused by entering the file manually rather than selecting it in the Editor's browser.   It can also be caused by having changed the location of the .BMP file or the selections in the Directories page of the Options Dialog since the card deck was created.

I'm creating my own .BMP files with the Windows PaintBrush applet, but when I try to use the file in WinFlash, the image either does not appear or only a portion of it appears, even though the size of the WinFlash dialog box is more than large enough to display my image.

PaintBrush saves a very large file by default, not knowing how large the "white space" included with your image is.   To keep down the .BMP file size and have   your image centered within it,   select the rectangular Cut tool (the scissors with the rectangular dotted box) and position a box that encloses your image the way you wish to see it framed in **WinFlash**.   Next select Edit|Copy To from the menu and enter the filename you wish to use for the .BMP file.   This will result in a compact file that will display properly in **WinFlash**.

I created a large .FLS file using a regular ANSI editor and after editing it with the WinFlash Editor, many of the pairs are missing.   What happened??

The problem here is that if **WinFlash** doesn't recognize some of your input as valid Q&A pairs, it will not load them.   Then, if you edit some of the content that WAS loaded, **WinFlash** will write back to the .FLS file ONLY THOSE PAIRS IT "UNDERSTOOD".   To help protect against this problem, **WinFlash** creates a backup of the current .FLS and .FLD files when it starts, storing them as the same name with extensions of .~LS and .~LD, respectively.   If you catch a problem BEFORE IT IS PROPAGATED TO THE BACKUP FILES, you can recover your data by erasing the primary files and renaming the backups to the original .FLS and .FLD extensions.   The bottom line is: YOU MUST BE VERY CAREFUL WHEN EDITING OUTSIDE THE WINFLASH EDITOR!!

I'm trying to use a "%" character in one of my fill-in-the blank answers, but it causes problems.

Because WinFlash uses the % character internally to separate the Question or Answer from "tags" if they exist, it will cause problems if used in any of the multiple choice answer or fill-in-the-blank answer text.   It can be used safely in the "main" Question or Answer text - i.e. the text shown in the large edit box in the editor.   See .FLS and .FLD File Formats for more information.

I'm using the File Save Immediate setting in the editor and when I return to my .FLS file, WinFlash doesn't return to where I was when I entered the editor.

Because File Save Immediate actually closes and then reopens your .FLS file for each save operation, you'll need to enable the Options|Q&A Modes|Resume Previous Session On Opening .FLS File feature to have **WinFlash** return you to the proper spot in your file after closing the editor.

When I create .FLZ and .FLS files, I can't easily select the correct one when working with the File|Open and other file-handling dialogs because the file extension isn't displayed.

Because **WinFlash** and **WinFlash Educator** now work with multiple file types, it is important to be able to see file extensions in the file-handling dialogs.   This attribute is controlled by a setting in Windows Explorer.   If you DON'T see the .fls, .flt and .flz extensions in the File|Open dialog, click Changing Explorer's Extension Settings for instructions on how to change the settings on your computer.

I'm using the Create Composite .FLS File dialog, but I can't get my selections to transfer to the Output Panel using the red "down arrow".

This is caused when a deck has identical text for all questions.   No text is considered identical, as in the case where the question is just a graphic with no text entered.   To work around this problem, check the Allow Duplicates checkbox at the bottom of the dialog.

Q&A Modes

The first section of the Q&A Modes   page allows the user to select one of the four available **WinFlash** operating modes:

Ask All Questions Equally Often

In this mode, all Questions are asked with the same frequency. See <u>Answer Dialog</u> for information on Disabling/Re-enabling Question/Answer pairs.

Frequency Based On Priority List

In this mode, Questions ON the Priority List   are asked with a relative frequency equaling the percentage in the Frequency edit box. The remaining Questions are asked the rest of the time.

For example, if Frequency = 75, a given Question ON the Priority List will be asked three times as often as a given Question NOT on the Priority List.

Frequency Based On Range

When using this mode, Questions whose number (in the Q&A file) is greater than or equal to the number in the From Question edit box and less than or equal to the number in the To Question edit box   are asked with a relative frequency equaling the percentage in the Frequency edit box.

For example, if Frequency = 75, a given Question IN the Range will be asked three times as often as a given Question NOT in the Range.

Frequency Based On History

When using this mode, **WinFlash** keeps a record of the user's performance on each Q&A pair within the Q&A file and categorizes each Question as Unlearned, Short Term Learned or Long Term Learned. Thresholds in time and number of correct responses for promoting a Q&A pair to the next level are user-configurable as are the relative frequencies of appearance of each category.

The second section of the   Q&A Mode page allows the user to make use of the features described below:

Answer First, Followed By Question

This check box allows you to reverse the order of the Question/Answer sequence. This is especially useful in foreign language vocabulary drills, where you are seeking to build bidirectional recognition of the word pairs.

Because of the many-to-one confusion factor that would result, it was decided that Multiple Choice pairs would **not** be reversed in this mode, but would be displayed in

their normal sequence.   Fill-In-The-Blank pairs will reverse in this mode **if** only a single FIB answer has been provided - thus maintaining a one-to-one relationship between Q and A.

Include Disabled Pairs

This check box allows you to include previously Disabled pairs in the study session. This also allows access to the Disabled pairs so individual disabled pairs can be Re-enabled without Re-enabling the entire group.

Display Answer After _ Seconds

This check box enables the timer feature of **WinFlash**.   It is usable with any Q&A mode and simply "presses" the default button in the Question dialog after the number of seconds that you enter into the associated edit box.   The delay value can be from 1 to 60 seconds.

Of course, for Multiple Choice and Fill-In-The-Blank answers, an "automatic" click will usually result in an incorrect answer.   You can use this property to implement an interesting "beat the clock" session to liven up your studies on occasion!

Resume Previous Session On Opening .FLS File

This check box causes **WinFlash** to start the session with the next unasked pair from the deck's previous session.   In effect "resuming" the previous session.

Mode-specific Frequency Settings

This pushbutton brings up a dialog tailored to the current Q&A mode that allows setting the frequency for the session and for History mode, the promotional "hurdles".   Select the mode of interest below to see a description of the   Options dialog associated with the corresponding Q&A mode:

Frequency Based On Priority List
Frequency Based On Range
Frequency Based On History

Re-enable All Q&A Pairs In This File

This pushbutton re-enables any currently-disabled Q&A pairs in the current card deck.

Question Dialog

This dialog box displays the current Question.   Its position and size are stored in the .FLD file at the end of a Q&A session and this setting used when the file is reloaded.

The Question dialog is made up of six components as further described below starting at the top of the dialog:

Title Bar

Contains the file name of the currently-loaded .FLS file (card deck).

Status Bar

Click Question Dialog - Test Mode to see how the dialog is modified when taking Winflash tests (.FLT files).

Starting from the left, the Status Bar contains the following data and controls:

Category - Contains the Category of the currently-displayed Question if one has been entered - **History** in the bar above.   Otherwise displays "Category".

Pair Number - Displays the number of the current pair - **9** in the bar above - as well as the following color-coded information:

> **In Frequency Based On Priority List Mode:**
> Red   - Pair is ON Priority List
> Green   - Pair is OFF Priority List
>
> **In Frequency Based On History Mode:**
> Red   - Pair is Unlearned
> Yellow   - Pair is Short Term Learned
> Green   - Pair is Long Term Learned

Unasked Pairs Remaining In This Pass - The count of how many pairs remain to be viewed - **2** in the bar above - in the selected group.   In non-Ask All Questions Equally Often modes, the count reflects the remaining pairs in the group set to the highest frequency.   For example, if you're in Frequency Based On Priority List Mode and you have the frequency set to 75%, the count will represent the number of Priority pairs remaining.   If the frequency were set to 25% the count would represent the number of non-Priority pairs remaining.

Total Pairs This Session - The count of how many pairs have been viewed - **18** in the bar above - since the deck has been opened OR since the session statistics have been

reset - by right clicking on the status bar and selecting Reset Status Bar Statistics.

Total Correct Answers This Session - The count of how many pairs have been correctly answered - **16** in the bar above - in the period described in Total Pairs This Session.

Total Incorrect Answers This Session - The count of how many pairs have been incorrectly answered - **2** in the bar above - in the period described in Total Pairs This Session.

Percentage Of Correct Answers This Session - The percentage of correctly answered - **89%** in the bar above - pairs in the period described in Total Pairs This Session.

