Cabra

The Surprisingly Useful Flashcard Program

User Manual

Table of Contents

Introduction 2

- Table of Contents 2
- Copyright 3
- System Requirements 3
- Conventions used in this manual 4
- Preface 4
- Visit the Cabra website 5
- Learn More About Cabra 5

Chapter 2: Get Started 6

- Downloading Cabra 6
- Starting Cabra 6
- Home Screen 7

Chapter 3: Projects 8

- Creating a Project 8
- Renaming a Project 9
- Selecting a Project 9
- Import a Project 10
- Export a Project 11
- Download a Project 12
- Deleting a Project 13
- Share Your Project Online 14
- Moving Projects to a New Folder 15
- Load Projects from a New Folder 16

Chapter 4: Flashcards 17

- Creating a Flashcard 17
- Adding a Picture to a Flashcard 18
- Viewing Flashcards in the Card Manager 19
- Editing a Flashcard 20
- Deleting a Flashcard 20
- Studying Your Flashcards 21
- Changing the Length of a Studying Session 22
- Understanding Flashcard Ranks 23
- Resetting Flashcard Ranks 24
- Printing Your Flashcards 24

Chapter 5: Notes 25

- Adding a Note 25
- Adding an Image to a Note 26
- Selecting a Note 26
- Formatting a Note 27
- Undoing or Redoing an Action 27
- Saving a Note 28
- Deleting a Note 28

Chapter 6: Coins/Points 29

- Earning Coins 29
- About the Vault and the Store 30
- Buying Prize Packs 31
- Entering Codes 32
- Viewing Redeemed Codes 32

Chapter 7: Settings 33

- Accessing Settings 33
- Checking for Updates 34
- Changing the Font 35
- Deleting All Your Data 36
- Themes 36

Index 37

Copyright

Copyright © 2012 Neel Mehta, hathix.com. All rights reserved.

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, version 3 of the License. This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details. You should have received a copy of the GNU General Public License along with this program. If not, see <http://www.gnu.org/licenses/>.

System Requirements

Windows 98, XP, or 7; Mac OS X
Must have at least 1.5 MB of available disk space

Conventions used in this manual

The names of buttons, tabs, and program commands are bolded.

> Click **Create a project**.

The names of subtabs are bolded and italicized.

> Click ***Store***.

Links to websites appear in blue and are underlined.

> Open a web browser and go to cabra.hathix.com.

Cross-references to other sections appear in the color of that section.

> To learn more about coin values, see How to Earn Coins.

Preface

This manual is intended for users with little to no experience using Cabra or any other flashcard software program. The goal of this manual is to provide a useful reference for any user who is interested in learning how to use Cabra, gets stuck while using the program, or wants to understand the program better.

This manual was created in adherence with the Microsoft Manual of Style, 4th edition.

Please send corrections, questions, or any other feedback about this manual to Ty Clark at clark.ty@husky.neu.edu.

Visit the Cabra website

To visit the Cabra website

- On the **Cabra** menu, click **Visit Cabra's website**.

A browser window will open to the Cabra homepage.

Learn More About Cabra

To learn more about Cabra

1. On the **Cabra** menu, click **About Cabra 0.7.0**.

The **About Cabra** dialog box appears. Click a tab for more detailed information.

CHAPTER 2: GET STARTED

Downloading Cabra

To download Cabra

1. Open a web browser and go to cabra.hathix.com.
2. Click the green download button. You will be prompted to save the file.

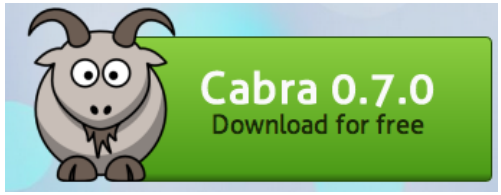

Figure 1. Cabra download link

3. Browse to the directory where you want to save the file and click **Save**.

Starting Cabra

To start Cabra

- Browse to the **cabra.jar** file, and double-click it.

