# **Pauker Manual**

#### **Pauker Manual**

Version 1.8

#### Abstract

Pauker is a generic flashcard program. It uses a combination of ultra short-term, short-term, and long-term memory. You can use it to commit numerous facts to memory and never forget them ... things such as foreign language vocabulary, capitals, important dates, etc. This document provides an overview of the flashcard process, the usage and modification of the program.

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# **Chapter 1. The Flashcard System**

The flashcard system is an extremely efficient method for learning things by heart. Because of this, the method is popular among students of medicine, business administration, or law.

The system is extremely simple: Facts are separated into a "question" part and an "answer" part. The "question" part is written on the front side of the card, while the corresponding "answer" part is written on the reverse side of the card. Once several cards have been made, the learning process can begin.

To begin, several cards are taken from the batch and memorized quickly. This quick memorization should not last more than half a minute, and exercises your ultra short-term memory. After that, the cards are reviewed again by looking at the "question" part and "thinking" the correct answer. If you are correct, the card is placed in the next, or the short-term memory pile. However, if you have already forgotten the answer, the card returns to the "unlearned" pile. This step of the process should take no more than 15 minutes, or until you run out of cards.

Depending on the subject and your own learning capabilities, your short-term memory pile should now contain many cards. Repeating the above process again, you will try to move the cards from the "short-term" pile to the "long-term" pile. If you are correct, the card is promoted to the next pile. If you are incorrect, the card is again returned to the "unlearned" pile.

Even the best long-term memory fades with time. This is why cards in the long-term pile expire. Cards in the first long-term memory pile expire after just one day. At that time, they should be repeated to refresh yourself. If you are correct, the card is moved one pile further, into the second long-term memory pile. Like before, if you are incorrect, the card is returned to the "unlearned" pile. Cards in the second long-term memory pile have a much longer shelf life than the first long-term pile. This system can be continued with an arbitrary number of long-term piles.

Learning with the flashcard system is fun. Flashcards are only truly efficient if you write down a timestamp for every card moved to a higher batch. This part of the process kills the fun. Pauker takes care of this element for you, keeping the fun level high and enabling you to fully concentrate on "Pauking"!

# **Chapter 2. Usage**

This section explains how to start Pauker and how you can handle cards, batches, and lessons. Explanations for these terms are found above in the overview.

# 2.1. Starting Pauker

After downloading the version x.y.z of Pauker you start the program by clicking on the file paukerx.y.z.jar. On some systems you have to double-click the files you want to start. If both does not work you can execute the following command:

```
java -jar pauker-x.y.z.jar
```



There is a space between the command "java" and the option "-jar"!

# 2.2. Creating a New Lesson

When Pauker is started, a window appears similar to the following one:

🖻 Pau	ker v1.8			
<u>F</u> ile <u>E</u> xt	tra <u>H</u> elp			
	2			
Statistic	s			
	Summary	Not Learned	Ultra-	Shortterm
expired	0	The Learned	Shortter m-	Memory
total	0	0	0 0	0
<b>*</b> . <del></del>				
	(A)	Less	on descriptio	on
	S			
Ado	d new cards			
(				
Lear	rn new cards			
(				
Repeat	t expired car	ds		

With the "Add New Cards" button, new cards are added to the current lesson. Pressing this button will open a dialog similar to the one shown below:

🖻 Add new cards	
</td <td></td>	
Dialog 🔽 🔽 19 🖵 🖪 /	
Card front side	
even less	
Card reverse side	
Repeating method: 📳 Repeat by Typing 🔽	
— Similar cards —	
less is sometimes more	
keep dialog open OK Cancel	

The following card editing functions are available:



Basic Editing

These are the well known editing functions undo, redo, cut, copy and paste.



**Text Orientation** 

The left button sets the text orientation left-to-right, as needed e.g. by the most Western European Languages. The right button sets the text orientation right-to-left, as needed e.g. for inserting Arabic or Hebrew on a card side.



Because the TAB key is used here to navigate between the dialog controls this button is needed for inserting a TAB into a card side.



Split Orientation

Here you can configure if the card sides should be displayed side by side or on top of each other.

Dialog	-	18	-	В	1	AA
--------	---	----	---	---	---	----

Font properties

With these buttons the font, font size, bold, italic, font color and background color can be set per card side.

Below are two text fields for entering the front and reverse side of a card. The size proportion of the card front side to the reverse side can be adjusted by the slider between them. The repeating method of this card can be set by the combobox below. If "Repeat by Remembering" is selected you just have to "think" the card reverse sides and decide for yourself, if the answer was right or wrong. If "Repeat by Typing" is selected, you have to type in the reverse side of the card letter by letter when repeating the card.

At the bottom of this dialog is a list of cards that are similar to the current card. This helps preventing unnecessary multiple card inputs. If you do not like to see this list you can hide it with the small down arrow at the slider above.

Pressing "OK" will add the card to the current lesson batch in the unlearned pile. If you want to add several cards at once, you can select the checkbox "Keep Dialog Open".

## 2.3. Learning New Cards

Once you have entered in a batch of lesson cards, or loaded a previously generated batch into memory, the main window will look similar to that one shown below:

🕞 Currencies.x	ml.gz (Pauker v1.8)	
<u>F</u> ile <u>E</u> xtra <u>H</u> elp		
1 📔 📄		
Statistics		
Summary	Not Learned Ultra- Shortterm	
learned 0	Memory	
total 193	193 0 0	
Add new cards	ds	ntly changing. to this lesson r.net

Note that the "Learn New Cards" button will not be active until there are cards in the "unlearned" pile. When this button is clicked, Pauker will help you to get the unlearned cards into your long-term memory as described in the first section.

The lower half of the window will show the front and reverse sides of a card, and at the bottom a timer is shown. When you have memorized the current card, you can click the "Next Card" button to continue to a new card.

If the timer is more distracting than informative, you can hide it by deselecting the "Show Timer" checkbox.

If you want to pause the learning process you can simply click the pause button (at the lower left). If you want to cancel the learning process you can click the stop button next to the pause button, but be warned that all cards in both the ultra short-term memory and short-term memory will be moved back to the "unlearned" pile.