The statistics are updated when the **next** Question is displayed - i.e. they represent the status at the end of the **previous** Q&A pair.

Hint Button - This button indicates the presence of Hints when it is enabled.   Each press of the button or keying of the Ctrl-h shortcut displays another of the available hints in sequence.   The sequence can be repeated by continuing to press the button.

Multi-Media Controller - This is enabled by an audio/video file associated with the Question.   The buttons use the standard VCR-type code and are, from left to right, Play, Pause and Stop.   Press Stop first to enable the Play button.

Text Display

The text portion of the Question (if any) is displayed in the left half of the central portion of the dialog if there is a graphical component to the Question and in the entire central portion in the absence of graphical content or if Options|View|Enable Graphics is unchecked.

Long text entries which do not fit within the Text Display can be scrolled by using the scroll bars or by using the PageUp and PageDown keys.

Pop-up Menu

Right-clicking the mouse anywhere in the text portion of the display will bring up a pop-up menu allowing the following choices:

      Options - Opens the Options dialog
      Edit Current Q&A Pair - Opens current pair in the **WinFlash** Editor
      Delete Current Q&A Pair - Removes the current pair from the deck
      Go To Pair... - Opens a dialog allowing you to enter the number of a pair to jump to
      Insert New Q&A Pair - Adds a pair immediately following the current pair and opens it in the **WinFlash** Editor

Graphics Display

The graphical portion of the Question (if any) is displayed in the right half of the central portion of the dialog if there is a textual component to the Question and in the entire central portion in the absence of textual content.   Display of associated graphics files can be suppressed by unchecking Options|View|Enable Graphics.

A displayed graphic can be zoomed to full-screen by single-clicking on it.   Another click on the full-screen display returns the display to normal.

Answer Entry Bar

This part of the screen can be one of three types:

Standard - The bar only contains a Display The Answer button. Click it or press Enter to display the <u>Answer Dialog</u>.

Multiple Choice - The bar displays a numbered button for each of the possible Multiple Choice answers shown.   It also displays All Of The Above and None Of The Above buttons. Indicate your answer by clicking on the appropriate button or typing the number, "a" (All) or "n (None)". This will move you to the <u>Answer Dialog</u> where you'll find out if your answer was correct.

Fill-In-The-Blank - The bar contains an edit box in which you type your answer.   When it is completed, click on the Check My Answer button or press Enter. This will move you to the <u>Answer Dialog</u> where you'll find out if your answer was correct.

Question Dialog - Test Mode

This dialog box displays the current Question when using a test (.FLT) file.   This section of Help maintains the same format as the regular Question Dialog section and highlights the differences when using **WinFlash** in the test mode.

Warning!! Important Note!! Once the test is saved, it CANNOT be opened again using the same Student ID.   This is a security measure to prevent "retaking" the test to gain more time or to amend answers after having had time to check outside references.   So, be SURE you've reviewed your answers before closing the test!! (Test files WINFLS51.FLT and COMPOUT1.FLT are "excused" from this rule, allowing multiple sessions for the purpose of "practicing" using the test engine.)

Note : To Close The Test And Save The Results:

Type Alt - F4 - i.e. hold down the Alt key while hitting the function key F4 (standard Windows "quit" shortcut)

   OR

Click on the "x" in the upper right hand corner of either the Question dialog or the **WinFlash** main window

OR

Click Save Results & Exit on the **WinFlash** main menu or type its shortcut Alt - x.

The Question dialog is made up of six components as further described below starting at the top of the dialog:

Title Bar

Contains the file name of the currently-loaded .FLT file (test deck).

Status Bar
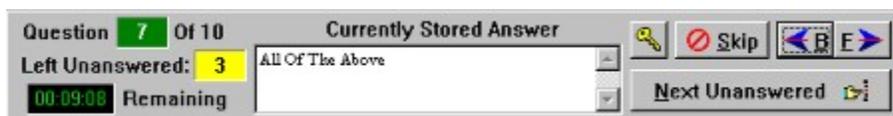
Starting from the top left, the Status Bar contains the following data and controls:

Question Number - Displays the number of the current question - **7** in the bar above. Its background is green if there is an answer already stored for the question and red if there is not.

Questions Left Unanswered - The count of how many questions remain unanswered - **3** in the bar above.

Time Remaining - Time remaining for the test - only visible if the .FLT file has been created with a time limit.   A warning dialog will appear when only two minutes remain. When time expires, a message will appear announcing the end of the test.   When this dialog is closed, the .FLR result file will be automatically saved and the test closed.

Currently Stored Answer - The answer currently stored for this question.   Allows for quick review of answers by using the Backward and Forward browse buttons.   The answer does not need to be reentered when moving to the next question.

Hint Button - This button indicates the presence of Hints when it is enabled.   Each press of the button (the Ctrl-h shortcut is inoperable in Test Mode) displays another of the available hints in sequence.   The sequence can be repeated by continuing to press the button.

Skip - Skips over the question without storing an answer.   Clears the current answer if one was previously stored.

Backward Browse - Moves to the previous question without altering the stored answer of the current question.

Forward Browse - Moves to the next question without altering the stored answer of the current question.

Next Unanswered - Moves to the next unanswered question in the test without altering the stored answer of the current question.

Text Display

The text portion of the Question (if any) is displayed in the left half of the central portion of the dialog if there is a graphical component to the Question and in the entire central portion in the absence of graphical content or if Options|View|Enable Graphics is unchecked.

Long text entries which do not fit within the Text Display can be scrolled by using the scroll bars or by using the PageUp and PageDown keys.

Pop-up Menu

The pop-up menu and the main window's memo are disabled in Test Mode.   The only menu item available is Save Answers & Exit located on the main window.

Graphics Display

The graphical portion of the Question (if any) is displayed in the right half of the central portion of the dialog if there is a textual component to the Question and in the entire

central portion in the absence of textual content.   Display of associated graphics files can be suppressed by unchecking Options|View|Enable Graphics.

A displayed graphic can be zoomed to full-screen by single-clicking on it.   Another click on the full-screen display returns the display to normal.

Answer Entry Bar

This part of the screen can be one of two types:

Multiple Choice - The bar displays a numbered button for each of the possible Multiple Choice answers shown.   It also displays All Of The Above and None Of The Above buttons. Indicate your answer by clicking on the appropriate button or typing the number, "a" (All) or "n (None)".

Fill-In-The-Blank - The bar contains an edit box in which you type your answer.   When it is completed, click on the Enter My Answer button or press Enter.

ShortCut Keys

WinFlash provides several shortcut keys that can be used from anywhere in the program simply by holding down the control key (Ctrl on the keycap) and typing the associated shortcut key.   Below is a list of these shortcuts you may want to print for reference while you are learning them:

Alt-esc - Brings the main window to the front.   Handy if you want to access the menu but the main window is buried behind a Q or A

Ctrl-a - Opens the current card deck to the current pair in the **WinFlash** Editor

Ctrl-e - Opens the current card deck to pair 1 in the Editor

Ctrl-g - Opens the Go To Pair dialog box or, if the Editor is open, moves the cursor into the edit box for entering the pair to jump to.   In either case, Enter will complete the move to the pair after typing in the pair number

Ctrl-h - Clicks the Hint or Comment button in the Question or Answer dialog, respectively.

Ctrl-i - Opens the current card deck with a new Pair ready to edit in the Editor inserted immediately following the current pair

Ctrl-m - Moves to the memo control in Editor

Ctrl-n - Moves to next pair in Editor

Ctrl-o - Brings up the File|Open dialog

Ctrl-p - Moves to previous pair in Editor

Ctrl-q - Closes and saves the open card deck

Ctrl-t - Opens the current .FLS file in the NotePad editor

Software License Agreement

DISCLAIMER AND LICENSE AGREEMENT

All subsequent uses of the term **WinFlash** refer generically to both the **WinFlash** and **WinFlash Educator** programs.

Users of **WinFlash** accept this disclaimer of warranty:

WinFlash is supplied as is.   The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of WinFlash.

WinFlash is a "shareware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please give them the original FLASH.EXE (FLASH32.EXE) (or FLASE.EXE for **Educator**) setup files so that they will have all of the necessary support files and the benefit of automated program installation. The essence of "user-supported" software is to provide personal computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.   If you find this program useful and wish to continue to use **WinFlash** after the trial period (30 days or 30 uses, whichever is LONGER), you must make a registration payment of $24.95 ($39.95 - **WinFlash Educator**) (plus S&H) to Open Window.