Home Screen

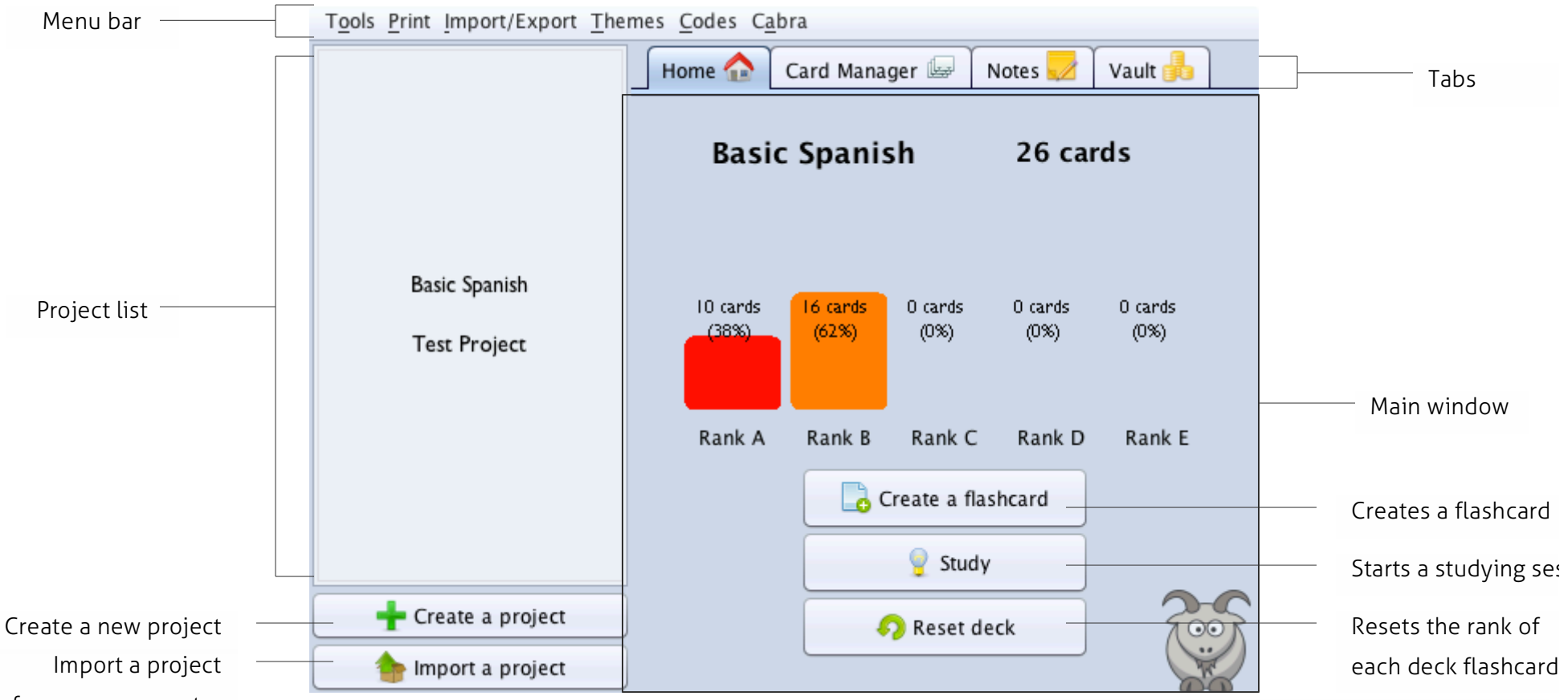

Figure 2. Home screen

CHAPTER 3: PROJECTS

Projects are the foundation of Cabra. You can use projects to keep track of the things you want to study. Each project contains a deck of flashcards and a set of notes. Create a good project, then share it with your friends or upload it to the Cabra website for the world to enjoy.

Creating a Project

To create a project

1. Click **Create a project**.

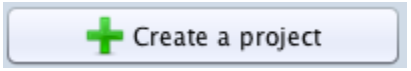

Figure 3. Create a project button

2. In the dialog box, enter the name of your project, then click **OK**.

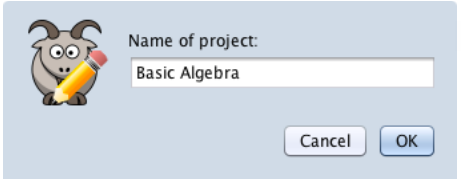

Figure 4. Enter the name of your new project

The project appears in the Project List.

Renaming a Project

To rename a project

1. In the project list, right-click a project, then click **Rename project**.

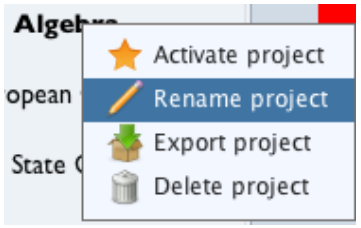

Figure 5. Rename project context menu option

2. In the dialog box, enter the new name of your project, then click **OK**.

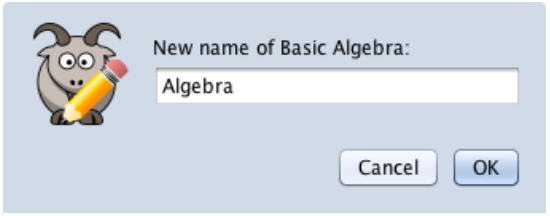

Figure 6. Enter the new name for your project

The updated project name appears in the Project list.

Selecting a Project

To select a project

- Double-click the name of the project.

The main panel updates, showing the project's information.

Import a Project

To import a project

1. Click **Import a project**.

Figure 7. Import a project button.

2. Browse to the folder where your project is located.
3. Click the project, then click **Open**.

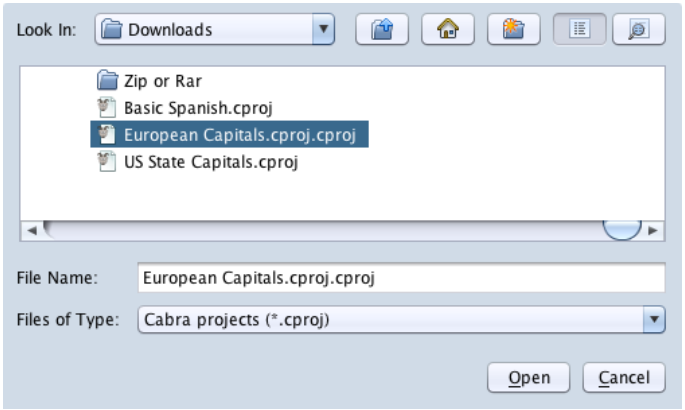

Figure 8. Browse to the project **which will be imported**

The project appears in the Project List.

