NDSRS & FullRecall Import

I wrote this GUI to make the vocabulary import in NDSRS & FullRecall easier.
Both programs have nothing to do with each other, I just use them booth. If selected NDSRS & FullRecall Import will scan existing audio-databases and automatically include the corresponding audio-file into the answer card.
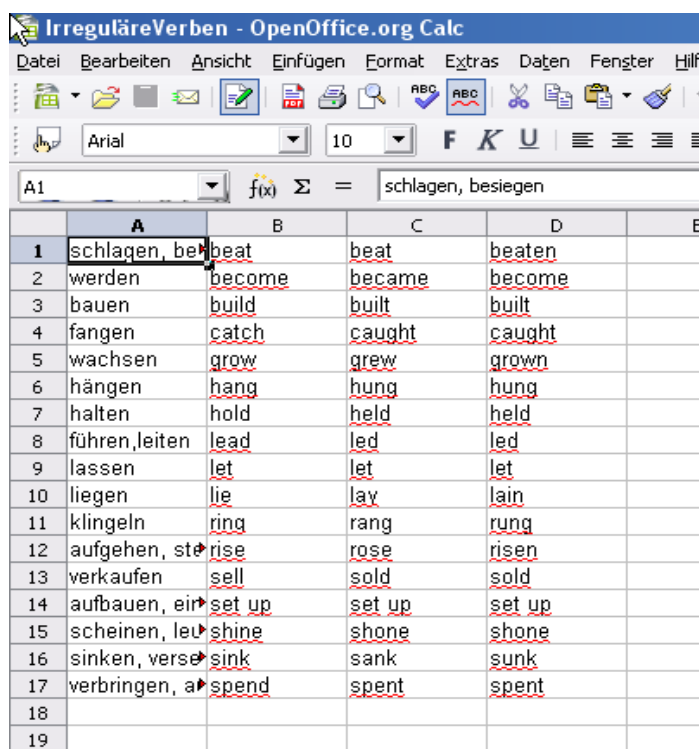To enable this feature see: Preparing pronounciation support
NDSRS is using SRS fileformat to store the cardsets in [see explaining SRS format].
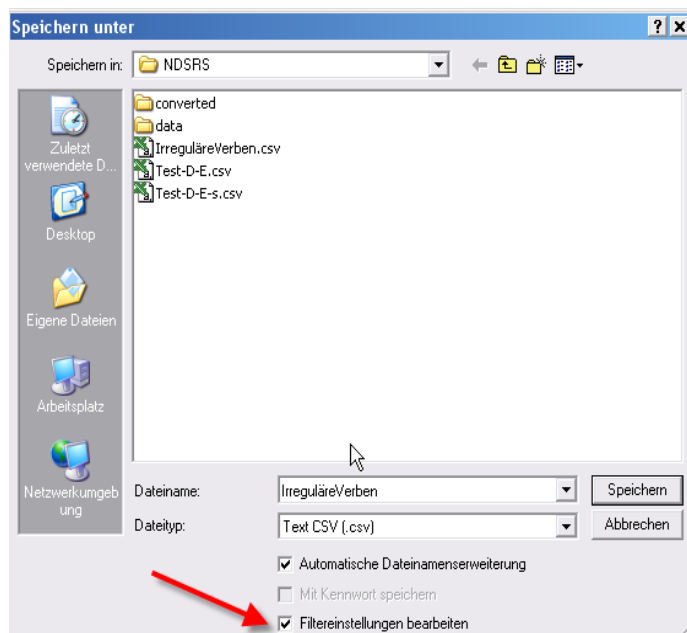FullRecall is using a QUEUE.TXT to import new cardsets.
NDSRS & FullRecall Import is licensed under GPL and Sourcecode is included. If you like to improve it please send me a copy of the changed program too nannys.hedgehog@googlemail.com

The easies way to build your own decks is explained next in 3 steps:

1) **Build a vocabulary list** in OpenOfficeCalc.