For individuals, the registration fee will license one copy for use on any one computer at any one time.   You must treat this software just like a book.   An example is that this software may be used by any number of people and may be freely installed on multiple computers, so long as there is **no possibility** of it being used at one location while it's being used at another - just as a book cannot be read by two different persons at the same time.

For corporate, institutional or government use, the registration fee covers a single, non-server,   machine per license only.   Open Window offers a generous discount on <u>multiple-copy licenses</u>.

While distribution of the intact shareware version is encouraged, users are prohibited from distributing registered copies of the software.   In addition, users may not modify the program's executable file in any way.

Anyone distributing **WinFlash** for a fee of any kind must read the conditions in the VENDINFO.DIZ file distributed with this application.

Important Note:

WinFlash includes .GIF graphics technology covered by the LZW patent licensed from Unisys Corp.   IF YOU USE THE .GIF GRAPHICS CAPABILITIES OF WINFLASH, THE FOLLOWING ADDITIONAL LICENSE REQUIREMENTS PERTAIN:

1. The license allows the use of the software on only a single computer or workstation which is not used as a server.

2. The licensing of WINFLASH does not entitle the user to any other uses of LZW technology.

🖼️ **Step-by-step Tutorial**

WinFlash v5.1 works with **WinFlash** Q&A source files having a .FLS extension. Each .FLS file has a companion file with the same name and a .FLD extension. This file is automatically created and maintained by **WinFlash** and should not require any editing by the user. Both files are simple ANSI text and **can** be created and edited with any word processor capable of outputting pure ANSI. We recommend, though, that you work with the built-in **WinFlash** editor to create and maintain your card decks. See Tips On Using The WinFlash Editor and the New... section of File Menu for reference.

WinFlash v5.1 can also use the compiled file formats .FLZ (study) and .FLT (test). The .FLZ file acts just like a .FLS file except that it cannot be edited, while the .FLT file format changes **WinFlash** into a test-taking engine and saves the results to an encoded .FLR file.

.FLR (result) files are only readable by **WinFlash Educator**.

For those interested in the internal structure of the .FLS and .FLD files, please see the topic .FLS And .FLD File Formats. .FLZ, .FLT and .FLR are proprietary formats not editable outside of **WinFlash** and hence are not documented in Help.

The file loaded by the Demos menu selection, Regular Source (.FLS) File, WINFLS51.FLS, is a working example of the type of file you will create for use with **WinFlash**. A valid .FLS file contains a minimum of 3 and a maximum of 5000 Q&A pairs.

Also included in the example directory are WINFLS51.FLZ - a sample compiled study file and WINFLS51.FLT - a sample test file, both created using **WinFlash Educator** and identical to the output of sessions 6. and 7. listed below under **WinFlash Educator**. These files can also be opened from the Demos menu.

Since the best way to learn a new tool is to use it, we've developed eight learning sessions to familiarize you with **WinFlash**.

After completing these brief exercises, you'll have a good understanding of how to apply **WinFlash** to your own learning and/or teaching challenges. Click on the appropriate topic below to begin learning **WinFlash!**

1. Your First WinFlash Card Deck! - Create a new card deck and quickly develop a small, text-only review of New England's state capitals.

2. Hints, Comments & More!! - Starting with the deck completed above, adds hints, comments, multiple choice and fill-in-the-blank features to the deck.

3. Bring On The Multi-media!! - Complete your first deck by adding sound, graphics and video files.

4. <u>Take A .FLT-file Test</u> - Explore **WinFlash**'s built-in test engine by taking the test on the Demos menu.

The additional step-by-step sessions below will help you learn to apply the extra features of **WinFlash Educator**.

5. <u>Create A Composite .FLS File</u> - Use the powerful file merging, filtering and ordering tools to build a new file by combining pairs from two of the example decks.

6. <u>Create A Compiled Study File</u> - Compile a study file from the composite .FLS file created in Tutorial 5.

7. <u>Create A Compiled Test File</u> - Compile a test file from the composite .FLS file created in Tutorial 5.

8. <u>Grade A .FLR Result File</u> - After taking the test in Tutorial 4, open the results file and see how you fared.

🖼 Strategies For Using Educator

The core concept behind **Educator**'s design was to enable   a common set of materials to produce both study aids and tests, including the capability to auto-grade the test results.

This leads to using .FLS files as the main repository of the course content; .FLZ files for distributable study aids, .FLT files for testing and .FLR files for storing the test results.

It will be very helpful to set up an organized directory structure to facilitate the creation and management of the various files that will be involved.   Here's an example structure for using WinFlash/Educator for supporting a French language class:

```
C:\Program Files\WFEducator
                |
                |--French
                |       |
                |       |--Source
                |       |
                |       |--AVFiles
                |       |
                |       |--Study
                |       |
                |       |--Test
                |       |
                |       |--Result
                |
                |
                :
                :
                :
                :
                Other Class' Directories
```

This will produce paths such as C:\Program Files\WFEducator\French\Source.   If you'd prefer shorter paths to work with you can put the structure under something like C:\Courses, yielding C:\Courses\French\Source, etc.

Assuming you have .WAV audio files and .GIF graphics that you'll be using with your study materials, you'd put these in the AVFiles directory.   Set the Options|Directories paths for Graphics and Audio/Video in **Educator** to point to this directory.   Remember you'll need to change these settings if you work in multiple classes, each with a different set of AV and Graphics directories.   You may also elect to have only ONE set of AV and Graphics directories, containing the files for ALL of your projects, thus saving switching the settings when moving back and forth. See Directories.

The .FLS source files would be kept in the Source directory.   Perhaps you've decided to create one .FLS file for each chapter in the course's textbook.   You'd then produce a Compiled Study (.FLZ) File from each .FLS file and make these available to the students while they are studying the corresponding chapter.   After their creation, the .FLZ files (and a copy of the supporting .FLD file, if necessary) would be moved to the Study directory. See <u>Creating Compiled Files</u> and the Tutorial segment <u>Create A Compiled Study File</u>.

Tests for each chapter would be created from the same .FLS files, either using the entire file or a subset of the questions derived with the help of the Composite File Creation tool.   These files would be stored in the Test directory and copied to the machine(s) used in administering the tests prior to their use by the students. See <u>Creating Compiled Files</u> and the Tutorial segment <u>Create A Compiled Test File</u>.

If possible, setting the test's Result (.FLR) file directory to a common, mapped drive accessible by all of the machines used to administer tests will greatly simplify the test grading operation, since ALL of the results will appear in a single directory, rather than having to collect the result files from each machine (of course this requires that the test machines be networked with the destination machine).

I hope you've found these suggestions for using **Educator** helpful.   If you've developed your own "tricks" for using **Educator**, please send them to me via e-mail and I'll add them to the "Users Tips" section below for the next release!

Users' Tips

Use a Student ID (used to create the name of the .FLR file) that will make it easy to group test results.

I find using the 5-character date format followed by the three characters of the student's initials results in FLR files that are naturally grouped together by test.   I.e. MAR15JRW might be the student ID issued to John R. Wilson for a test to be administered on March 15th.   When ordered in the destination directory, all the MAR15xxx files will be grouped together, making it easy to move them to another directory, delete or perhaps ZIP them up for saving in a History directory.

📇 **Strategies For Using WinFlash**

Short-term Topics

For quick-hitter needs such as learning 20 French vocabulary words for a test tomorrow morning try the following approach:

1. Create a text-only deck using Fill-In-The-Blank pairs.   Make sure you provide only ONE FIB answer for each pair.   This will let you use the **A First, Followed By Q** option to study the pairs in both "directions".

2. Make several passes through the deck, both with and without **A First, Followed By Q** set.   It's best to use the **Ask All Questions Equally Often Mode** and the **Random** setting at this stage so as not to become dependent on the order of the pairs for "clues".

3. Take periodic breaks from concentrating on **WinFlash** - let your mind relax and come back to it again in 10-15 minutes.

4. As you feel that you know "most of the pairs", disable pairs that you feel "sure" of for the next few passes.

5. Every few passes, select **Options|Q&A Modes|Include Disabled Pairs** and Re-enable any pairs that you miss on that pass.   Turn **Include Disabled Pairs** back off and continue.

6. Once you're quite confident with all the pairs, re-enable all the pairs and select the **Options|Q&A Modes|Display Answer After __ Seconds** mode - starting off with 20 seconds.   If you can get all the pairs without a miss, move down to 15, then 10 and finally 5 seconds.