Export a Project

Before you can share your projects, you need to export them to a .cproj file.

To export a project

1. On the **Import/Export** menu, click **Export a project**.

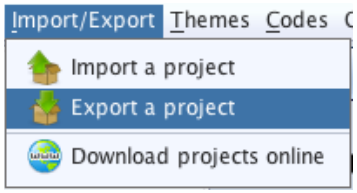

Figure 9. Export a project menu option

2. In the dialog box, select the project to be exported, then click **OK**.
3. Browse to the folder where the project will be exported. Click **Select**.

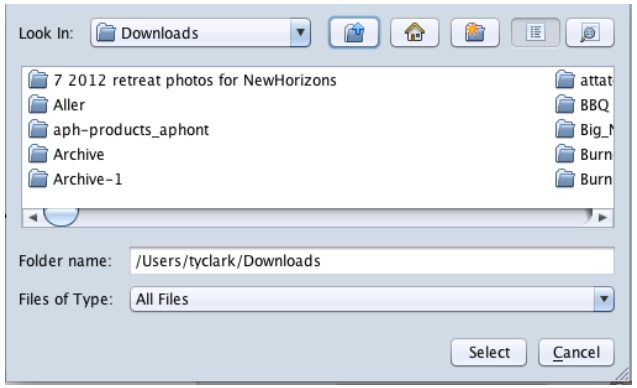

Figure 10. Browse to the folder where the project wil be exported

A message confirms that your project has been exported.

*Note: you can also export a project by right-clicking it in the **Project list** and clicking **Export Project**.*

Download a Project

To download a project

Cabra has a growing number of projects available for free online.

1. On the **Import/Export** menu, click **Download projects online**.

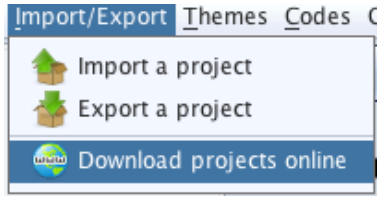

Figure 11. Download projects online menu option

A web browser window opens at the Cabra downloads webpage.

2. Find the project you want, then click the green download arrow next to it.
3. Click the download link at the top of the page.

Your download begins. Once your download finishes, you need to import it into Cabra. For more information, see Import a Project.

Deleting a Project

> Deleting a project removes it from the Cabra project list and from your computer. You cannot undelete a project.

To delete a project

1. In the project list, right-click a project, then click **Delete project**.

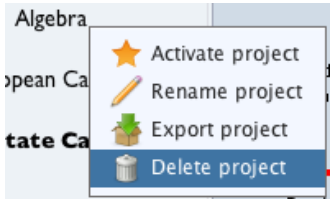

Figure 12. Delete projects context menu option

2. When asked to confirm, click **OK**.

The project is removed from your computer.

Share Your Project Online

The Cabra website has a growing library of free downloadable projects from users all over the world. We would love to share your projects too.

To share your project online

1. Open a web browser and go to cabra.hathix.com/share.php.
2. At the bottom of the page, click **Choose File**.

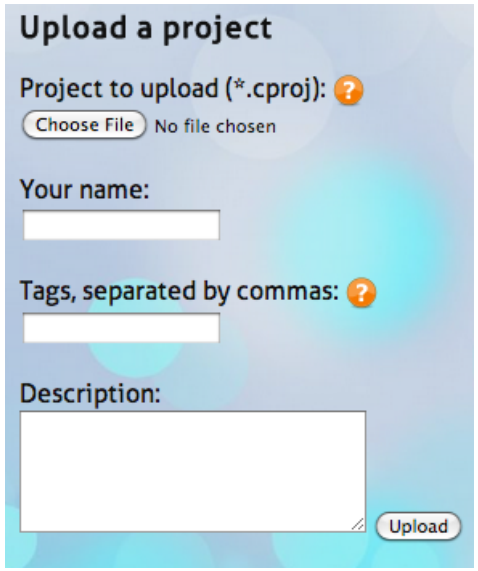

Figure 13. Share your project online with the upload tool

3. Browse to the folder where your .cproj project file is located.
4. Click the .cproj file, then click **OK**.
5. In the fields below, enter your name, tags for the project, and a short description. When you are finished, click **Upload**.

The project is uploaded to the Cabra website.

Moving Projects to a New Folder

Cabra automatically creates a folder where your projects are saved. If you decide your project should be in a different location, you can move it to a new folder. Moving your project moves the entire folder and all its files to a new location.

To move projects to a new folder

1. On the Tools menu, click **Settings**.
2. In the **Settings** dialog box, click the **Project Location** tab.
3. Click **Move projects to a new folder**.