🖻 Currencies.xml	.gz (Pau	ker v1.8)			
<u>F</u> ile <u>E</u> xtra <u>H</u> elp					
Statistics					
Summary N	ot Learned	Ultra-	Shortter m		
expired 0		Shortter m-	Memory		
total 193	183	10	0		
-  ▲.▼					
-Please try to memorize t	his card!				
		Card front s	ide		
Azerbaijan		ard reverse	side		
Manat					
<u>A</u> 🗖 😧				Next	card 🕥
	Ultra-	Shortterm me	mory	Shortterm m	emory
show Time	er 1	1 / 18 Sec <mark>ond</mark>	S	0:11 / 12:00 /	vinutes

Once the time has run out for the ultra short-term stage, Pauker will move to the next stage and aid you in moving the information to your short-term memory. These two stages are cycled until all cards are learned, or time runs out. When the short-term time runs out, all cards are queried again and one "learning turn" is over.

# 2.4. Repeating Expired Cards

For calculating the validity time of a learned card Pauker uses the following formula:

validity =  $e^{batchnumber-1}$  days

When cards of the current lesson are expired, the button "Repeat Expired Cards" can be used. This will run through the expired cards as described above.

## 2.5. Editing Cards

If you click on a batch in the statistics, the cards it contains will be listed in the lower window section. A variety of card manipulation functions are available. They can be used by the following buttons:





To edit a card you must first select the batch containing the card in the statistics view. This will load the batch into the right side of the main window (see here [5]). After a card has been chosen, the edit dialog can be opened by pressing the Edit-Button. You can also doubleclick the card in the card list.



Set Font

By using this button you can set the font for selected cards. The following dialog opens:

🖻 Set font 🛛 🗆 🗙
Font
Dialog 🔽 13 🔽 B / A A
The quick brown fox jumps over the lazy dog.
Card side
🗉 💿 Front side
E 🔘 Reverse side
🗉 🔘 Both Sides
OK Cancel

With the upper buttons you can set the font, font size, bold, italic, font color and background color. The textfield contains an example with all letters of the alphabet for verifying your settings. With the lower buttons you can determine if the settings should be applied on the front side, the reverse side or both sides.



Set repeating method

By using this button you can set the repeating method for selected cards. The first variant is repeating by remembering, the second variant is repeating by typing the contents of the reverse side letter by letter.



Cards can be freely moved around within the piles. The blue arrow buttons will move the selected cards up and down in the pile order.



Sorting

The cards in a batch can be sorted by different properties. By using this button you open a popup menu in which you can set the sorting order and the sorting property as well.



wiixing

The mix button will put the cards into a random order, "shuffling" them.



Instant Repeating

With this button chosen cards can be repeated instantly. The cards will be moved onto the first batch and marked as expired.



Unlearn

Pressing the back button will move a card back to the unlearned pile. (If you have cheated and said that you knew the answer to a question that you actually forgot.)



Deleting

Cards can be removed with the delete key.



Searching

This button opens a dialog for searching cards in several ways.

## 2.6. Special characters

If you use Pauker as a vocabulary trainer for learning other languages, you most probably run into the problem of inserting special characters. Actually, this problem can not be solved by a normal application like Pauker but must be solved by the operating system you are using. Here we present approaches for some known operating systems:

### 2.6.1. GNU/Linux

GNU/Linux is a free operating system with a plethora of desktop environments to choose from. The most commonly used desktop environments on Linux are KDE (http://www.kde.org) and GNOME (http://www.gnome.org).

#### 2.6.1.1. KDE



#### Note

This documentation applies to KDE 3.5.8.

You can type all special characters on your own keyboard. Just start the KDE Control Center and go to "Regional & Accessibility > Keyboard Layout":

👒 Keyboard Layout [modified] - Co	ntrol Center			? _ E ×									
<u>File View Settings H</u> elp													
Search:	📇 Keyboard Layout			0									
Market Appearance & Themes     Appearance & Th	Layout Switching Options Xkb Op	ptions											
S Desktop     S Desktop     S S Desktop	Enable keyboard layouts												
			Keyboard model:										
Power Control     Power Contro     Power Control     Power Control     Power Control     Power			Generic 104-key PC										
Regional & Accessibility Accessibility	Available layouts:		Active layouts:										
👙 Country/Region & Language	Layout	Keymap 🔺	Layout Keymap Variant Label										
🚐 Input Actions	Netherlands	nl	🚳 Switzerland ch basic										
🚜 Keyboard Layout	Migeria	ng	Germany de										
- Seyboard Shortcuts	no Norway	no	no no no										
⊕ <sup>®</sup> Security & Privacy	Pakistan	pk											
🖲 🌍 Sound & Multimedia	Poland	pl											
System Administration	pt Portugal	pt											
	🙋 Romania	ro											
	uu Russia	ru											
	Serbia and Montenegro	cs	Add >> << Remove										
	Slovakia	sk	Lavaut variants										
	slovenia Slovenia	si											
	🚾 South Africa	za	Label: no										
	Spain	es 🛓	🗌 Include latin layout										
	<u>C</u> ommand: setxkbr	map -model pc104	-layout no										
	U Help Defaults		V Apply	🔹 <u>R</u> eset									

Add the layouts of the languages you want to learn and press "Apply". Now you will find the KDE Keyboard Tool at the KDE Panel (see next figure):



Just click it to switch between your selected keyboard layouts.

If you do not know how your selected keyboard layout actually looks, you may also use a virtual keyboard like xvkbd:

🔉 xvkbd - Virtual Keyboard (Korean)	
Esc F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12	xvkbd (v2.8)
~ ! @ # \$ % ^ & * ( ) _ + !     + !     + ↓	Num / * Focus
Tab         Q         W         E         R         T         Y         U         I         O         P         { }         }         Delete           Tab         日間         天法         1         大法         1         P         1         P         1         Delete	7 3 3 Home Up PgUp +
Caps         A         S         D         F         G         H         J         K         L         :         "         Return           Caps         □         □         •         □         <	4 5 3 Left Right
Shift         Z         X         C         V         B         N         M         <         >         ?         Shift           너희         별         분         보         규         -         ,         .         /         Shift	1 2 3 End Down PgDn Enter
$x^{r/kbd}$ Ctrl Alt Meta $trace{trace}{trace}$ $trace{trace}{trace}$ Alt Meta $trace{trace}{trace}$ $trace$	) . Ins Del

For more information about xvkbd see homepage3.nifty.com/tsato/xvkbd]

http://homepage3.nifty.com/tsato/xvkbd [http://

If you do not want to type the special characters on any real or virtual keyboard at all you may also use a character selection tool like KCharSelect:

¢	K	C	haı	rSe	ele	ct																										IX
<u>F</u> i	<u>F</u> ile <u>E</u> dit <u>S</u> ettings <u>H</u> elp																															
F	Font: DejaVu Sans 🔹 Table: 0 🛓 Unicode code point: 0021																															
]	ו																															
		!	"	#	\$	%	&	'	(	)	*	+	,	-		/	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
	g,	A	В	С	D	Е	F	G	Н	Ι	J	Κ	L	М	Ν	0	Ρ	Q	R	S	Т	U	V	W	Х	Υ	Ζ	[	١	]	^	_
	ì	а	b	с	d	e	f	g	h	i	j	k	Ι	m	n	0	р	q	r	s	t	u	v	w	х	у	z	{		}	~	
]	]																															
	T	i	¢	£	¤	¥	ł	§		©	a	«	٢	-	R	-	0	±	2	3	1	μ	¶	•	r	1	₽	»	1∕4	1∕2	3⁄4	Ż
7	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ϊ	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß
i	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï	ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ
ŀ	KCharSelect røx!																															
(	2	H	lel	p	]																E	•	C <u>l</u> €	ear		Ľ		<u>r</u> o	Clip	obo	ar	t

You then have to "type" your text within KCharSelect, copy it to the clipboard and then paste it to a card side of Pauker.

#### 2.6.1.2. GNOME



#### Note

This documentation applies to GNOME 2.20.

If you want to type all the special characters on your keyboard start "System > Preferences > Keyboard":

🛋 Keyboard Preferences	×
Keyboard Layouts Layout Options Typing Break	
Keyboard <u>m</u> odel: Generic 105-key (Intl) PC	Choose
<u>S</u> elected layouts:	
Layout	Default
Switzerland	۲
Germany	0
Separate layout for each window	
Reset	to De <u>f</u> aults
Pelp Accessibility	Close

Under the "Layouts" tab you may add up to four different keyboard layouts. If you want to be able to fast-switch keyboard layouts you have to right-click the GNOME panel and choose "Add to Panel...". In the following dialog you have to select "Keyboard Indicator", click "Add" and close the dialog.

I	Ad	i to Panel 🛛 🗙	3)								
	Select an item to add to the panel (you can also directly drag and drop iter	ns onto the panel): Search:									
	🗑 Application Launcher 🕎 Custom Application Launcher										
	Terminal Server Volume Control Client Applet										
	Utilities										
	<b>2</b> 1	ا 👘 🔁									
	Character Palette Connect to Server Acc	Keyboard Keyboard Indicator									
	- Ç - Q										
	Main Menu Menu Bar N	otification Area Pilot Applet 🕞									
ł	Keyboard layout indicator										
	? Help	Add Eack									

A very simple keyboard switcher appears at the GNOME panel:

Che	3	
	Keyboard Indicator (Switzerland)	/1
		1

If you do not know how your selected keyboard layout actually looks, you may also use a virtual keyboard. For more information see above [10].

If you do not want to type the special characters on any real or virtual keyboard at all you may also use a character selection tool. Start "Applications > Accessories > Character Map":

á		Charact	er Map				_ <b>-</b> ×					
<u>F</u> ile <u>V</u> iew <u>S</u> earch <u>G</u> o	b <u>H</u> elp											
Sans												
Script Character_Table Character Details												
Latin	í	î	ï	x	ñ	à	Á É					
Limbu				0		0						
Linear B	â	õ	ä	a	À	ú	A					
Malayalam	0	0	0	ø	u	u	u					
Mongolian		ú	h	Ü	Ā	5	Ă					
Myanmar 🗸	u	У	p	У	А	a	A					
Text to copy: Character	Map røcks	!	·	· 			<u>C</u> opy					
U+00F8 LATIN SMALL LE	TTER O WIT	H STROKE	= o slas	h • Danis	h, Norw							

You then have to "type" your text within Character Map, copy it and then paste it to a card side of Pauker.

### 2.6.2. OS X



#### Note

This documentation applies to OS X 5 Leopard.

To be able to insert special characters on OS X, you need to activate the keyboard menu in the menu bar. You have to start the system settings via the menu entry "Apple > System Preferences...".

	Ċ.	Pauker	File	Extra	Help
1	A	oout This I	Mac		
	Sc	oftware Up	date		
	M	ac OS X So	oftware	·	
	S	stem Pref	erence	c	_
ł	5	ock	erence	3	
	LC	cation			•
	Re	ecent Item	s		►
	Fo	orce Quit			าร
	C1				
	21	eep			
	Re	estart			
	Sł	ut Down			

Then you have to choose "International":



In this window you have to click on the tab "Input Menu":

Usage	
-------	--

		$\frown$
	Language For	rmate Input Menu
anguages:		
English		Drag languages into the order you
Deutsch		prefer for use in application menus, dialogs, and sorting.
Français		
日本語		Edit List
Español		
Italiano		
Nederlands		
Svenska		
Norsk Bokmål		
Dansk		
Suomi		
Português		Order for sorted lists:
简体中文		English 🛟
繁體中文		
한글		word Break:
		Standard 🗘

There you have to activate "Character Palette", "Keyboard Viewer" and "Show input menu in menu bar":

	Langua	ige Formats	Input Menu	
lect	t the keyboard layouts, input	methods, and pal	ettes for the input menu.	
	Name	Input type Palette	▲ Script	
	Regionaracter Palette	Palette	lananese	
◙	Keyboard Viewer	Palette	Unicode	
	🛑 Hangul	Input Method	Unicode	
	🗹 🥌 2–Set Korean			
	🗹 🤍 3-Set Korean			
	🗹 🤍 390 Sebulshik			
	GongjinCheong Romaja			
	M HNC Romaja	Innut Mathed	Innanasa	
	あ Kotoeri	input Method	Japanese	
	M 🖸 Hiragana			
npu	t menu shortcuts			
Se	lect previous input source:	₩Space	<u>A</u>	
Se	lect next input source in men	u: ℃%Space	Keyboard S	hortcuts)

Depending on which languages you need, you can activate languages in the center list of the dialog. When using asian languages (Korean, Japanese, simple and traditional Chinese, Tamil and Vietnamese) OS X offers to choose certain fonts and transscriptions as keyboard settings. For instance, it is possible to choose both Japanese alphabets (Hiragana and Katakana) and two transscriptions (Romanji) separately.

Now you have successfully activated the keyboard menu.



To change the language in the keyboard menu, just select it with a single click. The keyboard input now works as if a keyboard of the selected locale would be connected.

The character palette can be activated via the keyboard menu. Just click on "Show Character Palette".