7. All done?   Great!   Go to bed early and you'll be ready to ace that exam in the morning!!

What are the general guidelines in the approach above?   Get a general grip on the material first.   Repeat the material in both "directions", if possible.   Prefer the FIB mode, since writing (typing)   the answer helps you learn the material more quickly than just reading it.   Take periodic breaks to avoid "burning out".   Once you have a good grasp of the material, work on your recall speed.

Medium-term Topics

For bigger learning projects with a time horizon of a week to a month you can afford to invest a bit more time in constructing the deck itself.   You might wish to include graphics and/or audio/video material as well as utilize the Hints & Comments capability

of **WinFlash**.   You will probably also be adding pairs to the deck "as you go" and studying the material in multiple sessions.

1. Consider organizing the material by using the Category information field for each pair. If you're studying several chapters over the time period, you could use the chapter numbers as categories or there may be some other logical way of breaking up the information.   In any case, if you use Categories, it will give you a way of studying subsets of the information.

2. You may wish to use the **Frequency Based On Priority List** mode, especially if your material contains "must know" nuggets that are more important than the average of the material being studied.   Put these important pairs on the Priority List and set the Frequency so that you are asked these pairs at a rate you deem appropriate for emphasis.

3. Each time you add new material, you can focus on that new material for a while by either selecting it as based on Category or as based on Numerical Range in **Options| Pair Order**.

4. Keep spending time reviewing the entire deck, while spending focused time as described in #3 on a regular basis.

5. Alternatively, you may wish to employ the **Frequency Based On History** mode. It will keep track of your performance on all of the pairs and "promote" them to Short Term Learned and then Long Term Learned categories.

You can set the Frequencies such that you review the pairs you don't know on a more frequent basis, while still being exposed to Short Term and Long Term Learned pairs as well.

Try mixing in the various settings in **Options|Pair Order** as well as the **A First, Followed By Q**, **Display Answer After ___ Seconds**, **Auto Pilot** and **Q Only** settings to keep some variety in your sessions.

Long-term Topics

For   learning projects with a time horizon of a   month to a quarter or more, you'll really need to break your material up into manageable sections.   You can do this using multiple decks or, if 100 categories is sufficient, within a single deck.   I've found it helpful to actually write out a schedule of which parts of the material I plan to study when, to assure a reasonably even application of study time across the material.

I always use the **Frequency Based On History** mode for this type of project, as it helps give a measure of progress by checking the percentages (shown in File|Statistics) of Unlearned, Short Term Learned and Long Term Learned pairs as you progress through the material.

Again, as with the medium term projects, I suggest focusing on newly-added material for a few sessions each time new material is added and then resuming a "round-robin" review of various sections or categories until you again add new material.

I hope you've found these suggestions for using **WinFlash** helpful.   If you've developed your own "tricks" for studying with **WinFlash**, please send them to me via e-mail and I'll add them to the "Users Tips" section below for the next release!

Users' Tips

This user has a unique way of utilizing the **Frequency Based On History** mode to track short-term progress:

One of my favourite methods of learning is to go through a Range of Q/As. First I reset all questions to Unlearned. Thus when I answer a question correctly twice (setable), the question is upgraded to Short Term Learned. Once all questions are upgraded, I select another Range.

Another user combines **Frequency Based On History** mode and **Frequency Based On Priority List** mode in the following fashion:

I use "Priority" as a means of isolating Q/A pairs which are more difficult to remember while I am working in Frequency Based On History mode. Then I switch to "Frequency based on Priority/ Ask a priority question=100%" to concentrate only on the Priority questions...

📃 Taking A .FLT-file Test

For WinFlash Educator Users:

To maintain continuity in the Tutorials, we suggest that you skip this one for now and proceed to   Create A Composite .FLS File.   You will be asked to return to this segment after completing your own creation of a .FLT-file test in Tutorial 7.

For "standard" WinFlash Users:

 In this segment we'll explore **WinFlash**'s built-in test engine by taking the test on the Demos menu.

1. Start WinFlash and click on Compiled Test (.FLT) File in the Demos menu.

For WinFlash Educator Users Who Have Completed Tutorial 7:

 In this segment we'll explore **Educator**'s built-in test engine by taking the test you created in Tutorial 7 - Create A Compiled Test File.

1. Start WinFlash and open COMPOUT1.FLT in the ..\EXAMPLES subdirectory.

The remaining steps are the same for both WinFlash and Educator users:

Note: Before continuing, you may wish to look at the Question Dialog - Test Mode topic to familiarize yourself with the Test Mode status bar and its controls.

2. Enter "winflash" (without the quotes) in the password dialog that appears and click the OK button.   This will produce an Introductory Comments dialog with the text "This is a sample test for WinFlash Educator.   After you have completed the test, click on the "x" in the upper right hand corner of the Question dialog or hit Alt-F4.   You have 10 minutes to complete the exam."   **Educator** users will recognize this from Tutorial 7 <G>. Click OK.

3. Enter your name in Last, First format in the Student Name dialog.   Click OK.

4. Enter "winflash" (without the quotes) as your 8-character Student ID in the Student ID dialog.   Click OK.

Note: Normally, you'd want to use a more meaningful ID, as this is used to create the filename of the output .FLR file.   For example, you might use the student's three initials preceded by the five-character alphanumeric date - e.g. MAR10JRW for Joseph Richard Wilson taking a test on March 10th.   This will make the files easy to spot for later grading.   Of course, any scheme resulting in an 8-character alphanumeric can be used.   Be sure to use ONLY letters and numbers in the scheme to ensure a legal DOS-based filename that can be handled by a 16-bit system should the need arise.

5.   Now we'll actually "take" the test.

Note that the background of the Question number displayed is initially red, indicating that the question has not been answered.   Directly below this display is the Left Unanswered box, showing how many questions remain to be answered.   In our example, there's a "time remaining" display as well.   If the Test File is created without a time limit, this display would not be shown.

The currently stored answer is used for review and shows the answer that will be saved when the test is completed.   Questions are answered in the same manner as Multiple Choice and Fill-In-The-Blank pairs are answered in normal **WinFlash** operation.

You may skip a question, leaving it unanswered OR removing the currently-stored answer by clicking the Skip button.   Move backward or forward through the questions using the blue "browser" arrows, or seek out the next unanswered question by clicking on Next Unanswered.

Work through the four questions and, when you're done, save your results.

Warning!! Important Note!! In general, once a test is saved, it CANNOT be opened again using the same Student ID.   This is a security measure to prevent "retaking" the test to gain more time or to amend answers after having had time to check outside references.   So, be SURE you've reviewed your answers before closing the test!! (Test files WINFLS51.FLT and COMPOUT1.FLT are "excused" from this rule, allowing multiple sessions for the purpose of "practicing" using the test engine.)

The test can be ended by clicking on the "X" in the upper right hand corner of the Main dialog or the Question dialog or typing Alt-F4 (the standard Windows "quit" shortcut).

You've completed the .FLT file and saved the results!!

If you are using **WinFlash Educator**, the final tutorial segment will show you how to open and use the Result (.FLR) File created in this segment.   If you'd like to move to this segment now, click Grade A .FLR Result File.

Test File Options

When compiling a Test (.FLT) file, **Educator** includes the source (.FLS) file's current settings for the options below in the .FLT file for use during the test.   All other normally-settable options are forced to an appropriate state by **WinFlash** or **Educator** when opening a .FLT file.

Be certain to use font selections which will be available on the machines where the .FLT file will be used.

Center Text
Check Case In Fill-In-The-Blank Answers
Do Not Scale Graphics
Question Window Size & Position
Main Window Color
Question Background Color
Answer Background Color
Question Font
Answer Font (For use in Fill-In-Boxes and report generation)
Enable Hints
Enable WinFlash Program Tips
Enable Graphics
Enable Audio/Video

Tips On Composite File Creation

Here are some tips we've come across which will help make your creation of Composite .FLS files more efficient.   See <u>Creating Composite .FLS Files</u> for additional information.

Creating Composite Files To Be Used As The Input For Test (.FLT) File Creation

When creating source files to use for testing, you need to remove any "standard" questions.