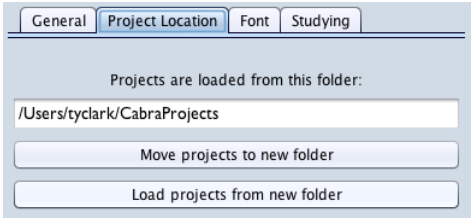

Figure 14. Move projects to new folder option in Settings

4. Browse to the new folder location, then click **Select**.

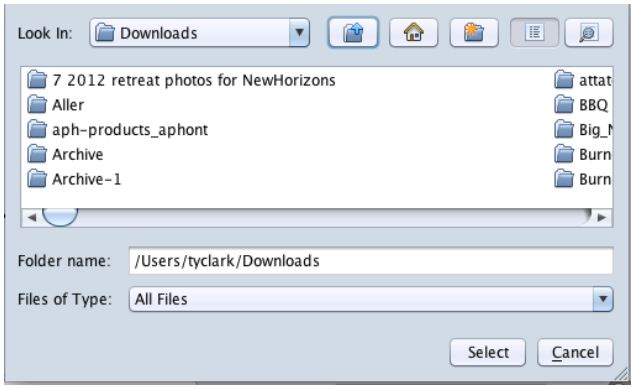

Figure 15. Browse to the new folder location

All the files in the old folder are moved to their new location.

Load Projects from a New Folder

If you want to start a new folder for your Cabra projects but also want to keep your old projects in their current folder, you can do that with the **Load Projects From New Folder** command.

To load projects from a new folder

1. On the **Tools** menu, click **Settings**.
2. In the **Settings** dialog box, click the **Project Location** tab.
3. Click **Load projects from new folder**.

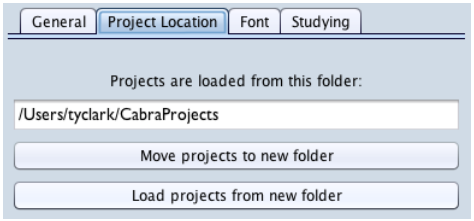

Figure 16. Load projects from new folder option in Settings

4. Browse to the new folder, then click **Select**. Click **OK** to confirm.

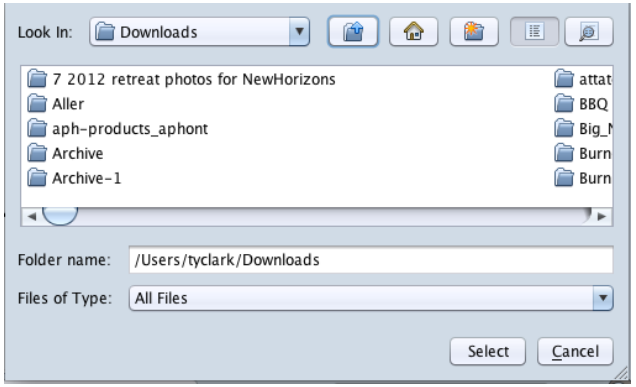

Figure 17. Browse to new folder location

A dialog box shows the new location.

CHAPTER 4: FLASHCARDS

Flashcards in Cabra are just like the paper ones you have. They have a question and an answer, and can have a picture too. A set of flashcards is called a deck. Along with a set of notes, they make up a project. (see CHAPTER 5: NOTES and CHAPTER 3: PROJECTS)

Creating a Flashcard

Before you start studying your flashcards, you need to create some.

To create a flashcard

1. To create a flashcard, click **Create a flashcard**.

Figure 18. Create a flashcard button

2. Fill in the Question and Answer fields.

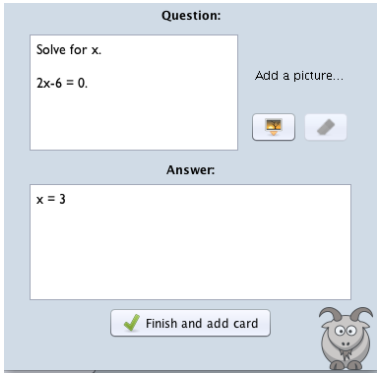

Figure 19. Fill in the Question and Answer fields

3. Click **Finish and add card** to save the card.

4. When you are finished adding cards, click the **Exit** button.

Adding a Picture to a Flashcard

Adding a picture to your flashcard is optional but allows you to study more than just questions and answers.

To add a picture to a flashcard

1. At the right of the Question box, click **Add a picture** .
2. Browse to the folder where your picture is located.
3. Click the picture, then click **Attach.**

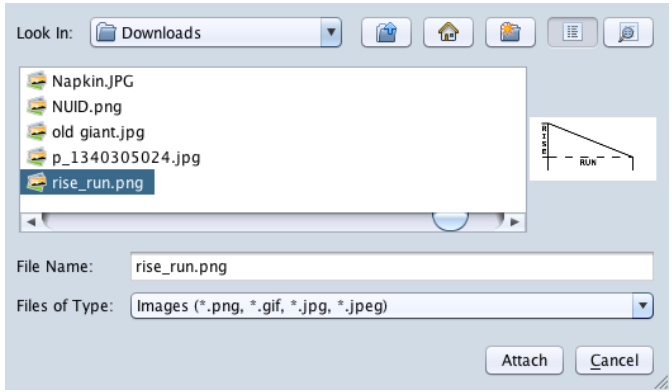

Figure 20. Attach a picture to a flashcard

The picture is added to the flashcard.

To remove the picture, click **Remove picture** .

Viewing Flashcards in the Card Manager

In the Card Manager, you can view all the flashcards in a project, make edits to any of them, or delete the ones you don't need.

