



KanjiGym Light (Java™)

Documentation

Version 1.1

February 2006

Introduction

Welcome to the Java version of *KanjiGym Light*!

KanjiGym Light is a simple training program for all kanji books based on the learning system by James W. Heisig:



Remembering the Kanji

James W. Heisig

A complete course on how not to forget the meaning and writing of Japanese characters

Tokyo: Japan Publications Trading Co.



Die Kanji lernen und behalten

James W. Heisig / Robert Rauther

Bedeutung und Schreibweise der japanischen Schriftzeichen

Vittorio Klostermann Verlag; Frankfurt/Main



Kanji para recordar

James W. Heisig con Marc Bernabé y Verónica Calafell

Curso mnemotécnico para el aprendizaje de la escritura y el significado de los caracteres japoneses

Editorial Herder, Barcelona



Les kanjis dans la tête

Yves Maniette

Une création francophone du livre de James Heisig "Remembering the Kanji"

Éditeur : Yves Maniette

KanjiGym Light is designed as a study aid to help speed up your learning of the *jōyō kanji* through one of the above mentioned books. The following pages will help you familiarize yourself with the way the program works.

KanjiGym Light is free. In order to use it, you only have to agree to the attached license terms. If you wish to use *KanjiGym Light* on a regular basis, we would ask you kindly to register your copy at <http://www.kanjigym.de>. This way we can keep in touch with you about updates and the fuller version now in the planning.

Wishing you every success, and fun, in your work,

The publishers

Vittorio Klostermann GmbH,
Frankfurt/Main



James W. Heisig
Nanzan-University, Nagoya, Japan

The authors

James W. Heisig

Marc Bernabé
Verónica Calafell
Yves Maniette
Robert Rauther

The programmer

Lars Grunewaldt
(with Robert Rauther)

Setting Preferences

When starting the program for the first time, a window with the license terms appears. We ask you to confirm your agreement to the conditions under which *KanjiGym Light* may be used. Copies of the license terms can be obtained at: <http://www.kanjigym.de>.

Note: Before starting the program, the Java™ Runtime Environment needs to be installed on your system. You can obtain it free of charge at: <http://www.java.com>

After confirming the license agreement, the selection screen will appear. English is the default language for both the interface and the keywords (kanji meanings). To change either setting, click on **File** in the menu bar above, then on **Preferences** where you can set the **Interface Language** and **Keyword Language**. Choose from the drop-down menu available by clicking on the down arrow adjacent to the currently active language selection. Then click on **OK**.

Note: For technical reasons, a change of the interface language requires restarting the program. The keyword language, however, can be changed without a restart.



In addition, you will need to select a TrueType Font capable of displaying Japanese characters (for example, MSMincho or MSGothic). At least one such font has to be installed on your system for the program to function.

*Note: On systems running Windows XP you can easily install these fonts by clicking on **Regional and Language Options** in the **System** folder. Under the **Languages** tab select tick the box marked **Install files for East Asian languages** if it is not already selected. Then return to the same **Language** menu box and click on **Details**. Select **Add** and then select „Japanese“ as the **Input language**. The **Keyboard layout** will fill itself in automatically. Click on **OK** to confirm your choice. You will probably need to reboot your system at some point for these files to be activate.*

For other Microsoft operating systems, please install the "Global Input Method Editor" for Japanese. You can download it free of charge at:

http://www.microsoft.com/windows/ie_intl/de/download/ime5_win32/default.msp

On MAC systems, the requisite Japanese fonts typically come pre-installed.

Under **Look & Feel** you can change the general appearance of the interface.

Click on **OK** to confirm your preferences and return to the selection screen.

The selection screen

With *KanjiGym Light* you are given the option of reviewing the kanji by lesson number or by frame numbers for the book you have selected.