1. Open the source file you wish to use as the Primary file.
2. Select Create Composite Source (.FLS) File from the Educator menu.
3. Choose the desired Secondary File from the Open dialog that appears.   Even if you only want pairs from the Primary file, you must still select SOME file as the Secondary File.   You may then proceed to ignore it <u><G></u>...
4. Open the Primary File Filter Settings dialog by clicking on the "hand" icon on the Primary File Input Panel.
5. Clear the "Included" entry in the Status column next to Standard Pairs by clicking on it.
6. Make any other desired filter settings.
7. Close the Primary File Filter Settings dialog.
8. Repeat 5 - 7 for the Secondary File, if needed.
9. Move the desired pairs to the Output grid.
10. Save the file to its new name by clicking the Save Output As... button.

Creating Composite Files With A Set Number Of Pairs From Each Category In A Source File

You might want to do this in preparation for creating a test deck with equal representation from each category in a larger source file.

1. Open the source file you wish to use as the Primary file.
2. Select Create Composite Source (.FLS) File from the Educator menu.
3. Since you only want pairs from the Primary file, select any other .FLS file from the Open dialog - you won't use it, but one must be selected.
4. Open the File Filter Settings dialog by clicking on the "hand" icon on the Primary File Input Panel.
5. Move all but the first category to the Excluded Categories list box.   If the output file is to be used as the source file for creating a .FLT file, clear the "Included" entry in the Status column next to Standard Pairs by clicking on it.
6. Close the File Filter Settings dialog.
7. Enter the desired number of pairs from this category in the Add edit box on the Primary File Input Panel.
8. Click the Add button.
9. Reopen the File Filter Settings dialog
10. Make the *second* category the only Included Category.

11. Close the File Filter Settings dialog.
12. Click the Add button.
13. Repeat steps 9-12, making each category, in its turn, the Included Category.
14. Save the file to its new name by clicking the Save Output As... button.

Creating Composite Files Using Pairs From More Than Two Source Files

If you need to create a composite file from several sources, use this approach:

1. Open the first source file as the Primary file.
2. Select Create Composite Source (.FLS) File from the Educator menu.
3. Choose the second source file from the Open dialog that appears.
4. Select the pairs you want from these two sources and create an output file by clicking the Save Output As... button.
5. Open the *new output file* created in step 4 as the Primary file.
6. Select Create Composite Source (.FLS) File from the Educator menu.
7. Choose the third source file from the Open dialog that appears.
8. Move *all* of the pairs in the Primary file to the Output grid by clicking its *blue* "down arrow".
9. Select the pairs from the third source file you wish to add and move them to the Output grid.
10. Click Save Output As... and save the file under the same name used in step 4.
11. Repeat steps 5-10, selecting each additional source file desired as the Secondary File each time.

Using The Composite File Tool To Create Several Smaller Files From One Large File

Let's say you have a vocabulary file, GERMAN.FLS with 300 pairs that you want to break up into six 50-pair files for your students to study.

To create them with the pairs in the same order as they are in GERMAN.FLS:

1. Open GERMAN.FLS as the Primary file.
2. Select Create Composite Source (.FLS) File from the Educator menu.
3. Choose any .FLS file as the second source file from the Open dialog that appears.
4. Select the first 50 pairs in the Primary grid and transfer them to the Output grid by clicking the red "down arrow".
5. Save these as GERMAN1.FLS.   Close GERMAN1.FLS when it opens and reopen GERMAN.FLS as the Primary file.
6. Repeat steps 2. through 5. for the second through sixth 50 pairs, saving the results as GERMAN2.FLS through GERMAN6.FLS

If you'd rather have the smaller files each contain a random (but unique) set of pairs from the parent file:

1. Open GERMAN.FLS as the Primary file.
2. Select Create Composite Source (.FLS) File from the Educator menu.
3. Choose any .FLS file as the second source file from the Open dialog that appears.
4. Enter 300 in the Primary grid Add edit box and click the Add button.
5. Save the Output grid as GERMANT.FLS (T for Temporary).

Perform the Steps 1-6 in the FIRST section, but replace GERMAN.FLS with GERMANT.FLS.   You will now have six .FLS files each containing 50 randomly-selected pairs from the parent file without any duplication or missing pairs between the new files.

📇 Tips On Using The WinFlash Editor

We recommend using the built-in **WinFlash** Editor to create and maintain your decks because it has its own error-checking that helps prevent bad data from making its way into your work.   We hope you'll also find that the Editor makes your work with your card decks efficient and productive.

The quickest way to become familiar with the use of the Editor is to step through the easy-to-follow project that starts with Your First WinFlash Card Deck!   You'll also note that the Editor is equipped with "program tips" that display in small yellow boxes when you let the mouse rest on a particular control.   These give a brief description of the purpose of each of the controls.   If you decide you've seen enough of these and wish them not to appear, they may be disabled in the Options|View dialog.

When building decks, it's quickest to learn the Shortcut Keys and use the tab key to move between edit boxes and leave the mouse alone.   For instance, if you were entering a vocabulary list, the sequence might go something like:

Open the editor.
Check Auto-save Edits and Auto-reset Page
Go to the last existing pair
Alt-i (Insert a new card)
Type in the Question - you're already focused in the Question edit box
Alt-a (Move   to Answer page);
Type in the Answer - you're already focused in the Answer edit box
Alt-i (Insert a new card)
           :
           :
etc.

As you can see - in this mode you need only type two additional keystrokes per pair (Alt-i and Alt-a) to continuously enter Q&A data.   Other shortcut keys that are helpful in the editor are:

Ctrl-g - Moves the cursor into the edit box for entering the pair to jump to.   Enter will complete the move to the pair after typing in the pair number

Ctrl-m - Moves to the memo control in WinFlash Editor

Ctrl-n - Moves to next pair in WinFlash Editor

Ctrl-p - Moves to previous pair in WinFlash Editor

View

The View page allows the user to set options in three groups:

Miscellaneous

Check Case In Fill-In-The-Blank Answers

Selecting this check box requires the user's entry to match in both character and case. Useful in language studies and other disciplines where capitalization is an important consideration.

Center Text

Selecting this checkbox causes the text display in both the Question and Answer dialogs to be centered.

Questions Only

Selecting this checkbox causes only the Question to be displayed - pressing any answer button results in going on to the next selected Question.

This function can be used in combination with the Answer First, Followed By Question checkbox on the Q&A Modes page to view only Answers, however Multiple Choice and some Fill-In-The-Blank Questions are not reversed.

Questions Only cannot be used when operating in the Frequency Based On History Mode.

Do Not Scale Graphics

Selecting this checkbox causes the graphics to be displayed at their original size. Scroll bars are added to the display window if necessary.   The primary use of this setting is to present graphics of material such as screen-captured equations and other font-based material which suffers from scaling.

Confirm Delete

Selecting this checkbox causes the program to request confirmation each time you delete a pair.

Q&A Windows Same Size And Location

Selecting this checkbox causes both the Question and Answer dialog to use the settings of the Question dialog.   Excellent for avoiding the "flashing" effect caused when the Q&A dialogs are out of alignment.

Hints, Comments, Tips & Associated Files

Enable Hints

Selecting this checkbox allows the Hints for the Question (if any) to be shown.

Enable Comments

Selecting this checkbox allows the Comments for the Answer (if any) to be shown.

Enable Graphics

Selecting this checkbox allows the associated graphics files to be shown.

Enable Audio/Video

Selecting this checkbox allows the associated audio/video files to be shown.   You can suppress error messages generated by using a deck with unsupported audio or video associated file types by deselecting this option.

Enable WinFlash Program Tips

Selecting this checkbox enables the "little yellow boxes" to pop up when your mouse rests on one of the controls that has a program tip associated with it.   You may want to deselect this once you've seen all of the tips a few times...

Auto Pilot

When checked, the Auto Pilot automatically shows Questions and Answers.   The display time for each is independently settable in the two edit boxes in this section. Display of statistics in the status bar is suppressed and the statistics are not incremented.

When operating in this mode, a small Stop sign appears on each Answer dialog. Clicking on this resets the selection of the Auto Pilot mode and stops the sequence of Q's and A's.   This is particularly handy when operating with the Q and A dialogs maximized!!

Auto Pilot cannot be used when operating in the Frequency Based On History Mode.

What's New In Educator v5.1?

WinFlash Educator v5.1 is the initial release of the "professional version" of **WinFlash**. **Educator** is **ONLY available** for **32-bit** operating systems (Win '9x or Windows NT), but the **files** it creates **can be used** with **either the 16- or 32-bit version** of **regular WinFlash**.