000	Characters	$\bigcirc$
View : Roman	•	
	by Category Favorites	
√ Math		> 🗎
→ Arrows	≤≥=≠≡≅≈~∝	$\cap$
() Parentheses		Э
S Currency Symbols	$\lor$ $\land$ $\blacksquare$ $\blacksquare$ $\lor$ $\land$ $\lor$	
., Punctuation	ע 6 ∜ ∛ √ א ∞ ⊥ ∠	Δ
Miscellaneous	ΓΓΦθω···Π	Σ
	1,200 11	
★ Stars/Asterisks	÷ j	A V
Character Info		
	Q Description & code Insert	
		11

With this tool you can insert every character supported by the system. The characters are sorted by category (left hand side) and can be selected on the right hand side. With "Insert" you can insert the characters into a textfield. Above the characters you can change the view, e.g. to easier find asian characters. With a click on "Character info" you can get some generic information and similar characters. Under the point "Font Variation" you can insert the character with another font.



#### Note

The character palette offers many configuration options. To explain them all in detail is out of scope of this document. See the OS X online help for more information.

The keyboard viewer can be activated via the keyboard menu. Just click on "Show Keyboard Viewer".

Keyboard Viewer (Swiss German)     Esc F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F1	I] (F12)
§ 1 2 3 4 5 6 7 8 9 0 '	
→ q w e r t z u i o p ü	ب -
_ ☆ a s d f g h j k l ö ä	\$
	Û
fn ^ \ \ \ \	 ↓ →
Font mapping ✓ Standard	
Bookshelf Symbol 7	
Euclid Extra	
Euclid Math One	
Euclid Math Two	
Euclid Symbol	
Marlett	
Mathematica5	
Mathematica5Mono	
MS Reference Specialty	
Symbol	
Webdings	
Wingdings	
Wingdings	
Wingdings 2	
Wingdings 5	
Monotype Sorts	

With the help of the keyboard viewer you can operate the keyboard in the currently selected language setting, even if you do not know the keyboard layout. If you want to insert symbols, you can change the font mapping at the bottom of the window.

### 2.6.3. Windows



#### Note

This documentation applies to Windows XP.

Go to "Start > Control Panel > Date, Time, Language, and Regional options > Add other languages". Click on the button "Details...". Click on the button "Add...". Select your new input language. Click OK, OK and OK. Now you have a language bar at the bottom right corner of the desktop:



There you can switch between your selected input languages.

If you do not know how your selected keyboard layout actually looks, you may also use a virtual keyboard. Go to "Start > All Programs > Accessories > Accessibility > On-Screen Keyboard":

<b>0</b>	n-S	cre	ел	Ke	yb	oai	rd																				
File	Key	boa	ırd	Se	ttir	ngs	Hel	P																			
esc		F	1	F2	2	F3	F4	ļ	F	5	F6	F	7	F8		F	9	F1(	DF	11 F12	psc	slk	brk				
§	1		2	3	Ι	4	5	Ι	6	7	Ī	8	9	١I	0	•				bksp	ins	hm	pup	nik	1	*	-
tat	•	q		~	е	Ι	r I	t		z	u	Ī	i I	0	Γ	р	ü	i	-	\$	del	end	pdn	7	8	9	
lo	ck		a	s	Ι	d	f	Γ	g	h	Ī	i I	k	Ι	L	ä	; [	ä		ent				4	5	6	+
s	hft		y	۱.	x	6	:	v	Ŀ	•	n	п	۱		Ι.	Ι	-		s	hft		1		1	2	3	
ctrl		•		alt	Ι										alt		-	7		ctrl	+	Ŧ	→	(	)	•	ent

If you do not want to type the special characters on any real or virtual keyboard at all you may also use the Character Map. Go to "Start > All Programs > Accessories > System Tools > Character Map":

@ C	hai	ac	ter	Ma	р														•	)C	
Fon	Font : O Arial Help																				
	1	"	#	\$	%	&	T	(	)	*	+		-		7	0	1	2	3	4	^
	5	6	7	8	9	:	•	<	=	>	?	0	А	В	С	D	Е	F	G	Н	
	Ι	J	Κ	L	Μ	Ν	0	Ρ	Q	R	S	Т	υ	V	W	Х	Υ	Ζ	[	١	
	]	٨	_	`	а	b	С	d	е	f	g	h	İ	j	k		m	n	0	р	
	q	r	s	t	u	V	W	х	У	Z	{		}	٢		İ	¢	£	α	¥	
	¦§©®«¬-® <sup>−</sup> °± <sup>2</sup> 3′µ¶,1																				
	0	»	1⁄4	1⁄2	3⁄4	Ś	À	Á	Â	Ã	Ä	A	Æ	Ç	È	É	Ê	Ë	Ì	Í	
	Î	Ϊ	Ð	Ñ	Ò	Ó	Ô	Ő	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß	à	á	
	â	ã	ä	å	æ	ç	è	é	ê	ë	Ì	Í	Î	Ϊ	ð	ñ	Ò	Ó	Ô	Ő	
	Ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ	Ā	ā	Ă	ă	Ą	ą	Ć	ć	Ĉ	ĉ	~
Cha	Characters to copy : INO Ø\$ found! Select Copy																				
U+(	0021	: Ex	clar	natio	on M	ark															

You then have to "type" your text within Character Map, copy it and then paste it to a card side of Pauker.

## 2.7. Import and Export Lessons

Pauker can import lessons from CSV (comma separated values) files. The format can be selected in the file chooser when opening a lesson (see next figure).

🖻 Open				
Look <u>I</u> n:	Pauker-Lektionen	•	a 🔒 (	
🕞 Bundes	laender-Hauptstaedte.xml.gz	Statistics		
🖻 Capitals	s.xml.gz	Status	Quantity	Expired
🖻 Corpora	ate-Finance-Literature-Review.xml.gz	Not learned	13	
🖻 Currenc	ties.xml.gz	Ultra-Shortterm memory	0	
🖻 Deutsch	h-Englisch-Harry-01.xml.gz	Shortterm memory	0	
🖻 Deutsch	n-Englisch-Harry-02.xml.gz	Summary	13	0
🖻 Deutsch	h-Englisch-Harry-03.xml.gz			
File <u>N</u> ame:	Bundeslaender-Hauptstaedte.xml.gz			
Files of <u>Ty</u>	e: Pauker files (XML format)			-
	All Files			
	Pauker files (XML format)			
	CSV (comma separated values)			

The lessons you want to import can be encoded in many different ways. The formats Pauker supports can be selected in the filechooser, too (see next figure).