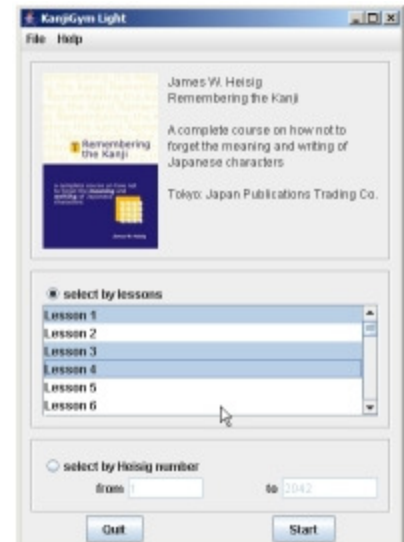
Selection by lessons is activated by default. Click on the desired lesson(s) to select kanji for reviewing. Multiple lessons can be selected by holding down the "Ctrl" key on your keyboard while clicking.

By holding down the "Shift" key you can select all lessons between your first and your second click.

Clicking again anywhere in the frame will clear your selection.

Alternatively, you may select a section of kanji to be reviewed by the frame numbers given in the book. Click on the circle next to **Select by Heisig number** and type in beginning and end of the range of kanji you wish to review.

Then click on **Start**. The review screen appears.



The review screen

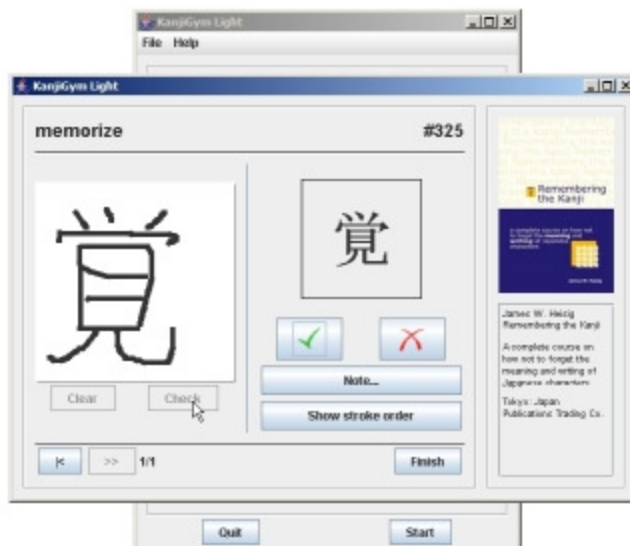
In the upper left corner of the review screen you will see the keyword of a kanji from the edition of *Remembering the Kanji* you have chosen to work with. *KanjiGym Light* always queries keywords in random order. Consult the remarks at the beginning of Chapter 5 of the original book for more information concerning this method of reviewing.

You can now draw the kanji corresponding to the keyword with your mouse (or digital pen), using the blank pane on the left. Hold down the left mouse button and move the mouse to draw. Click on **Clear** at any time to start over.

When you are satisfied with your answer, click **Check**.

In the upper right corner, opposite the keyword, you will see the corresponding frame number from the book. Just below it and to the right of the drawing frame the correct kanji will appear. If it does not display properly, check the installation and selection of a suitable Japanese font as described above under **Set Preferences**.

For help with drawing the kanji correctly, you can click on the button marked **Show stroke order**. A window will open, giving you the option to **Draw** the kanji stroke by stroke.



A note on the animation window

A particularly useful asset of *KanjiGym Light* is the dynamic stroke order display of the currently reviewed kanji in a dedicated animation window. Click on "Draw" at the window's bottom and watch the stroke order. You may repeat the presentation as often as you like. The animation window can be placed freely on the desktop; with the next kanji it will re-open at the same position. Return to the review screen by either closing the animation window like any other window or by clicking on the button "Hide stroke order".

The stroke order animations are based on the free kanji database "Taka" (© 2002-2004 M. Francis et al. at <http://taka.sourceforge.net>) Complete legal notes can be found in the license terms you have received with *KanjiGym Light*. Without your consent to these license terms you

may not use KanjiGym Light. If necessary, please obtain a copy of the license terms at:
<http://www.kanjigym.de>

The „Taka“ database may be incomplete or incorrect. Therefore, a warranty for the stroke order data cannot be assumed. In case of doubt, be sure to compare the stroke order with the data supplied in the book. Should you notice any discrepancies, kindly report them to mail@kanjigym.de

Clicking on **Note** in the review screen will open another window where you can jot down your comments or hints on the kanji under review. These notes will be saved when you exit the program and will be available for future sessions. Should you ever decide to uninstall, or reinstall on a different computer, your notes will be lost. Consult the **Uninstall** instructions at the end of this documentation.