Note: Because Educator works with multiple file types, it is important to be able to see file extensions in the file-handling dialogs. This attribute is controlled by a setting in Windows Explorer. If you DON'T see the .fls, .flt and .flz extensions in the File|Open dialog, click Changing Explorer's Extension Settings for instructions on how to change the settings on your computer.

Educator contains all of the features of regular **WinFlash** plus the **following additional capabilities**:

Passworded access to the **Educator** features is provided as an option. This allows installation of **Educator** on machines which will also be used to administer tests.

Powerful new .FLS **file creation** feature (Educator|**Create Composite Source File**) **merges** pairs from two **already-existing .FLS decks**. **Filter by** only including specific **categories** and/**or** specific pair **characteristics** (disabled, priority, unlearned, etc.). **Pairs can be added** to the output deck from the pairs that pass the filter criteria **by manual selection** and/or by specifying that a **number of pairs** passing the filter criteria shall be **selected at random** and added to the output deck. See Creating Composite Source Files for more detail.

The capability to **create "compiled" .FLZ (study) files usable by WinFlash v5.1** or **WinFlash Educator**. These **files are compiled from .FLS (source) files** and **include ALL** of the **related multi-media and graphics files** supporting the study deck as well as the .FLS file itself - all **compressed into a single, easy-to-use** and easy-to-distribute **file**.

.FLZ files may be **passworded** if desired.

The ability to **create .FLT (test) files** usable by **WinFlash v5.1** or **WinFlash Educator**. .FLT files are **similar to .FLZ files** in that they are **compiled from .FLS (source) files** and include ALL of the related multi-media and graphics files supporting the study deck as well as the .FLS file itself. When opened, this type of file forces the program into Test Mode which includes:
- **Password**, **Student Name** and **Student ID** entry for the test file
- Display of "**Introductory Message**" containing any **specific instructions** for the test

- Status Bar including:
  - **Elapsed time display** (if there is a time limit on the test)
  - "**Two minute warning**" during timed tests
  - Display of currently-stored answer (for review)
        - Count of **remaining unanswered questions**
  - "**Go To Next Unanswered Question**" function
  - Forward and Backward **browse buttons**

 Educator (but not regular WinFlash) will **open .FLR result files** created when closing the .FLT test file and **provide** the following **information**:
  - Student name
  - Name of test
  - Date test was administered
  - 8-character student ID identifying the test result file
  - Number of questions in the file
  - Number of correct answers
  - Number of skipped answers
  - Percentage score based on (Correct/Total)*100%
  - Percentage score based on ((Correct-Incorrect)/Total)*100%

 View (5-column display) **or print** results array showing **above statistics** and one of **two array options**:
  - A **3-column display** in portrait format with **question number,**
        score and the **actual answer given**, if any.
  - A **5-column display** in landscape format with **question number,**
        score, question text, the **actual answer given**, if any and '
        the **correct answer**.

 Print out **formatted tests** from the current .FLS file **if a written exam format is needed**.   "Standard" pairs can be included in the printed tests (.FLT files must contain only Multiple-choice or Fill-in-the-blank pairs - easily selected using the **Create Composite Source File** capability).

What's New In WinFlash v5.1?

WinFlash v5.1 is an interim upgrade incorporating the following new features and enhancements.   Both 16- and 32-bit versions are available.

Note: Because WinFlash now works with multiple file types, it is important to be able to see file extensions in the file-handling dialogs.   This attribute is controlled by a setting in Windows Explorer.   If you DON'T see the .fls, .flt and .flz extensions in the File|Open dialog, click <u>Changing Explorer's Extension Settings</u> for instructions on how to change the settings on your computer.

The ability to **administer .FLT (test) files** created by the **new WinFlash Educator v5.1** has been added.   Test mode includes:
- **Password**, **Student Name** and **Student ID** entry for the test file
- Display of "**Introductory Message**" containing any **specific instructions** for the test
- Status Bar including:
    - **Elapsed time display** (if there is a time limit on the test)
    - "**Two minute warning**" during timed tests
    - Display of currently-stored answer (for review)
             - Count of **remaining unanswered questions**
    - "**Go To Next Unanswered Question**" function
    - Forward and Backward **browse buttons**

Completed tests are **saved to encoded .FLR (result) files** that can be **automatically graded** by **WinFlash Educator**.

The capability of using **"compiled" .FLZ (study) files** created by **WinFlash Educator v5.1**.   These files include ALL of the related multi-media and graphics files supporting the study deck as well as the .FLS file itself - all **compressed into a single, easy-to-use** and easy-to-distribute **file**.

Pairs can now be **added/removed from the Priority List** when **in any mode** - not just in Frequency Based on Priority List mode.

Clicking on a **no-longer-existing file** in the Used File List now **removes that file** from the listing.

Confirm Delete option (Default - ON) has been added to Options|View - Miscellaneous to **guard against accidental pair deletion**.

"**Downcount**" of remaining pairs in pass now **reflects ONLY** the pairs remaining in the **highest-frequency category**.

Problem that prevented "running" a .FLS file from a Win '95 shortcut or by double-clicking in Explorer has been fixed.

Several usability improvements have been made in various facets of program operation.

Wrong answer display when jumping to a new pair using Ctrl-g has been fixed.

"Bugs" that could cause storage errors when working in the editor in v5.0 have been fixed.

Note: Old v3.1 .FLS files will work just fine with v5.1.   Simply open them with the new program and the new .FLD file will be automatically created the first time you open the file in v5.1.   If you are sure you will have no need to use the file again in v3.1, you may strip the non-Q/A related info from the back of the .FLS file as this is no longer used by WinFlash.   Version v4.0 and v5.0 files are fully compatible with v5.1.   However, files created with newer versions may NOT be backward compatible when used with older versions.

Why Register?

In addition to supporting the author's continued enhancement of **WinFlash** your registration fee will bring you:

1. The Latest Version Of **WinFlash** or **Educator**

2. The current library of **WinFlash** pre-built files which, at the time of this release included:

> ARTHMT.FLS - Learn To Add And Subtract Through 10's
> CAPITL.FLS - Learn Your U.S. Capitals
> ELEMEN.FLS - Learn The Chemical Symbols For The Elements
> EXPLORE.FLS - Learn The World Explorers' Names, Discoveries And Dates
> STABBRV.FLS - Learn The U.S. State Abbreviations
> TMSTBL.FLS - Learn Your Times Table Through 12X12
> USPRES.FLS - Learn The Names And Terms Of The US Presidents

3. Free Support Via e-mail Or US Mail For 12 months

4. Registration ID Removing Time/Usage Limitations AND Personalizing **WinFlash** or **Educator** With Your Name!

5. Notification Of Discounts On Future Upgrades

WinFlash 1.1

was an interim release adding the following new feature:

Ability to redisplay the Question after viewing the Answer. Allows for checking for understanding of the Question or another attempt at the Question and subsequent check of the Answer. This cycle can be repeated as many times as the user wishes

WinFlash 2.0

was a major upgrade adding the following new features and capabilities:

Customized dialog boxes provide easy-to-understand operation

Priority List associated with each Question/Answer file tracks Questions which the user desires to be asked more frequently

Questions can be added to the Priority List when viewing the Answer

Questions can be Disabled for future use when viewing the Answer

Both the Priority List and the Disabled Question Settings can be reset from the Priority List Options dialog box

A Range of Questions from the overall Question/Answer file may be asked more frequently. This is useful when the file has been segmented into topic areas or when new Questions have been added to the file

The Frequency with which Questions on the Priority List or within the Range are asked can be varied from 1 to 99 percent of the time in the Priority List Options dialog box

The current Question file name is displayed in the Question and Answer Dialog title bars

WinFlash 2.1

was an interim upgrade adding the following new features and capabilities:

Ability to ask the Answer first, followed by the Question. This relatively minor change adds so much to the program's capabilities as a vocabulary exerciser that I felt it should be released immediately, rather than waiting six more months for the next major upgrade

Added more detail to the dialog and menu descriptions in the Help documentation

Changed the display of the name of the Q/A file in the Question and Answer Dialogs' title bars from the full file path to the 8/3 filename at the suggestion of an esthetics-minded user.

Minor cosmetic adjustments to the dialog boxes.

WinFlash 3.0

Was a major upgrade adding the following new features and capabilities:

Graphics & Sound!! - You can now include .BMP files (graphics) and .WAV files (sound) as integral components in your Q&A files. Multimedia has made it to the realm of flashcards!!