$\odot$				Open			
Lo	ok <u>I</u> n: 📑 t	est			-	a 🔒 (	
	Lesson.csv			Statistics			
	4			Status		Quantity	Expired
				Not learned		6	
				Ultra-Shortterm mem	nory	0	
				Shortterm memory		0	
				Summary		6	0
Fil	e <u>N</u> ame:	Lesson.csv					
Fil	es of <u>T</u> ype:	CSV (comm	ia si	eparated values)			-
ſ	Encoding						0.1
	Big5		-	i merge lessons		Open	Cancel
	Big5						
/	Big5-HKSC	S					
	EUC-JP			<b>\</b>			
	EUC-KR						
	GB18030						
	GB2312						
	GBK			/			
	IBM-Thai		- /				

If you want to merge two lessons you have to open the first one just normal and activate the button "merge lessons" when loading the second one.

A lesson can also be exported to CSV. Just select the Filetype "CSV (comma separated values)" in the Save dialog.

## 2.8. Miscellaneous

If you have created an intersting or useful lesson, you can share the cards with other users. Put all cards back into the unlearned pile by selecting "File > Reset Lesson...".

For some bits of information, it would be useful to simply reverse the sides of the cards instead of creating a whole new set. (Countries and their capitals, for instance.) You can flip the sides of a card by selecting "File > Flip Card Sides...". This is only helpful in lessons where there is a one to one relation between the questions and the answers.

Pauker's user interface is mainly designed for mouse usage. In some situations, e.g. learning or repeating cards, this is quite cumbersome because you have to move the mouse constantly back and forth. That is why you can operate Pauker in this situations with the keyboard. Pressing buttons is done by using the Return or Enter key and switching between buttons can be done by pressing the TAB key.

# **Chapter 3. Configuration**



#### **Preliminary remark**

A program should execute a task in an "ideal" way. Configuration options soften this philosophy and make the life of the users and programmers harder. That is why there are only a few configuration options in Pauker.

Configuration options can be changed by selecting "Extra > Configure Pauker...".

# 3.1. Strategies

🖻 Setting	s 🗆 🗙
Strategies	Repeating expired cards O oldest cards first O newest cards first andom order
Times	<ul> <li>Putting back forgotten cards</li> <li>on top</li> <li>at the bottom</li> <li>anywhere</li> </ul>
Misc	OK Cancel

There are many different approaches to learning (and forgetting) cards. If you have an exam coming up with only new vocabulary, you will want to learn the newest cards first. On the other hand, if you want to test your long-term memory, you will want to review the oldest cards first. The most varied order is obviously a random order.

If you forget cards, you can put them on top of the unlearned batch to try to learn them again quickly. This can be annoying, however, if you consistenly can not remember that the capital of Sri Lanka is Sri Jayawardhenepura. Pauker can be configured so that the forgotten cards are put at the bottom of the unlearned pile. However, with some smaller lessons, it becomes likely that you are actually just memorizing the order of the cards as they appear. To solve this problem, you can configure Pauker to put incorrect cards anywhere in the unlearned batch.

# 3.2. Times

🖻 Settings	
Strategies	Ultra-Shortterm memory 18 Seconds Shortterm memory 12 Minutes Default values
<b>3</b> Times	
Misc	
	OK Cancel

Everybody's memory is different. What seems to be a short time for somebody, may be much too long for someone else. That is why the timeouts for the ultra short-term and short-term memory can be customized. By pressing the Default Values button you can reset your settings to the standard values.

## **3.3. Miscellaneous**

🖻 Setting	s	
Strategies	✓ Match Case Use automatic Word-Wrapping Search Limit 1	
3 Times	✓ Play Ringtone	
Misc		
·	OK Cancel	

Some people want Pauker to be very exacting and match the case when repeating cards by typing. Other people do not care and feel harassed by all the warning messages. That is why you can configure here if you want Pauker to match the case.

Some people create cards with very long lines even though they have only very small monitors. For those people it makes sense to switch on automatic word wrapping so that they do not have to scroll the card contents all the time. But if you create cards with meticulous formatting they are put into disarray by automatic word wrapping. In this case you should turn this feature off.

Sometimes certain notions or abbreviations occur over and over again within a lesson causing the list of similar cards to get very long very fast. If you edit such lessons, you can define here a search limit. This search limit determines a minimum number of characters a word must contain so that it is used for searching similar cards.

When a timer you are waiting for runs out, Pauker alarms you by playing a ringtone. This made some people fall off their chair. Therefore you can switch this feature off.

# **Chapter 4. Contribute to Pauker**

There are many ways to contribute to Pauker. One is financial support via the PayPal-Link at the project homepage http://pauker.sourceforge.net

Another one is working on the project itself. You do not have to be a programmer to work on Pauker (but it does not hurt either). Contribution could mean adding missing functionlity to Pauker, fixing bugs or translating the GUI into other languages.

# **4.1. Prerequisites**

To be able to modify Pauker you need a current Java Development Kit and NetBeans. You can download and install both from http://java.sun.com/javase/downloads

If you already have installed a current Java Development Kit it is enough to dowload and install Netbeans from http://www.netbeans.org

# 4.2. Preparations

Pauker needs an additional NetBeans Plugin to be installed. Click on "Tools > Plugins". Unless there are NetBeans updates available the following dialog will open:

0	Plugins						
ſ	Updates	Available Plugins (70)	Downloade	d In:	stal	lle	d (17) Settings
	<u>R</u> eload C	atalog					<u>S</u> earch:
	Install Java	Name ₹	Category	Source			Jemmy Module
	Java Java	ME CDC	Mobility			ananana.	ß NetBeans Beta Plugin
	JAX- JBos JBui	Application Services Application Server Ider Project Importer	Web & Java EE Web & Java EE Infrastructu		=	ananananan ana	Version: 2.2.7.10 Date: 15.11.07
	Jelly Jem Jem	tools my Module mySupport	Testing Tools Testing Tools Testing Tools	ß		and a state of the	Source: NetBeans Beta Homepage: <u>http://jemmy.netbeans.org/</u>
	Jind	ent ki Ajax support	Tools Ajax	ŵŵ B		and the second	Plugin Description
	JMet	er Kit and Rails Distribu	Testing Tools Management Ruhy			and a state of the	The Jemmy module does not provide any functionality. It just holds Jemmy library with Javadoc.
	Install	1 plugin selected, 2	Mab P Isus EE	Ă	•		
							<u>C</u> lose <u>H</u> elp

If there are NetBeans updates available the dialog will focus on the "Updates" tab. In this case you should first install all updates and then retry.