(Only working in NDSRS) If newline [CR] is wanted put | as newline tag into cell. [example: "**Question:|3*3** " is shown as "**Question:**

     3*3   "

Newline [CR] support in the decks can also be done by building the deck in Pauker and converting it with NDSRS & FullRecall Import.
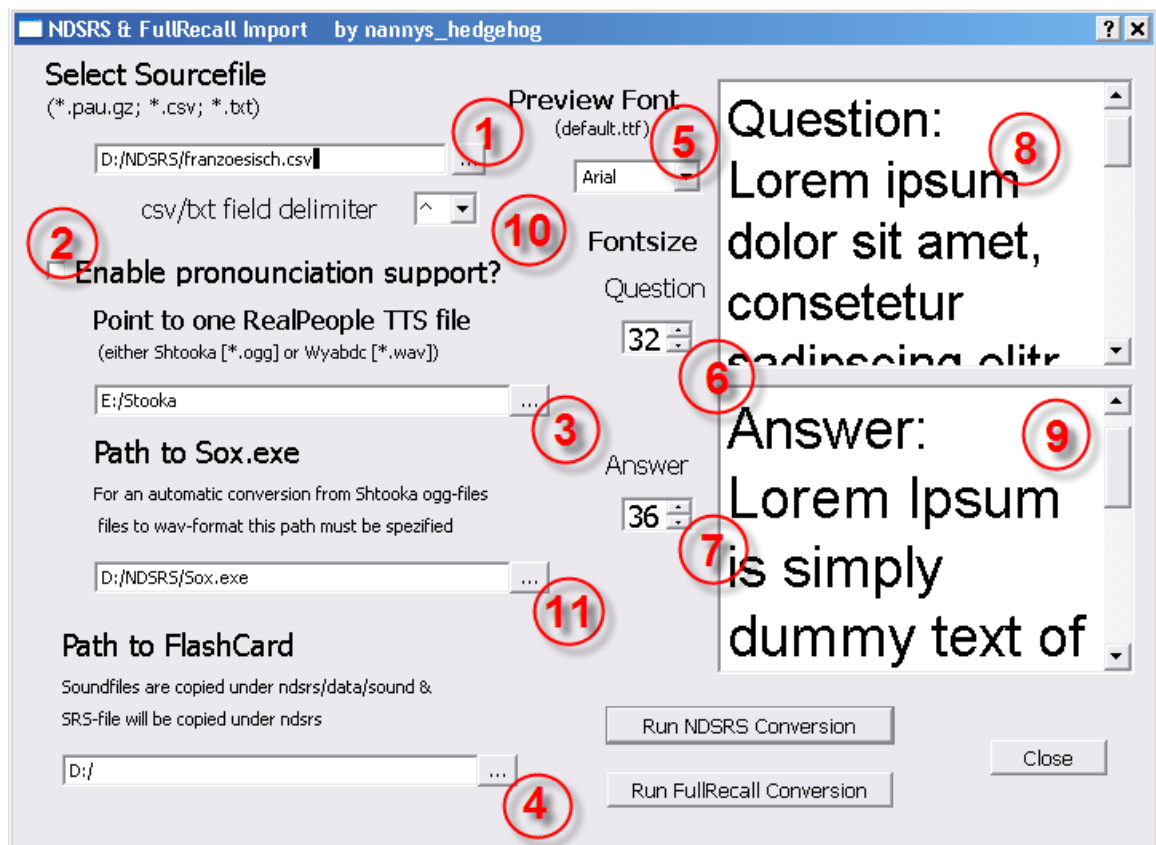
2) **Export it to csv** (save f.i. as franzoesisch.csv) !!!Make sure that the filename is in pur ASCII (no öäüßáà ....).
Activate : change filter settings
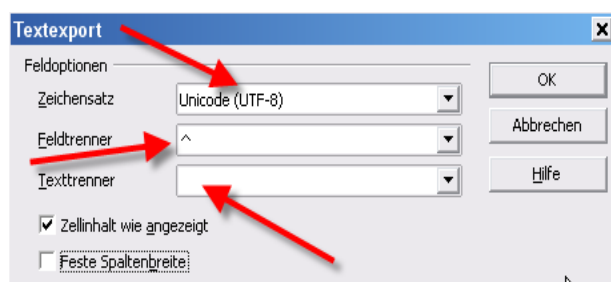
Set: Character encoding to Unicode (UTF-8)
             Field delimiter to ^
             Remove text delimiter