Frequency Based On History Mode - This new operating mode keeps a record of the user's performance on each Q&A pair within the Q&A file and categorizes each Question as Unlearned, Short Term Learned or Long Term Learned. Thresholds in time and number of correct responses for promoting a Q&A pair to the next level are user configurable.

WinFlash Q&A pairs can now be created using any available Windows font. Color is also supported. Now you can use the REAL national alphabets for your foreign language studies!

New Q&A files may be created from within **WinFlash** using the NotePad editor and the current Q&A file may be edited "on the fly" for easy rephrasing, typo correction and clarification of Q&A files while they are being used.

Background colors are now independently settable for the **WinFlash** main window, Question Dialog and Answer Dialog.

Statistics on the current Q&A file are now available by selecting the File|File Statistics... menu item.   This selection also allows screening of the current Q&A file for gaps in the sequence of Q&A numbers.

A regular textual Q or A can be displayed concurrently with the playing of an audio Q or A.

Improved formatting capabilities have been added. Hard carriage returns and centering are now available for improving the "looks" of your Q&A files. The new Qn= and An= format also provides for a much more readable Q&A file and the MaxQuestion entry is no longer required (a user chided me regarding having to tell the computer how many Questions there were in the file <u><G></u>).

To assist students who are using files prepared by teachers or other third parties in their studies, it is now possible to copy the Question, Answer or both to the Windows clipboard for disposition as the student wishes (perhaps to compile a list of "need to study" Questions for further evaluation).

Number of Q&A pairs allowed within a Q&A file has been increased to 300.

A new database structure has been developed that stores the following information

for each Q&A pair on   a corresponding data line added to the end of the Q&A file:
> - Date of last "promotional" event in Ask Frequency Based On History Mode

> - Number of correct responses during the current day

> - The number of correct responses since the creation of the Q&A pair

> - Number of incorrect responses during the current day

> - Number of incorrect responses since the creation of the Q&A pair

> - Number of days that the number of correct responses needed to promote a Q&A pair form Short Term Learned to Long Term Learned has been achieved

> - The current status of the Q&A pair: 0 = Unlearned; 1 = Short Term Learned; 2 = Long Term Learned

> - Membership on the Priority List (adds 1 to entry) and Disabled status (adds 2 to entry)

Registration validation has been simplified by adding a dialog accessible from the Register Now selection which allows direct entry of the Name and Registration Number of the user.

New One Pass feature in Ask All Questions Equally Often mode which keeps track of each pass through the Q&A files.   After each Question has been asked once, it is temporarily disabled until each Question has been asked one time.   At this point the user is given a choice of continuing or closing the current Q&A file.

New Numerical feature in Ask All Questions Equally Often mode which presents the Q&A pairs to the user in numerical order, rather than the normal random sequence. This option can be used in combination with the One Pass option, giving a mode where each Question is asked once in numerical order.

Liven up your study sessions by working "against the clock"!   The Display Answer After __ Seconds check box selection in the Q&A Mode dialog box gives the user up to 60 seconds to come up with the Answer, after which it automatically displays the Answer.

Greatly improved ability to operate the program from the keyboard for those who prefer this method of interaction to using the mouse.   All standard "accelerators" are now supported.

New Q&A file format improves readability of the Q&A file and provides enhanced statistical capabilities.   An automatic conversion program, **FlashCon**, for older Q&A files is available as a registration bonus to registered users.

Improved tolerance to "out of bounds" operational conditions - for instance, selecting Frequency Based On Priority List Mode when there are no Questions **on** the Priority List no longer produces an error message. **WinFlash** merely defaults to using the Ask All Questions Equally Often algorithm until a Question **is** added to the Priority List.

WinFlash v3.1

WinFlash v3.1 was released primarily to make available new improvements to the way the program selects the Q&A pairs.   **WinFlash v3.0** had some performance problems when choosing a pair from a category containing only one (or a very small number of) Q&A pair(s) from a file containing many Q&A pairs.   In the History Mode, for example, the first pair promoted to Short Term Learned would appear to turn up much too frequently after its promotion and, depending upon the speed of your computer, might take a considerable time to appear each time it was chosen.

Let's take an example.   Say the Q&A file contains 100 Q&A pairs and the Frequency settings are at 75%, 20% and 5% for Unlearned, Short Term Learned and Long Term Learned, respectively.

While all 100 pairs are Unlearned, they appear at random (even though there may be repeats - this has also been fixed in v3.1 - almost no back-to-back repeats of the same pair!).   As soon as the first pair is promoted to Short Term Learned it begins to appear 20/95 of the time, since it's the ONLY pair in that category.

A new algorithm has been developed which automatically "tunes" the setting for each category so that the frequency of appearance is what you expect, regardless of the number of pairs which occupy each category.   This algorithm has been applied to all three of the multi-category Q&A modes.   You may want to readjust the Frequency settings you currently have set for your files in light of these improvements.

In addition, the function used to choose a pair from the selected category has been rewritten for improved "randomness".

A new installation program, SETUPWF.EXE is now included within the archive file, so installation of **WinFlash** into Windows' Program Manager or other shell is now quick and easy.

The on-line Help for **WinFlash** has been reedited and expanded and the registration procedures have been simplified - including the listing of a new 800 number for voice or faxed phone registrations.

A "bug" which could cause **WinFlash** to "hang" if File|Statistics was selected while **WinFlash** was displaying an Answer is now fixed.

WinFlash 4.0

WinFlash v4.0 was a major upgrade incorporating the following new features and enhancements:

A full **WYSIWYG** forms-based **editor** has been added - **no more ^'s** for hard carriage returns!   No need to deal directly with the .FLS file at all any more!!   Fully compatible with v3.0 and later .FLS files

Now you can **print your decks** as real two-sided flashcards, complete with graphics for study when you're away from your computer!

Multiple-choice questions (up to six choices plus the infamous All Of The Above and None Of The Above) are now auto-checked by the program.

Fill-In-The-Blank questions (up to six possible "correct" answers allowed) are also auto-checked.

Question and Answer window **sizes and positions** are now   **user-adjustable** by dragging.   The positions are remembered by each card deck so different settings can be used as best   suits the contents of the deck.

Text, graphics AND sound can now ALL be used in the same Question and/or Answer. Added support for .**AVI "movies"** and .**MID synthesizer files**.

Graphics are **auto-sized** to fit window size.   **Zoom pictures** to full-screen by clicking the image.

Old WinFlash files are automatically updated to the new format - just open them with the new version - only the fonts need to be reset on the first use.

Hints (for the Question) and **Comments** (for the Answer) can be provided (up to three) and their presence automatically indicated to the user.

The **maximum size** of a card deck has been greatly expanded - to **5000 Q&A** pairs.

Support for both **named categories AND numeric ranges** is now provided.

Most-recently-used-**file pick list** has been added to the file menu.

WinFlash can be associated with .FLS files and will run on double-clicking a .FLS file in Program Manager or Explorer.   This also allows you to **create icons for your card decks**.

Auto-pilot feature allows **hands-off review** of decks with user-settable, independent, Q and A delays.

WinFlash 5.0

WinFlash v5.0 was a major upgrade incorporating the following new features and enhancements.   Both 16- and **32-bit** versions are available.   If you're a current **WinFlash** user, see the note at the end of this topic about using your **v3.1** or **v4.0** files.

The **WYSIWYG**   forms-based **editor** is now resizable and has received many improvements to ease deck creation and editing.   Pairs can now be **inserted at any point** in the deck and **deleted** from within the editor.   Support for the **Charmap** applet has been added to make inserting characters not available from the keyboard quick and easy.   A **Find capability** has also been added.

Printing has been greatly improved and expanded.   You can now print single- or double-sided flashcards in sizes from **one per sheet** (single-sided fold-over; 1/2 sheet size) **to six per sheet** (double-sided, 1/6 sheet size).   Cards can **include the graphics** or be printed as **text-only (much faster)**.   Pairs can also be printed out in **tabular format**.   Any sub-set of pairs that can be selected for study use can also be selected for printing.

Graphic file format support has been expanded to include the popular **BMP**,**CMS**, **ICO**,**GIF**,**JPG**,**PCX**, **PNG**, **SCM** and **WMF** file types.   Scaling can also be disabled if it is desired to display the graphics at a fixed size.
   Note : Due to the conditions of our license with Unisys, the GIF capability in the unregistered mode is limited to displaying one .GIF image per WinFlash session.