Click one the table column header "Name" to sort the available plugins alphabetically. Find the plugin "Jemmy Module". Click on the checkbox to the left of "Jemmy Module" and the press the button "Install". In the NetBeans IDE Installer dialog press "Next". Then select the radiobutton "I accept the terms in all of the license agreements". Then press the button "Install". After NetBeans downloaded and installed the Jemmy Module press the "Finish" button. Close the Plugins dialog.

## 4.3. Sourcecode access via CVS

Pauker's sourcecode is accessible via CVS. Information about this topic can be found at the following URL: http://sourceforge.net/cvs/?group\_id=40334

A very comfortable CVS client is integrated into NetBeans. To use it for downloading the Pauker sourcecode the following steps are necessary:

1. Use Menu "Versioning > CVS > Check Out...". The following dialog opens:

Checkout	
Steps 1. CVS Root 2. Module to Checkout	CVS Root         Specify location of CVS repository defined by CVS root.         CVS Root:       :pserver::anonymous@pauker.cvs.sourceforge.net:/cvsroot/pauker         (:pserver::username@hostname:/repository_path)         Password:         Proxy Configuration
	< <u>Back</u> Next > <u>Finish</u> Cancel <u>H</u> elp

- 2. In step 1 of the Checkout dialog you have to insert ":pserver:anonymous@pauker.cvs.sourceforge.net:/cvsroot/pauker" into the "CVS Root" field and press the "Next >" button.
- 3. Fill out the fields of step 2 of the Checkout dialog:

Checkout	
Steps	Module to Checkout
1. CVS Root 2. Module to Checkout	Specify the CVS module and branch to checkout from CVS repository.          Module:       project       Browse         (empty means all modules)
	Branch: Browse Specify location of local folder to checkout module into.
	Local Folder: /home/ronny/Pauker Browse (local CVS working directory)
	< <u>Back</u> Next > <u>F</u> inish Cancel <u>H</u> elp

In the field "Module" you have to insert "project".

In the field "Local Folder" you have to specify the directory where to put the Pauker sourcecode. With the "Browse..." button you can open another dialog that assists you in creating and choosing the directory.

4. Download files

If you correctly filled in the the CVS Checkout dialog and clicked the button "Finish" the Pauker sourcecode will be downloaded from SourceForge (see next figure).

5. Open project

After you completely downloaded the Pauker sourcecode NetBeans asks you if you want to open the project.

Checkou	ut Completed	
i Pauk Do y	er project was checked out. ou want to open the project?	
Open Proje	ct Close <u>H</u> elp	

Approve by clicking the "Open Project" button.

That's it! Pauker is now a working NetBeans project.



# 4.4. Sourcecode modification

Now you can modify Pauker's sourcecode. The Java sourcecode is located in the packages pauker.program and pauker.program.gui.swing.

Pressing F6 automatically compiles the sourcecode and starts Pauker.

# 4.5. Translations into other languages

### 4.5.1. Updating translations

The strings presented to the Pauker user are not hardcoded into the sourcecode but are provided by property files. This way programmers and translators can work more or less independently. Pauker has already been translated into (still a relatively small) number of languages. The next figure shows, where the respective files are located:



To edit the translations you have to right-click the file Strings.properties and choose the menu option "Open". Double-clicking Strings.properties or right-click->Edit unfortunately does NOT work like expected!

After you have opened the file Strings.properties, a new frame appears, where all translations are displayed side by side (see next figure). This way you can edit translations.

NetBeans IDE 6.0		_ C X
Eile Edit View Navigate Source Refactor Build Run Pro	ile Versjoning Tools Window Help	
1 °1 °1 🖬 🖏 🗙 h 🗉 🤊 🤆 I	<default config=""> 🔽 🎢 🎇 🕨 🏦 • 🕕 •</default>	
Projects 41 × Files Services	Strings.properties 🗙	
e Se Pauker		
•	Key default la de - Germ de_CH - G eo - Esper es - Spani fr - French ni - D	Dutch pl - Polish sk - Slovak
e 🛗 pauker	About About Über pri P Acerc A pro Over	0 pro 0 pro
- Changes.txt	AboutAboutUber pri ćAcercA proOver	0 tei0 tei
P Strings.properties	About/pauk/pauk/pauk/pauk/pauk/pauk	ik/pauk/pauk
🗠 🚈 default language	Ackno <hta <hta="" <hta.<="" td=""><td>m <htm <htm<="" td=""></htm></td></hta>	m <htm <htm<="" td=""></htm>
🗠 🚋 de - German	AddMeAdd nNeue aldonAñadiAjoutNieu	wDodajPrida
🗠 🚋 de_CH - German (Switzerland)	All The e Falce Falce La ma Falce Parte Pale	W Uodaj Prida
🗠 🚋 eo - Esperanto	Angebere angebere innen ien en cu N'ian over	al odzie na lu
🕶 🚵 es - Spanish	Are Y., Are v., Sind Cu vi., Está., Étes Bent	Jeste Ste s
🗠 🍇 fr - French	At_Bo at th unten suben debajo En de onder	raan Na spód na sp
🗠 🔬 nl - Dutch	BackgBackgHinte fundkColorCouleAchte	eKolorFarba
🗣 🕁 pl - Polish	Backward Backward Rückw returne Atrás En ar Achte	eWstecz Späť
🗣 🚠 sk - Slovak	Batch Batch Stapel Staplo Monton Pile Bakje	e Zolor Kopka
- TODO.txt	Rold Rold Fett dika Negrita Cras Vet	Pogru Tučné
- 🗑 credits.html	BoldB F d N G V	P
- @ credits_de.html	BothBoth beide anbaŭ Ambas Les d Beide	leObieObe s
- Credits_eo.html =	By_BaBy banach 1aŭ sPor nPar nOp nu	uwq. nPodTa
- credits_es.html	By_Ex By exnach 1aŭ fPor fPar D Op ve	ewq. d PodTa
- G credits_fr.html	By Le By Je pach Jaŭ J Por f Par d On d	DWQ. W Podla
- G credits_nl.html	By Re By renach 1aŭ 1Por mPar M Op ho	ewg. sPodTa
- G credits_pl.html	By_Re By re nach 1aŭ d Por c Par f Op ar	wq. o PodTa
- 🐻 credits_sk.html	CSVFi CSV ( CSV ( CSV ( CSV ( CSV ( CSV )	( CSV ( CSV (
icense.html	Cancel Cancel Abbre rompi CancelarAnnuler Annu	1Przerwij Zrušiť
license_de.html	CanceLanceLerne rompiLanceArretLeer	D Przer Zrusi
license_fr.html	CanceDo voWolle Cu vi (Segu VouleWil	iCzv.nNanza
- E pauker.help	CanceCanceWiede rompiCanceArrêtHerha	aPrzerUkonć
pauker.help.JavaHelpSearch_de	CardCardKarte antaŭCaraFaceVoor	zWierzPredn
- E pauker help JavaHelpSearch de CH	Card_Nr Card Karte karto FichaCarteKaart	tKartkKarta
- E pauker.help.lavaHelpSearch_en	CardCardKarte dorsaCaraFaceAchte	eUdwroZadna
- E pauker.help.lavaHelpSearch_fr	CardsCardsKarte kartoColocFaceKaar	T Prawa Stran
- Pauker help de	CardsCardsKarte kartoColocFaceKaar	tGóra/Stran
- E pauker help.de_CH	ChoosChoosHinte elektElegiChoisAchte	eWybieZvołt 🖕
- E pauker help.en		
- E pauker help fr	⊆omment:	Auto Resize
- E pauker help images		
- E pauker.icons		
pauker.icons.16x16	Value:	New Property
- E pauker.program		Remove Property
nauker program gui swing		