To view flashcards in the Card Manager

- Click the **Card Manager** tab.

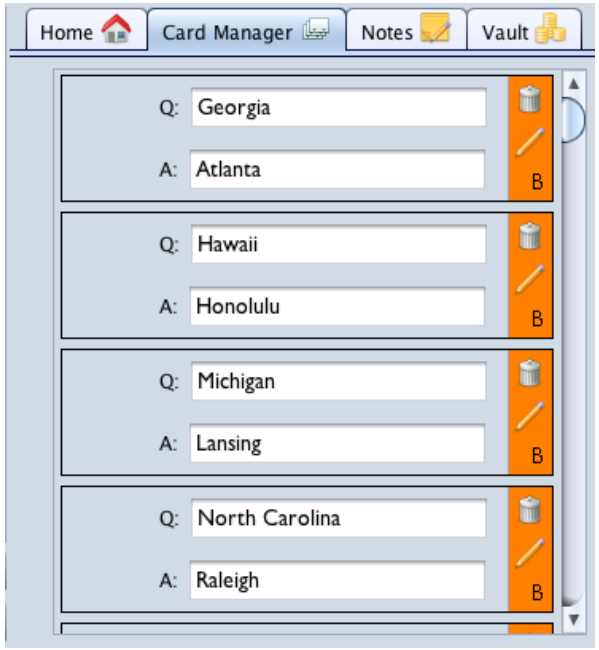

Figure 20. Card Manager tab

The flashcards are displayed in the main window. Scroll down to see all your flashcards.

Editing a Flashcard

To edit a flashcard

1. Find the flashcard you want to change and click **Edit** .

The **Edit** button will change to a **Save** button.

2. Edit the question and answer.

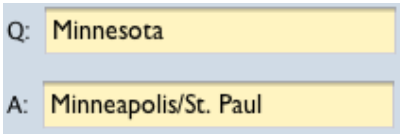

Figure 21. Edit a flashcard in the Card Manager

3. When you have finished making changes, click **Save** .

The flashcard will save the changes and lock.

Deleting a Flashcard

To delete a flashcard

1. Click the **Card Manager** tab.
2. Find the flashcard to be deleted and click **Delete** .
3. When asked to confirm, click **Yes**.

The flashcard is deleted.

Studying Your Flashcards

Study your flashcards to learn the information. Cabra keeps track of what you answer correctly so you're studying what you need to learn, not what you already know.

To study your flashcards

1. In the main window, click **Study**.

Figure 22. Study button

2. Read the question. When you think you know the answer, click **Show Answer**.

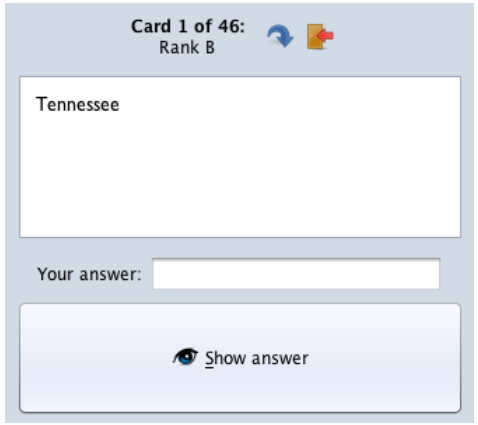

Figure 23. Studying your flashcards

Note: You can enter your answer in the **Your Answer** *box, but it's an optional step.*

3. The correct answer will appear on screen.
   - If your answer is correct, click **Got it**.
   - If your answer is partially correct, click **Sort of**.
   - If your answer is incorrect, click **Nope**.
4. Repeat steps 2 and 3 for each flashcard until the studying session is over.

To skip a question

- Click **Skip this card** .

The next card appears. The rank of the skipped card does not change.

To quit your studying session

1. Click **Quit this studying session** .
2. When asked to confirm, click **Yes**.

The study session ends. Cabra displays the statistics from your study session in a dialog box.

Changing the Length of a Studying Session

The default maximum number of cards in a studying session is 25. Even if your deck has more cards, a studying session will only use the first 25 cards. You can adjust this number at any time.

To change the length of a studying session

1. On the **Tools** menu, click **Settings**, then click the **Studying** tab.
2. In the **Max number of cards** box, type or select how many cards you want to study at once.

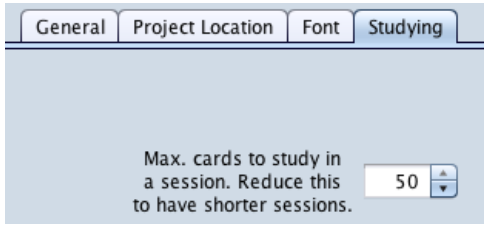

Figure 24. Changing the maximum number of cards in a studying session in the Settings

Understanding Flashcard Ranks

To understand flashcard ranks

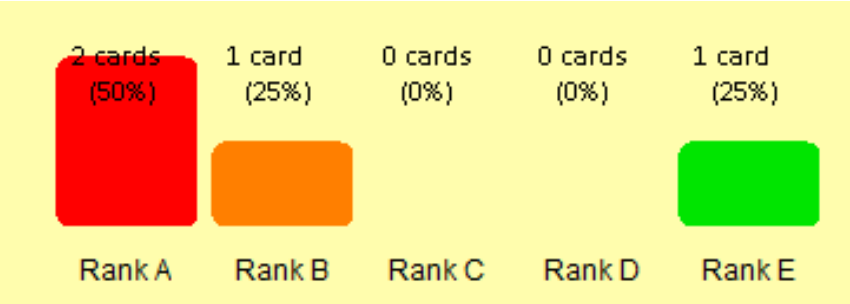

Figure 25. Flashcard ranks

Cabra ranks each flashcard so you can easily monitor your progress. A flashcard's rank indicates how well you know the card and determines how often it appears in your studying sessions.

