

QtKanji - A Kanji Training Tool

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1 Information

This application was programmed using the C++ class library Qt in major version 5. Qt is licensed with the GNU General Public License (GPL) and so this program is also. That means that you can have, edit, publish and even sell my source code and program, but if you do so you have to publish also with GPL. That means you have to publish your source code and all documentations.

It is not so important if you mention me, but it would be nice, if you share the link to my homepage: <http://homepages.uni-regensburg.de/~kat10110>

It is not great, but yes, I am proud of my work.

2 Purpose

This Qt-application is designed to help students of the japanese language in learning their kanji. When I participated in the japanese courses at the University of Regensburg I found that it is very tedious to write hundreds of kanji-flashcards and manage a cardbox alongside the usual vocabulary-flashcards. Most of the students I know are also writing such flashcards.

This little program is only meant for preparing for tests of the japanese courses at University of Regensburg. The ids, the translations and the example words match exactly the handouts of six semester-courses (460 kanji).

Please help me to improve the app an give me feedback. Just send me an email: thomas1.karl@stud.uni-regensburg.de

Have fun!

3 Installation

3.1 Linux

Unzip the archive. Install Qt5 an compile the program: Open a terminal in the kanji_linux-folder and type *qmake* and *make*. Execute the executable-file *./kanji*.

3.2 Windows

Unzip the archive and put the QtKanji-folder into C:\Program Files (x86)\. Ensure that you have administrator-rights and execute kanji.exe. You will find out that some

dlls are missing. I can not provide that dlls, because they are property of the Microsoft Corporation.

The first possibility is to install Microsoft Visual C++ 2017 and Qt5. Open the kanji.pro file and compile the program by yourself using QtCreator. The program is completely open-source and can be extended if you want to.

That will cost you many GB of disk-space. Another possibility is to search the web for this four files: Put the files in the debug folder.

4 Usage

You can select a range of kanji you want to train. The two buttons above determine the direction of your training. Click the checkboxes to decide what you do not want to be tested. You can train kanji or the corresponding example words in random order.

You have to fill the text-fields exactly as given in your handouts. In the imi-field only one solution is sufficient. The order does not matter. You can add a flashcard to your cardbox (or remove) for special training. The cardbox can be recalled any time.

If you train words, you have to write only kanji which occurred so far unless you are over number.

5 Troubleshooting

- *I get a file error.*

Ensure that you have administrator-rights on the files *example.dat*, *kanjldb.dat* and *cardbox.dat*. Check if the encoding is set to Windows/Linux. Try to overwrite the files with themselves.

- *I found an error.*

Edit the files above, go to the corresponding entry and correct it. The files are plane-text, not binary-containers.

- *The program crashes suddenly.*

Sometimes it does. If the error remains, send me an email with detailed information.

- *Even when I type correct I get failures.*

Maybe another input method would help. The program only supports UTF8-symbols. A normal dash is not a katakana-dash. Type numbers with your num-block.

- *I can not find the dlls or there are other files missing.*

Contact me.

- *I have ideas to improve the program.*

Good. Tell me.

- *Ugly and/or useles. I could have done better.*

It is open-source, what holds you back?