Unfortunately this view is not very clearly laid out. By double-clicking the above tab "Strings.properties" you can maximize the translation's frame. If you only want to edit a certain translation you can collapse the columns of the other languages (see next figure).

	Pauker - NetBeans IDE 6.0			
Eile	Edit View Navigate Source Refactor Bu	ild <u>R</u> un <u>P</u> rofile Vers <u>i</u> oning <u>T</u> ools <u>W</u> indow <u>H</u> elp		
×				
8 Ľ	) 💾 📑 🤚 📈 🐂 🔲 .	🌍 🥐 🔤 default config> 🔽 🍸	▶ 115 - (1) -	
Sel	M Strings.properties x			< > < Ø
2				
ŝ	Key	default language	de - German	de_CH - G
큔	Shorttern_Memory	Shorttern memory	Kurzzeit-Gedächtnis	
	Show_Me	Show mel	Zeigs mir!	
les	Show_Similar_Cards	Show similar cards	Zeige ähnliche Karten	
5	Show_Timer	show Timer	Stoppuhr anzeigen	
-	Show_Too1Bar	Show Toolbar	Werkzeugleiste anzeigen	
51	Similar_Cards	Similar cards	Ahnliche Karten	
e ct	Size	Size	Größe	Grösse
2	Sort_Ascending	Sort ascending	Aufsteigend sortieren	
2	Sort_Descending	Sort descending	Absteigend sortieren	
	Statistics	Statistics	Statistik	
	Statue	Statistics	Statistik	
	Strategies	Strategies	Strategien	
	String Found	"{0}" found!	"{0}" gefunden!	
	String Not Found	"{0}" not found!	"{0}" nicht gefunden!	
	Style	Style	Stil	
	Summary	Sunnary	Sunne	
	SummaryLabel	<html><div align="center"><small>&lt;</small></div></html>	<html><div align="center"><small></small></div></html>	
	Text_Import	Text Import	Textimport	
	Text_Import_Info	<html>Please type or paste here th</html>	<html>Bitte tippen oder kopieren</html>	
	lext_import_Menu	lext Import	lextimport	
	Transition Evaluation	Innes des 1. Title de cal de Marcola angeles	Zenten	
	Transition_Explanation	Places the to perenize this condi-	Versushen Sie bitte eich diese Ka	· · · · · · · · · · · · · · · · · · ·
	Try To Pesesber The Peyerce	shtalsPlace to to reacher them	wersuchen Sie bitte, sich ulese Ka	
	Typing Error Still Shown	The card has been edited The typing	Die Karte wurde bearbeitet. Die fa	
	USTM Label	<pre>shtml&gt;<div align="center"><small>&lt;</small></div></pre>	<pre>chtml&gt;<div align="center"><small></small></div></pre>	
	USTM Time Is Still Running	<html>The time for ultra short ter</html>	<html>Die Zeit für das Ultrakurzz</html>	
	Ultra_Shortterm_Memory	Ultra-Shorttern memory	Ultrakurzzeit-Gedächtnis	
	Undo	Undo	Rückgängig	
	Unsaved_Changes_Explanation	You lose the changes if you dont sa	Sie verlieren die Änderungen, wenn	
	Unsaved_Changes_Question	Do you want to save the changes?	Möchten Sie die Änderungen abspeic	
	Use_Word_Wrapping	Use automatic Word-Wrapping	automatischer Zeilenumbruch	
	Use_word_Wrapping_looltip	for the contents of the card sides	Tur den Inhalt der Kartenseiten	
	Warning	Warning	warnung	
	Your Input	Your Input	Ja Thro Finasho	
	Logi Tribac	roon rupor	True cuidase	
	Comment:			🖌 Auto Resize
	Value: Grösse			New Property
				Remove Property
-				

And now we can work with this tool to some degree! :-)

One thing to notice here is that you should not translate strings that are the same in your language and in the default language, e.g. the English word "Status" is also "Status" in German and therefore is not translated (see figure above). The same rule exists with language variants, e.g. German in Germany and Switzerland is written almost exactly the same but in Switzerland the character "ß" is replaced by "ss". Therefore the translation "de\_CH - German (Switzerland)" is almost empty with just a few exceptions, e.g. "Größe" is translated to "Grösse".

Besides the program strings you may want to update the translation of the credits information. This information is in the file credits\_<your language code>.html (see next figure):



This file is presented when you use the Pauker menu item "Help > About Pauker...".

Next to the credits information in the "About Pauker" dialog is the software license. This license is in the file license\_<your language code>.html (see next figure):

$\bigcirc$	Pau	ker -	Ne	tBea	ins IDE	6.0			
<u>F</u> ile	<u>E</u> dit	<u>V</u> iew	<u>N</u> a	vigate	<u>S</u> ource	Ref <u>a</u> cto	r <u>B</u> u	ild	<u>R</u> ur
-	<u> </u>			4		<b>P</b>	Ê	5	
Pro	jects			$\bullet \times$	Files				Ser
9-	🅭 Pa	uker							
	•- 💼	Sourc	e Pa	ickages	5				
	9	😑 p	auke	r	_				
			Cł	nanges	.txt				
		e- 🗟	St	rings.p	roperties				
			тс	DDO.tx	t				
		-	cr	edits.h	tml				
		6	cr	edits_o	de.html				
		6	cr	edits_e	eo.html				
			cr	edits_e	es.html				
		-	cr	edits_f	r.html				
			cr	edits_r	nl.html				
			cr	edits_p	ol.html				
		e e	cr	edits_s	sk.html				
			lic	ense.h	tml				
		6	lic	ense_0	de.html				
			lic	ense_f	r.html				
	•	p 🗄 p	auke	r.help					
	•	😑 p	auke	r.help.	JavaHelpS	earch_de	2		
	•	e 🔜 p	auke	r.help.	JavaHelpS	earch_de	e_CH		