Every card in Cabra has a rank. Flashcards are ranked from A (unknown) to E (well-known). When you start a project, all flashcards are Rank A.

- If you answer a flashcard question correctly, the flashcard moves down a rank.
- If you answer a flashcard question incorrectly, it will move back to Rank A.
- If you answer a flashcard question partially correctly, it will move up one rank.
- Skipping a flashcard does not change its rank.

Resetting Flashcard Ranks

Resetting the deck sets all flashcards to Rank A.

To reset flashcard ranks

1. In the main window, click **Reset deck**.

Figure 26. Reset deck button

2. When asked to confirm, click **Yes**.

All the flashcards will be reset to Rank A.

Printing Your Flashcards

You can print a paper copy of your flashcards to take with you, give to friends, or study right before the test.

To print your flashcards

1. On the **Print** menu, click **Print Flashcards**.
2. In the dialog box, select the flashcards you want to print, then click **OK**.

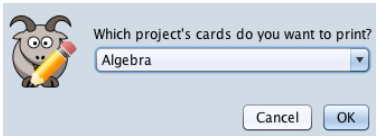

Figure 27. Select flashcards to be printed

A preview of your flashcards and the Print dialog box appear.

3. In the **Print** dialog box, select the print settings you want to use, then click **Print**.

CHAPTER 5: NOTES

Each project has a set of notes to go along with its flashcards. You can create as many notes as you like, add pictures to them, and change the formatting.

Adding a Note

To add a note

1. Click the Notes tab, then click *Create a new Note* .
2. In the **Name of note** box, enter the name of the note. Click **OK**.
3. Click in the text box and begin typing your note.

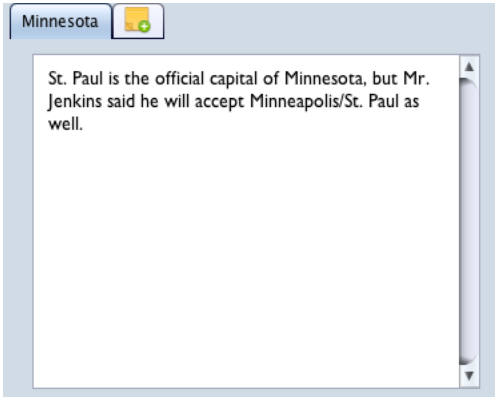

Figure 28. Add a note screen

4. When you have finished, click **Save**.

Your note is added to the notes for your project.

Adding an Image to a Note

To add an image to a note

1. Click **Add a picture** .
2. Browse to the folder where your picture is located, click the picture, then click **Attach**.

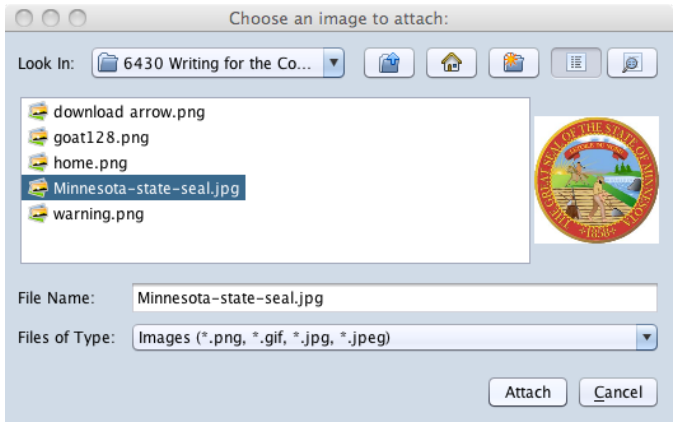

Figure 29. Browse to the picture to be added to a

The picture appears in the body of the note.

Selecting a Note

To select a note

- On the **Notes** tab, click the subtab of a note.

The note appears below the subtabs.

Formatting a Note

Cabra includes formatting tools for your notes. Select a section of text, then click a button. The buttons are explained below.

To format a note

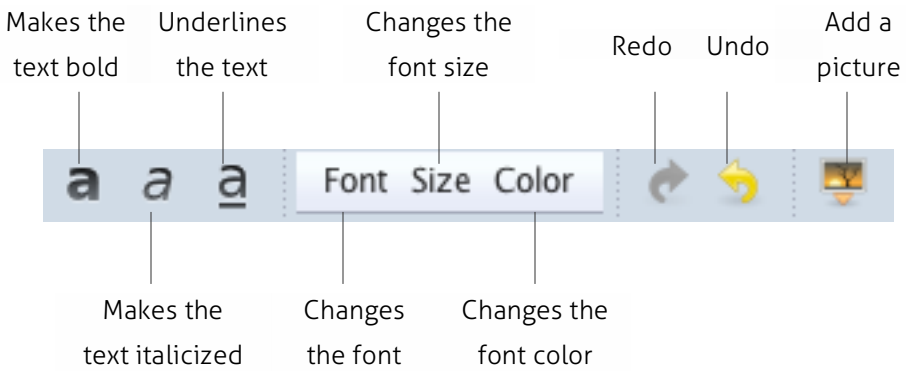

Figure 30. Formatting tools for note

Undoing or Redoing an Action

The buttons are grayed out if they cannot be used.