Once you have completed the review of a kanji, rate your answer as **right** (green check mark) or **wrong** (red X). The result will be saved for determining a final score, and the next keyword will pop up automatically.

Using the navigation buttons in the lower left-hand corner you can skip the displayed kanji (>>|) or return to the beginning of the current review sequence (|<). The number to the right of these buttons display the number of the kanji in the complete sequence of kanji you have selected to review.

When you have reached the end of the review selection, whether by providing answers or skipping ahead, the **Results** screen opens.

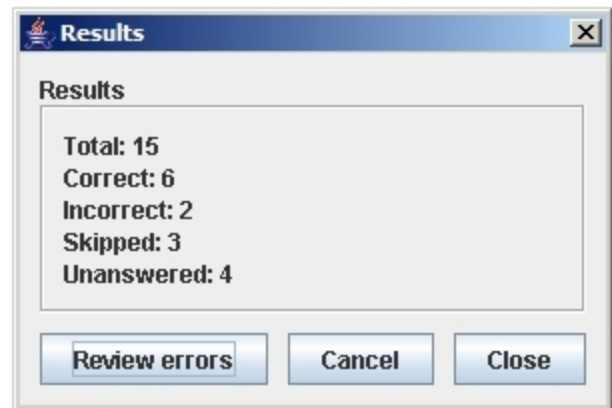
Alternatively, you can jump to the **Results** screen by clicking on **Finish** at any time.

The results screen

At the conclusion of a review session, the results screen will show you:

- ✓ how many kanji you **reviewed**
- ✓ how many answers you rated **correct**
- ✓ how many answers you rated **incorrect**
- ✓ how many kanji you **skipped**

If you prematurely terminated the review sequence, the screen will indicate the number of **unanswered**.



Clicking on **Review errors** will allow you to have a second review, again in random order, of kanji you skipped or rated as incorrect.

Should you wish to return to a review selection that you terminated before completing, click on the **Cancel** button.

Select **Close** to return to the main selection screen. From there, you can either run a new review or opt to **Quit** your session of *KanjiGym Light*.

Additional remarks

Uninstall

To uninstall the Java version of *KanjiGym Light* click on **Uninstall** in the **File** menu of the main selection screen. Please read the warning note carefully: *By uninstalling, all your preferences and all notes you may have entered will be lost!*

To remove the software from your system completely, simply delete the .jar file itself.

System requirements

The Java Runtime Environment version 1.4.2+) and a TrueType Japanese font are required in to run *KanjiGym Light*. Since this software is provided as is and free of charge, there is no warranty that it will function on every possible configuration of your operating system.

KanjiGym Palm® OS

For handheld computers running Palm OS, please use the Palm OS version of *KanjiGym Light*. It can be downloaded free of charge at: <http://www.kanjigym.de>

Registering

You may use *KanjiGym Light* free of charge as long as you conform to the enclosed license terms. Please register your copy at: <http://www.kanjigym.de>

If you are studying kanji without one of the books mentioned on page 2 above, the rationale behind *KanjiGym Light* may not be obvious. In that case, we recommend as a minimum that you reading about the method by downloading the Introduction chapter from the following site:

www.nanzan-u.ac.jp/SHUBUNKEN/publications/miscPublications/Remembering_the_Kanji_1.htm

Queries

Kindly direct any questions or remarks concerning *KanjiGym Light* to mail@kanjigym.de

Legal notice

“Java” is a trademark of Sun Microsystems, Inc. in the U.S. and/or other countries.

“Palm” is a registered trademark owned by Palm, Inc.

The *KanjiGym Light* software is not affiliated with, or authorized, endorsed or licensed in any way by PalmSource Inc., Palm Inc. or any of their affiliates or subsidiaries.

Imprint

This documentation was compiled by Robert Rauther with the kind help of James W. Heisig
http://www.nanzan-u.ac.jp/SHUBUNKEN/publications/miscPublications/Remembering_the_Kanji_1.htm
<http://www.kanji-lernen.de>
February 2006