There are already some unofficial translations of the software license into several languages available at the "Unofficial GNU License Translations Page": http://www.gnu.org/licenses/translations.html

Another document for translation is this online help itself. This documentation is written in DocBook. For more information about DocBook please visit the following website: http://www.docbook.org

The source for this document is neither in the Source Packages nor in the Test Packages but in a dedicated project directory (see next figure):

🗊 Paul	cer - Ne	etBea	ns IDE	6.0		
<u>F</u> ile <u>E</u> dit	<u>V</u> iew <u>N</u>	avigate	<u>S</u> ource	Ref <u>a</u> ctor	<u>B</u> uild	<u>R</u>
) 🔁 🖞		ł			19	)
Projects			Files 🚟		ŝ <b>€ ×</b>	S
	uker build doc doc doc doc d d d d d d d d d d d	ook e_CH ] Pauke ] Schri ] Sonst n r nages t t t zer.txt	er.docboo ftartDialo; tiges.png	k g.png		

You can edit the file Pauker.docbook from within NetBeans. It is highly recommended to tell NetBeans that files ending with "docbook" are XML files. This way NetBeans provides syntax highlighting and XML validation for the online help document. Just add the item "docbook" to "Tools > Options > Advanced Options > IDE Configuration > System > Object Types > XML Objects > Extensions and MIME Types"

Pauker uses JavaHelp for presenting the online help. See the following website for more information about JavaHelp: https://javahelp.dev.java.net [https://javahelp.dev.java.net]

For transforming the file Pauker.docbook to JavaHelp we use XSLT. For more information about XSLT see the following website: http://www.w3.org/TR/xslt [http://www.w3.org/TR/xslt]

Transforming the Pauker DocBooks to JavaHelp in every supported language is a fairly complex process. Therefore an Ant target "1\_create-docs" has been written that does all the necessary things automatically (see next figure):

🗊 NetBea	ans IDE 6	.0		
<u>F</u> ile <u>E</u> dit <u>V</u> ie	2w <u>N</u> avigate	<u>S</u> ource	Ref <u>a</u> ctor	r <u>B</u> u
Č 🔁 🔁	25			-
Projects		Files 👬		
👇 🚍 Pauke	r			
🔶 📑 bu	ild			
🔶 🔁 do	с			
🔶 🗲 📑 lib:	s			
🔶 🚍 nb	project			
🗣 🚍 sra	-			
🗣 🚍 tes	st			
— 🛅 Spi	lash.xcf			
— 🗋 Ue	bersetzer.txt			
🛉 🕂 😽 bu	ild.×ml			
_ ▶	1_create-do	cs		
_ ▷	2_deploy_w	ebstart		
- 🖌	clean			
- 🖌	compile			
_ ▶	-compile-de	epend		
	compile-cip	ale		

This Ant target should run on all current Linux distributions if you have the package "xsltproc" installed. For more information about writing Ant targets see the following website: http:// ant.apache.org [http://ant.apache.org]

To be able to see the result, you have to start Pauker with the updated translation. Just press the F6 button.

To see Pauker with the new translation, your operating system or desktop must be started in the language of your new translation. If you can not or do not want to switch the locale of your running system you have to reconfigure the Netbeans Pauker project: Right-click the project "Pauker" and choose the menu entry "Properties".

In the Project Properties category "Run" you can either choose already existing language configurations from the combobox at the top of the window or if your language configurations does not exist so far you can add a new configuration and set the VM-Options – Duser.language=<language code> and -Duser.country=<country code>.

Project Properties - Pauk	er		
Categories: Ources	<u>C</u> onfiguration: Deu <u>M</u> ain Class: <u>A</u> rguments: <u>W</u> orking Directory: <u>V</u> M Options: Run with Java We Hint: To run and	tsch-Schweiz	:te 2 2 Start
		OK Cancel <u>H</u> el	р

After this you can start Pauker by pressing the F6 key.

You can easily switch between different language configurations by using the configuration combobox at the NetBeans toolbar:



### 4.5.2. Adding translations

If you do not just want to extend or correct a translation but add a new one, you have to right click the file Strings.properties and select the menu item "Add Locale...".

🗊 New Local	е		
L <u>o</u> cale:			
<u>L</u> anguage Code:			-
<u>C</u> ountry Code:	ik - Inupiaq in - Indonesian		
<u>V</u> ariant:	io - Ido is - Icelandic		=
Predefined Locales	it - Italian		
ar_AE - Arabic / L	iw - Inuktitut iw - Hebrew		
ar_DZ - Arabic / A	igeria		
ar_EG - Arabic / E	gypt 20		
ar_IO - Arabic / Io	ay ordan		
ar_KW - Arabic / k	Kuwait		
ar LB - Arabic / L	ebanon		<b>_</b>
		OK Cancel <u>H</u>	elp

To be useful in preferably all countries where this language is spoken, you should not use further specializations like country codes or variants.

In addition to the new file Strings\_<language>.properties you should also create a new translation for the Pauker credits with the following steps:

- 1. select credits.html
- 2. copy the file, e.g. by pressing Ctrl+C
- 3. select the package "pauker"
- 4. paste the file, e.g. by pressing Ctrl+V

5. rename the file credits\_1.html, e.g. by clicking it with the right mouse button, selecting the menu entry "Rename..." and change the file name to credits\_<language>.html (i.e. if you are adding an Italian translation use credits\_it.html)

In your new file Strings\_<language>.properties you have to adopt the value for the key "About\_Message\_File" so that it points to your new file credits\_<language>.html.

The next file to add is a translation for the software license. Copy and rename the file license.html to your language with the same steps as for the credits (see above). Please note, that there are already some unofficial translations of the license into several languages available at the "Unofficial GNU License Translations Page": http://www.gnu.org/licenses/translations.html [http://www.gnu.org/licenses/translations.html]

In your new file Strings\_<language>.properties you have to adopt the value for the key "License\_File" so that it points to your new file license\_<language>.html.

The last thing to add is a translation for this online help. You should:

- 1. create a new directory for your language in the folder doc/docbook/
- 2. copy the file Pauker.docbook from another language into your directory
- 3. translate your copy of Pauker.docbook
- 4. add the transformation handling to JavaHelp to the Ant task "1\_create-docs"