To undo or redo an action

- To undo or redo an action, click **Undo** or **Redo**.

Saving a Note

To save a note

- On the **Notes** tab, click **Save**.

Figure 31. Save notes button

All the notes for your project are saved.

Deleting a Note

To delete a note

1. On the subtab for the note, click **Delete**.

Figure 32. Delete note button

2. When asked to confirm, click **Yes**.

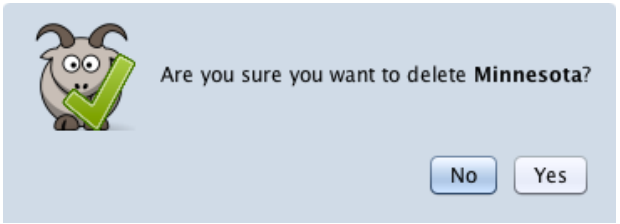

Figure 33. Delete note confirmation

The note is removed from the list.

CHAPTER 6: COINS/POINTS

Everything you do in Cabra earns coins, which are also called points. You can use your coins to buy prize packs in the Store, which will show up in your Vault. Cabra even includes some secret codes. We'd love to tell you more, but we're sworn to secrecy, so you'll have to find them yourself.

Earning Coins

To see how to earn coins

- On the **Vault** tab, click **How to earn points**.

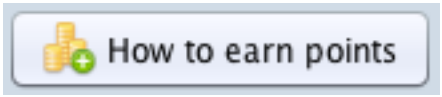

Figure 34. How to earn points button

A dialog box shows the different ways to earn points.

About the Vault and the Store

The Vault displays all your prize packs.

To access the vault

- On the **Vault** tab, click ***Vault***.

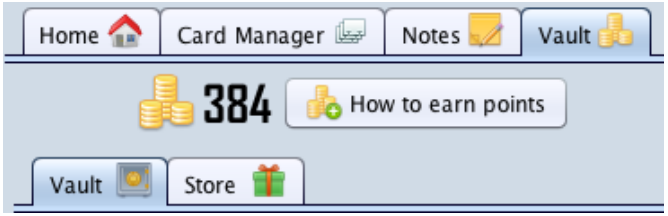

Figure 35. Vault subtab

To access the store

You can buy virtual trading cards in the store.

- On the **Vault** tab, click ***Store***.

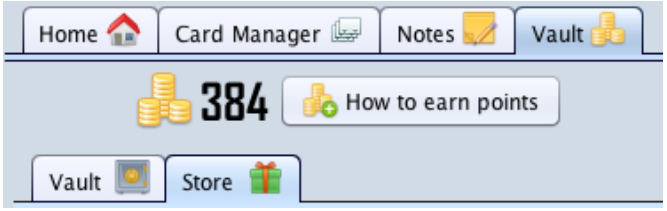

Figure 36. Store subtab

Buying Prize Packs

You can buy prize packs with your coins. Prize packs start at 50 coins but you'll need to save your coins if you want the rare ones. If you don't have enough coins for a prize pack, it will say **Can't afford**.

To buy prize packs

1. On the **Vault** tab, click ***Store***.
2. Find the prize pack you want to buy, then click **Buy Pack**.

Figure 37. Buy prize packs in the store

3. When asked to confirm, click **Yes**.

The contents of the prize pack are displayed.

Figure 38. Prize pack contents

Entering Codes

There are a few secret codes in Cabra. When you find one, enter it to receive free coins.

To enter a code

1. On the **Codes** menu, click **Enter a code**.
2. In the dialog box, enter your code, then click **OK**.

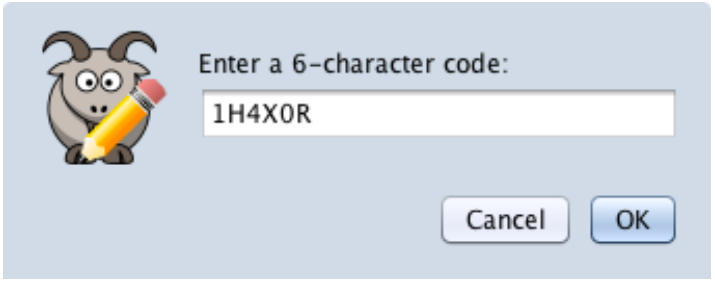

Figure 39. Enter a code dialog box

A dialog box appears with the results.

Viewing Redeemed Codes

To view redeemed codes

- On the **Codes** menu, click **Codes redeemed**.

A dialog box shows the codes you have redeemed.

CHAPTER 7: SETTINGS

Accessing Settings

To access the settings

- On the **Tools** menu, click **Settings**.