3) **Run NDSRS & FullRecall Import**

Select:

Sourcefile (1):   It can either be a csv oder txt file exported from OpenOfficeCalc.oder a Pauker file made in Pauker or downloaded from Pauker . Make sure to use only standard ASCII signs in the path/filename [äüöß.... are not working]. (8)+(9) give a preview.

csv/txt field delimiter (10): change that only if you didn't use ^ in [2] Export it to csv {previous chapter}]

Path to FlashCard (4): Vocabulary files (SRS-files or QEUE.TXT) will be stored under this path in subfolder either /ndsrs or /fullrecalldb.

Preview Font & Fontsize: To have a preview how it will look in NDSRS select here font and size. Standardfontsize is 14point. It is changeable with (5)+(6)+(7). (8)+(9) give a preview.

Enable or disable pronounciation support (2):To get the path right just point to one of the prepared pronounciation files [either ogg or wav (3)] f.i. E:/ogg/abaisser.ogg [don't point to a file with non ASCII signs, NDSRS&FullRecall Import will most probaly not accept them but will normally process them right] [see Preparing pronounciation support].

Preparing pronounciation support

After some preparation NDSRS & FullRecall Import supports pronounciation with RealpeopleTTS files either from WyabdcRealPeopleTTS [Language: only english| Format: *.wav] or from Stooka [Languages: French, Deutch, English, Swedish, Czech, Chinese, German ... | Format: *.ogg].

Download the relevant ogg or wav packages, deflate it and point NDSRS & FullRecall Import to one file of the package [*.wav|*.ogg](3). NDSRS & FullRecall Import is comparing the content of the answer field with the filenames of the RealpeopleTTS files. Audio processing (converting/merging) is done with Sox.

It finds the following example [make sure that unecessary spaces are removed]:

answer	filename
abort	/a/abort.wav
abort	abort.ogg
à ses dépens	à ses dépens.ogg

It finds and merges into one file too:

answer	filename
abort; abscess	/a/abort.wav + abscess.wav

Since Stooka RealpeopleTTS filenames don't match the names of the pronounced words they have to be renamed using ogg-tags. This can be done f.i. with TagScanner.
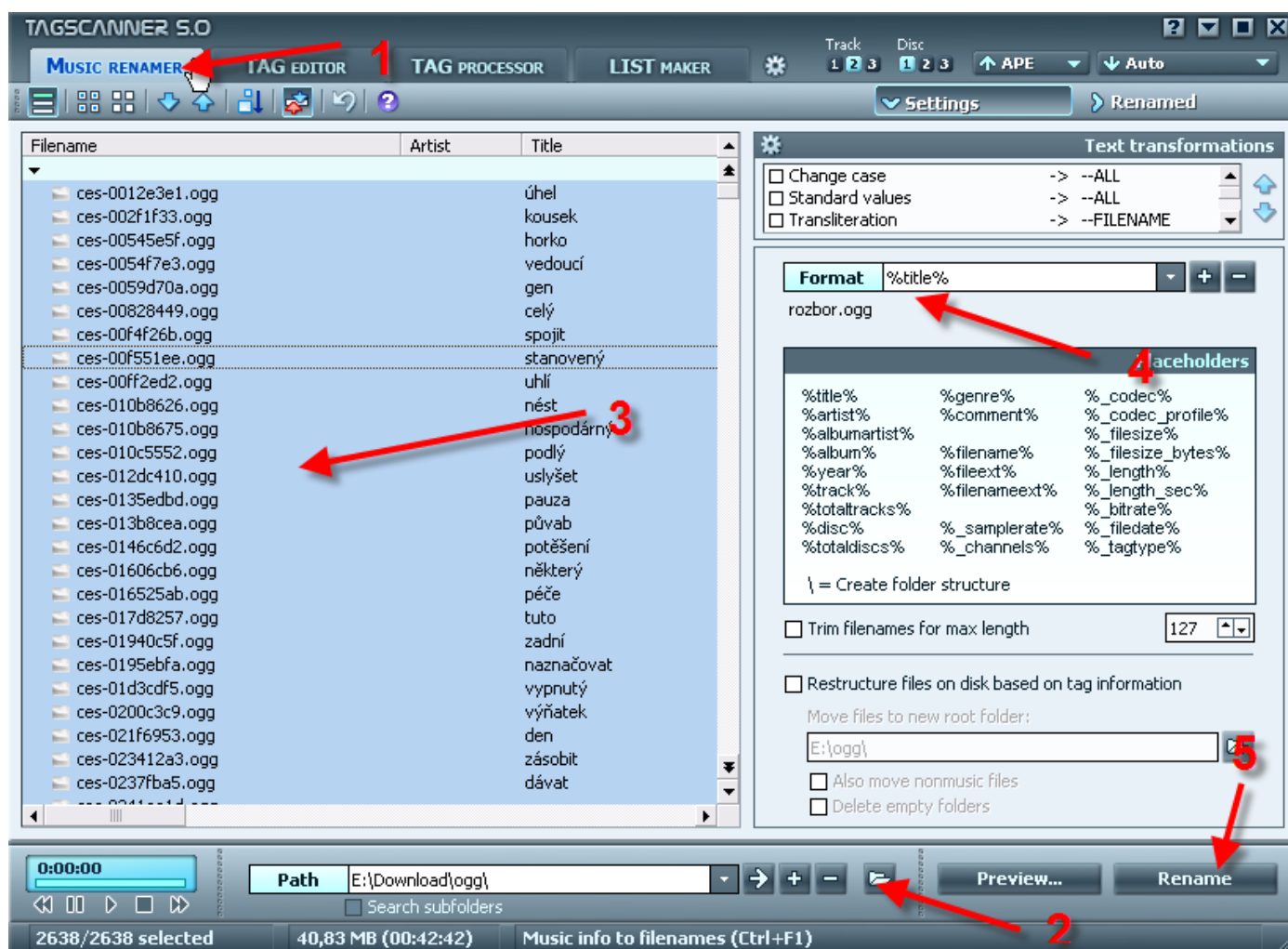
Select Music Renamer tab (1)
Point to the path of the *.ogg files (2)
Select all [STRG+a] (3).
Select Format "%title%" (4)
Rename (5).

NDSRS Manual

NDSRS is a powerful free multimedia flashcard learning application for Nintendo DS using spaced repetition system. It is written by Jake Probst. Cards will be learned following an individual schedule depending on the actual learning progress.

Preparing the Memory Card

Make ndsrs/ folder on the root of your ds cart.
Put ndsrs.nds and menu.raw into ndsrs/ folder
Download default.ttf off <u>DH</u>, or supply your own font file. Copy it in the ndsrs/ folder
Make .srs file and place into ndsrs/ folder (more later).

Ndsrs folder should now look like:
>   **Root:\NDSRS\ndsrs.nds**
>   **menu.raw**
>   **default.ttf**
>   **sample.srs**

If pronounciation/sound support is used with the help of the included NDSRS&FullRecall Import, the soundfiles will be place by default in:
>   **Root:\NDSRS\data\snd**

Like:
>   **Root:\NDSRS\data\snd\beep.wav**

If pictures are used the default place to put them is:
>   **Root:\NDSRS\data\img**

Like:
>   **Root:\NDSRS\data\img\math.png**

Using NDSRS on the DS

Startscreen:

It shows a selection of SRS files stored under root:/ndsrs and some statistics for the flashcard sets.