Audio and Video file format support has been expanded to include the popular **AVI** and **MOV** video file types and the **WAV**, **RMI** and **MID** audio file types.

Decks may now contain up to **100 different Categories!**

Q&A pair **order and sequencing** have been made much **more flexible**. Numeric/Random, Forward/Reverse, Answer First, One Pass/Continuous, Named and Numeric Ranges can all be used in combination.   Also, **0 and 100 percent are now allowable** entries for the various frequency settings.   The **random** pick mode has been further refined by making sure there are no repeat picks from each "bucket" (say Priority and Non-Priority pairs) until all pairs in the "bucket" have been asked.

Remaining unasked pairs in the current pass is now displayed on the status bar.

A **Resume** feature has been added, allowing the session to be continued from the point at which it was last closed.

Question and Answer window **sizes and positions can be synchronized** to

match perfectly, if desired.

 Fill-in-the-blank mode can now be used **bi-directionally** (i.e. Answer first), greatly enhancing the program's effectiveness   for **language vocabulary study** and other one-to-one matching applications.

 Individual pairs may now be removed from the **priority list** or the **disabled list** without resetting the entire list.

 The number of **disabled pairs** and **priority pairs** has been added to **Statistics**.

 The messages announcing **pair promotion** in **Frequency Based On History** mode can now be **timed** (disappear automatically) or **suppressed altogether** - the color of the pair number in the status bar tells the pair's status.   V4.0 mode is also still available for those who prefer it.

 Most-recently-used-**file pick list** has been expanded to hold up to 9 files.

 Go To Pair function added to jump to a given pair number.

Note: Old v3.1 .FLS files will work just fine with v5.0.   Simply open them with the new program and the new .FLD file will be automatically created the first time you open the file in v5.0.   If you are sure you will have no need to use the file again in v3.1, you may strip the non-Q/A related info from the back of the .FLS file as this is no longer used by WinFlash.   Version v4.0 files are fully compatible with v5.0.

📰 WinFlash/ WinFlash Educator Help

WinFlash Revision History

WinFlash v5.1 is an interim upgrade incorporating the following new features and enhancements.   Both 16- and 32-bit versions are available.

The ability to **administer .FLT (test) files** created by the **new WinFlash Educator v5.1** has been added.   Test mode includes:
- **Password**, **Student Name** and **Student ID** entry for the test file
- Display of "**Introductory Message**" containing any **specific instructions** for the test
- Status Bar including:
  - **Elapsed time display** (if there is a time limit on the test)
  - "**Two minute warning**" during timed tests
  - Display of currently-stored answer (for review)
      - Count of **remaining unanswered questions**
  - "**Go To Next Unanswered Question**" function
  - Forward and Backward **browse buttons**

Completed tests are **saved to encoded .FLR (result) files** that can be **automatically graded** by **WinFlash Educator**.

The capability of using **"compiled" .FLZ (study) files** created by **WinFlash Educator v5.1**.   These files include ALL of the related multi-media and graphics files supporting the study deck as well as the .FLS file itself - all **compressed into a single, easy-to-use** and easy-to-distribute **file**.

Pairs can now be **added/removed from the Priority List** when **in any mode** - not just in Frequency Based on Priority List mode.

Clicking on a **no-longer-existing file** in the Used File List now **removes that file** from the listing.

Confirm Delete option (Default - ON) has been added to Options|View - Miscellaneous to **guard against accidental pair deletion**.

"**Downcount**" of remaining pairs in pass now **reflects ONLY** the pairs remaining in the **highest-frequency category**.

Problem that prevented "running" a .FLS file from a Win '95 shortcut or by double-clicking in Explorer has been fixed.

Several usability improvements have been made in various facets of program operation.

Wrong answer display when jumping to a new pair using Ctrl-g has been fixed.

"Bugs" that could cause storage errors when working in the editor in v5.0 have been fixed.

Problem that prevented "running" a .FLS file from a Win '95 shortcut or by double-clicking in Explorer has been fixed.

Several usability improvements have been made in various facets of program operation.

Wrong answer display when jumping to a new pair using Ctrl-g has been fixed.

"Bugs" that could cause storage errors when working in the editor in v5.0 have been fixed.

WinFlash 5.0

WinFlash 4.0

WinFlash 3.1

WinFlash 3.0

WinFlash 2.1

WinFlash 2.0

WinFlash 1.1

📰 Your First Card Deck - New England's State Capitals

Ok, let's get started! You might want to print out this help topic for easy reference. For subject matter we'll draw from the geography and history of the USA's New England states.   To create your first WinFlash card deck,   just follow the steps below:

1. Start WinFlash.

2. Click on the File|New menu item.

3. Change the directory selection in the Create New .FLS File dialog   to the EXAMPLES subdirectory of the directory where you installed WinFlash - this directory will have been created by the WinFlash install program.   When you are in the correct directory, the files box should show the files ONECAPS1.FLS, ONECAPS2.FLS and ONECAPS3.FLS. These files are provided for your reference and are "snapshots" of the file you'll be building as it stands at the end of the first, second and third sessions, respectively.

Enter the filename NECAPS   (**N**ew **E**ngland **Cap**ital**s**) in the highlighted Filename edit box in the Create New .FLS File dialog that appears and click the Save button - WinFlash will add the .FLS extension automatically.

If all goes as it should, the WinFlash Editor will appear,   open to the first Q&A pair in NECAPS.FLS.   What has happened here is that WinFlash has created a new .FLS file, named NECAPS.FLS, as well as its companion data file, NECAPS.FLD.   It has loaded the .FLS file with the minimum three Q&A pairs and filled in "dummy" text for the three questions and answers.   We are now ready to overwrite these "place holders" with our own information...

4. We'll be starting with questions about the state capitals, so we'll name the category of this first pair by typing *Capitals* in the edit box below the label "Category Of This Pair".

5. Select (by clicking and dragging with the mouse) all of the text in the   Editor's Text For Question edit window that begins "This is the first dummy question in the newly-created .FLS file...".   Now, while the text is selected (highlighted), type *Maine* .   This will have the effect of replacing the selected text with "Maine".

6. Either click the tab at the bottom of the Editor which says Answer Text with the mouse or type Alt-a (hold down the Alt key while typing the letter a - navigational key sequences will be shown as underlined throughout the three exercises).   Either action will result in moving to the Editor's Answer Text page.

Note that the other pages in the Editor can be selected in the same manner - Alt-q for Question Text, Alt-f for Associated Files and Alt-c for Comments.

7. As you did on the Question page, select "First dummy answer" on the Answer page and type in: *Augusta*.

8. Now click the right-pointing arrow at the lower right of the Editor or type Ctrl-n (hold down the Ctrl key while typing the letter n).   This will move us to the next Q&A pair, ready to edit that pair.

9. Replace "Second dummy question" with **New Hampshire**, then go to the Answer Text page and replace "Second dummy answer" with **Concord** - also add **Capitals** again by selecting it from drop-down Category combo box   (you only have to do this for the first three questions.   After that the previous Category will "carry forward" when a new pair is created - watch for this effect when you do step 13).

10. Move to Q&A pair 3.

11.   Replace "Third dummy question" with **Vermont**, then go to the Answer Text page and replace "Third dummy answer" with **Montpelier**. Pick **Capitals** in the Category edit box.

Well, that completes our replacement of the dummy questions, but what to do with Massachusetts, Connecticut and Rhode Island??   Time to add more Q&A pairs to the deck!!

12. Click the Insert button or type Alt-i.   Either action will bring up a new Q&A pair, pair 4, ready for us to edit.

13. Enter **Massachusetts**   in the Question and **Boston** in the Answer edit boxes.

14. Add Q&A pair 5 and enter **Connecticut** in the Question and **Hartford** in the Answer edit boxes.

15. Add Q&A pair 6 and enter **Rhode Island** in the Question and **Providence** in the Answer edit boxes.

16. Press the Close Editor button or type Alt-e.   Both will close the Editor.

17. Now click through your newly-completed file and check out your handiwork!   To finish saving your file, close it by clicking on the File!Exit This Q&A File menu item or press Ctrl-q.

Congratulations - You've created your first **WinFlash** card deck!!

The second exercise will use the deck that you've just created as a starting point.   If

you'd like to continue with that exercise now, just click <u>Hints, Comments & More!!</u>