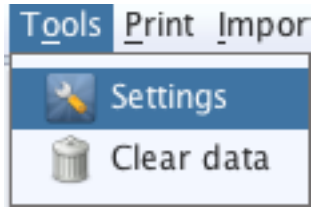

Figure 40. Settings menu option

The **Settings** dialog box opens. Any changes you make are automatically saved.

Checking for Updates

To check for updates

- On the **Cabra** menu, click **Check for updates**.

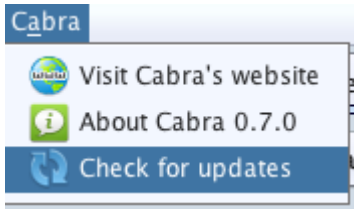

Figure 41. Check for updates menu option

A dialog box tells you if you have the current version of Cabra.

To change how often Cabra checks for updates

By default, Cabra checks for updates every seven days. You can change the number of days between these checks.

1. On the **Tools** menu, click **Settings**.
2. In the **Days between checking for updates** box, type or select the number of days Cabra will wait between checks for updates.

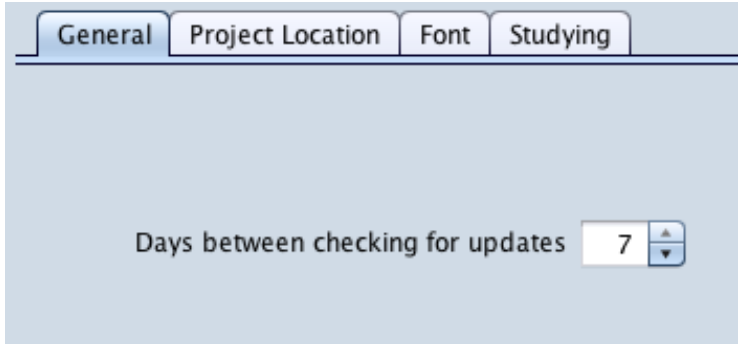

Figure 42. Days between checking for upc option in Settings

Changing the Font

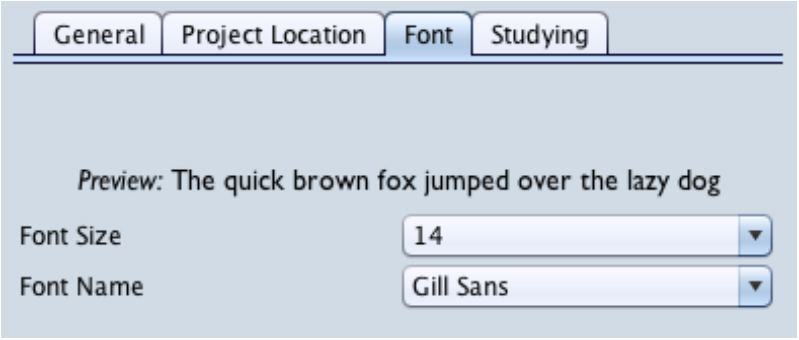

Figure 43. Font options in Settings

To change the font

1. On the **Tools** menu, click **Settings**, then click the **Font** tab.
2. Click the **Font Name** arrow.
3. A list of all the fonts on your computer appears. Double-click a font to select it.

Cabra's text is now displayed in that font.

To change the font size

1. On the **Tools** menu, click **Settings**, then click the **Font** tab.
2. Click the **Font Size** arrow.
3. A list of font sizes appears. Click a size to select it.

Cabra's text is now displayed at that size.

Deleting All Your Data

It is unlikely, but if you decide you want to delete all your data from Cabra, you can choose to do so. Deleting your data removes all your projects, flashcards, notes, coins, prizes, and settings.

This process cannot be undone. Be completely sure you want to delete your data before doing this.

To delete all your data

- On the **Tools** menu, click **Clear data**.

All your data will be deleted.

Themes

If you want to make your Cabra more colorful, there are more than ten themes to choose from.

To pick a theme

- On the **Themes** menu, choose a theme.

Cabra's main window updates with your theme's colors and image.

INDEX

About Cabra, 5

Cabra website. *See* Website

Coins, 29-32
- codes
  - entering, 32
  - viewing redeemed codes, 32
- earning, 29
- prize packs, 31
- Store, 30
- Vault, 30

Downloading, 6

Flashcards, 17-20
- adding a picture, 18
- Card Manager, 19
- creating, 17
- deleting, 20
- editing, 20
- length of study session. *See* Flashcards: study session length
- printing, 24
- rank
  - resetting, 24
  - understanding, 23
- study session length, 22
- studying, 21

Home screen, 7

Notes, 25-28
- adding, 25
- adding an image, 26
- deleting, 28
- formatting, 27
- redo, 27
- saving, 28
- selecting, 26
- undo, 27

Points. *See* Coins

Projects, 8-16
- creating, 8
- deleting, 13
- download, 12
- exporting, 11
- importing, 10
- load from new folder, 16

moving to a new folder, 15
renaming, 9
selecting, 9
sharing projects online, 14
Settings, 33-36
accessing, 33
clear data, 36
deleting all data. *See* Settings:clear data
font, 35
reset data. *See* Settings:clear data
updates, 34
Starting, 6
Themes, 36
Website, 5