<u>Buttons</u>:

A/B/Start	select card
Y	move all cards up one day
L	shuffle off
R	shuffle on
Select	change light

```
   japanese
*  heisig
   german
   data




Shuffle: on

Total: 1650
 New: 100
Todo: 219        219
        124        343
         87        430
         87        517
         95        612


2008-07-13
```
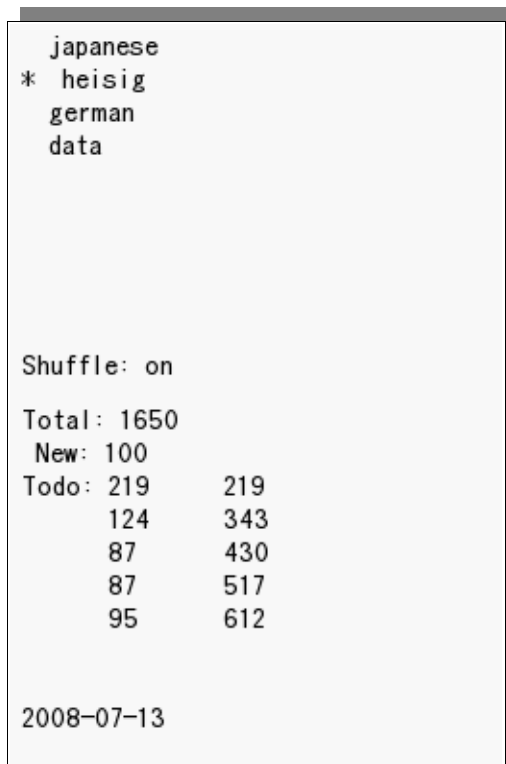
Review Screen:

Buttons:

A	show answer
X	Doodle mode
Y	card stats
Up/Down	change score
Left/Right	change bottom page [if multiple answers exists]
Start	next card
Left+Right +Y	back to Startscreen
B	repeat sound [if existent] otherwise show answer
L+ Up/Down	Scroll question
R+ Up/Down	Scroll answer
L+Left	Score answer with 0 + next card
L+Right	Score answer with 4 + next card
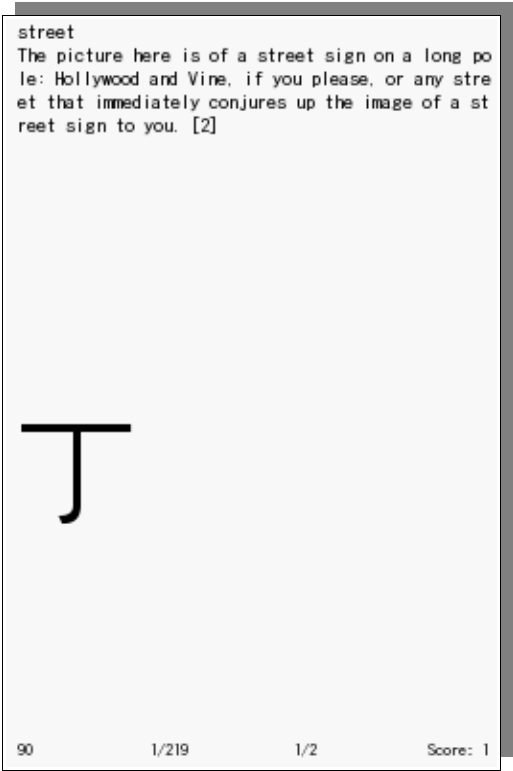
Doodle mode:

Allows to draw on lower screen.

Buttons:

X	exit doodle mode
L/R:	clear

Touch screen:

Comes up when stylus touches lower screen. [Doodle mode must be left.]
!!! Touch effect is activated when stylus is removed from the screen while hovering over one of these squares.!!!

0-4	scoring
left arrow:	next answer card left
feather	doodle mode
lamp	display answer
chart	show card stats
right arrow	answer card right
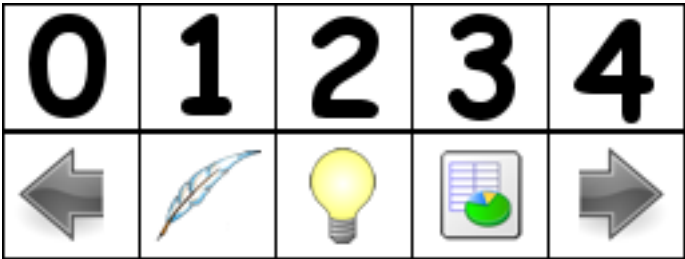
Misc:

Buttons:

select	change backlight intensity
L+A	autohinting on/off
L+R+Y	back to file select

Explaining SRS format

NDSRS is using srs file format. The following examples will explain the different types of carddecks NDSRS can handle (file must be safed in UTF8):

Simple Question – One Answer Deck:

```
<deck>
 <card>
  <question>Fabel</question>
  <answer>fable</answer>
 </card>
 <card>
  <question>Gebilde, Bau</question>
  <answer>fabric</answer>
 </card>
 <card>
  <question>Fakultät, Fachbereich</question>
  <answer>faculty</answer>
 </card>
</deck>
```

Simple Question – One Answer Deck with sound support:

```
<deck>
 <card>
  <question>Fabel</question>
  <answer sound="data/snd/fable.wav">fable</answer>
 </card>
 <card>
  <question>Gebilde, Bau</question>
  <answer sound="data/snd/fabric.wav">fabric</answer>
 </card>
 <card>
  <question>Fakultät, Fachbereich</question>
  <answer sound="data/snd/faculty.wav">faculty</answer>
 </card>
</deck>
```

Question – Multiple Answer Deck:

```
<deck>
 <card>
  <question>schlagen, besiegen</question>
  <answer>beat</answer>
  <answer>beat</answer>
  <answer>beaten</answer>
 </card>
 <card>
  <question>werden</question>
  <answer>become</answer>
  <answer>became</answer>
  <answer>become</answer>
 </card>
 <card>
  <question>bauen</question>
  <answer>build</answer>
  <answer>built</answer>
  <answer>built</answer>
 </card>
 <card>
  <question>fangen</question>
  <answer>catch</answer>
  <answer>caught</answer>
  <answer>caught</answer>
 </card>
</deck>
```

Multiple-Choice Answer Deck:

```
<deck>
 <card type="multi">
  <question>What is your favorite color?</question>
  <answer tf="false">Red</answer>
  <answer tf="false">Green</answer>
  <answer tf="true">Blue</answer>
  <answer tf="false">Purple</answer>
  <explanation>I dont remember enough of the movie to quote anything else</explanation>
 </card>
</deck>
```

Formated Decks + Sound + Pics + custome FonSize

```
<deck>
 <card>
  <question>Here is an example using the new features</question>
  <answer>I am some text! With CR
Spanning over multiple lines|Even so newline is working|
But it could be easier to do this in Pauker and import the result.</answer>
  <answer image="data/img/math.png"></answer>
  <answer sound="data/snd/Franzoesisch-0.wav">à point nommé</answer>
 </card>
 <card>
  <question size="34" image="data/img/file.png" sound="data/snd/test.wav">That is
something written over an image in 34 point size.
Even sound is possible</question>
  <answer size="44" sound="data/snd/Franzoesisch-0.wav">And here is some large text
and sound|and not to forget a newline</answer>
 </card>
</deck>
```

Multiple Choice support [not implemented in NDSRS&FullRecall Import]

NDSRS supports Multiple choice but it is implemented in a rather unwieldy fashion:

Each option gets its own answer page.

To select an answer, hit B on the frame you wish to select, a "Correct" / "Incorrect" will appear on the bottom screen. Press Start to go to the next card

Upon selection, if 'explanation' is set [see example], the top card will change to the content in explanation [This is optional].

A score of 1 is set if you get it incorrect; a score of 4 is set if it is still in InitialState [see schedule.cpp for explanation of the algorithm], and a score of 3 otherwise.