

PCfone Arabic Typing Tutor

Version 3.3

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Features: Introduction

- Improves your typing speed through an interesting game.
- Specially designed for Arabic / English PC users.
- Doesn't need special Arabic enabling Software or Windows
- Contains specially designed lessons that teaches how to speed your typing.
- Standard Keyboard Layout.
- Program simplicity and usability is the key to fast learning.
- On-screen Timer calculating typing speeds in Words per Minute (WPM).
- Update in just a click.

Minimum Requirements:

- 9 MB Hard disk space.
- Directx 9 or above
- Windows 98/Me/2000/XP

Support email: support@pcfone.com

Website : <http://www.pcfone.com>

Introduction:



This software is written in order to increase your Arabic typing speed, through teaching the basics of how to put your hand on to the keyboard and give some training examples.

Each lesson teaches some extra keys, and there is also a practise, if it is chosen, one can practise the previous keys learned through the previous lessons. The sentences chosen in the practise are mostly meaningful, some of them are Arabic poems, some are Arabic common sentences and some are wise sentences.

The first window, contains two columns, the button row carry the user names. The program can enable different users to work on the same computer, and each user has his own data, and details as the last lesson he reached and his typing speed. The right column carries the buttons as shown.



Typing Lessons

The first button is “**Typing Lessons**”, this is used to learn how to use the keyboard through 13 lessons, and each lesson adds about 2-4 keys and teaches the hidden secrets of typing.



Typing Practise

The second button is “**Typing practise**”, this is used to practise typing, and the software shows a document to write and checks what is written and then will give an overview of how many mistakes the user made and how many correct hits and so on.



Typing Game

The third button is “**Typing game**”; this is used to play two interesting typing games. In the first one there are some letters are falling down and in the second one, letters are moving around in the universe just like planets. You have to hit the correct letters to gain points. There are different levels, in each level the speed will increase.



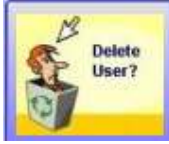
Statistics

The fourth button is “**Statistics**”; it is to show the statistics of the available users working with the program.



Change Name

The fifth button is “**Change name**”; it is used to change the name of the user. This software can be used by up to 6 users which can log in with different names.



Delete User

The sixth button is “**Delete user**”, it is used if you want to delete a user.



Register

The seventh button is “**Register**”; it is to register the software if you still have a demo version and to send feedback.

Typing Lessons

To open the typing lessons, click on the corresponding button:



Typing lesson

Letters of interest:	Left Hand	Right Hand
English Key	A S D F	J K L ;
Coressponding Arabic	ب ي س ش	ك م ن ت
Fingers	1 2 3 4	4 3 2 1

There are two notches on F and J keys to define their positions without looking. These left hand arabic letters are the first letters to memorize, then the right hand letters. Put your fingers on the keyboard as shown in figure, where the little, ring, middle and index fingers are 1,2,3,4 successively.

Previous Practise Next

The typing lesson form gives details about typing secrets and how one can correctly put his fingers on the keyboard. It shows also the corresponding keyboard on the English keyboard. The different lessons will take you bit by bit and teach you two more keys each time, till you get to higher lessons and then it teaches more keys.

The last lesson will show you how to write punctuations of Arabic language. Most vowels in Arabic language are written as signs above or underneath other letters.

The window has different buttons, “Next” is to get to the next lesson, and “Previous” to go to the previous lesson. There is no problem to get back to a previous lesson as the program is flexible.

If you click on “Practise” button, you will get to the practise window, in order to do some practise.

Lesson 2

١	٢	٣	٤	٥	٦	٧	٨	٩	٠	-	=	Backspace	
Tab	ض	ص	ث	ق	ف	غ	ع	ه	خ	ح	ج	د	ا
Capslock	ش	س	ي	ب	ل	ا	ن	ت	ك	ط	Enter		
Shift	ئ	ء	و	ر	و	ل	ا	و	ة	ز	ظ	Shift	
Ctrl	ALT	Space								ALT	Ctrl		

In the last lesson we learned these letters ك م ن ت ب ي س ش

From now we will learn two letters every lesson, each finger will take a color as shown in the figure, the keys belonging to the same finger will have the same circle color

In this lesson we will learn the following letters ه ث

If a letter comes before ه it changes to هـ At the end of a word it is هـ

Keep you hand on the keyboard and dont look to it, and train them with the middle finger of each hand

The lessons take in to account that the user doesn't know Arabic and show the different shapes of the Arabic letters. On the keyboard graph, there are some circles, each circle corresponds to a finger, and for example the red circle corresponds to either the left or right litter finger and so on. If you find a button having the red circle, this means that the little finger should be used to click this button.

Practise Lessons

To open a practise lesson, click on the corresponding icon:



Typing Practise

Practise Lessons , Lesson 1

ت ت ت ت ت ت ت ت ت ت ت ت ت ت ت ت ن

م م م م م م م م م م م م م م م م ك

ب ب ب ب ب ب ب ب ب ب ب ب ب ب ب ب ي

ش ش ش ش ش ش ش ش ش ش ش ش ش ش ش ش

ش س ت م ب ن ي س ش م ن ت ك ن ي س م ن ب ت

م ش ك ن ت ب ي ت م س ش م ك ب ي م س ي ب م

ي ن ك ن م ي ي س م س ي س ش ك ن ت ن م ك م ش

ك م ن ت ب ي س ش ت ن م ك ب ي س ش م ن ي ب

ت ب ن ي م س ش ك س ك م ي ب ن ش ت ن ك ش ي

ن ت م ك ي ب س ش ب س ش ك ن ت م ن س ي ش م

Correct
000

Word / Min
000

Timer
00:00

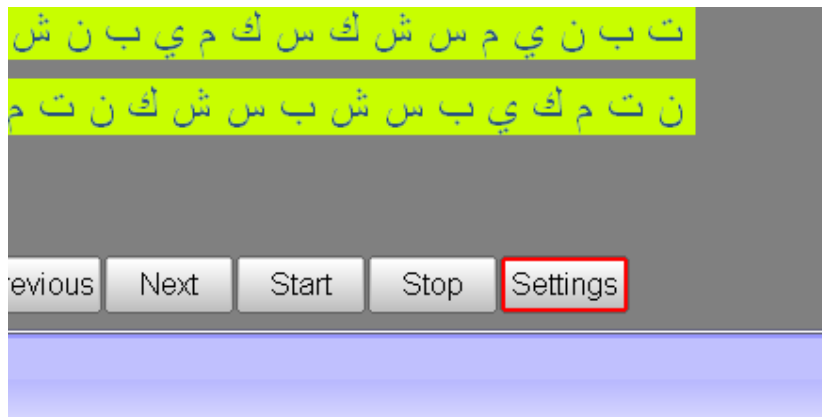
Previous Next Start Stop Settings

In the practise window, you will see some Arabic text, and it should be written correctly, the correctly written letters will be coloured red and the wrongly written letters will be blue. The window will show the correct hits which is the number of correctly typed letters, and the wrong hits, which means how many mistakes you made while writing. These wrong hits can't decrease when you type back space, in order to give real idea about the efficiency. If the next letter is space, a hint will appear in red saying "Next letter space".

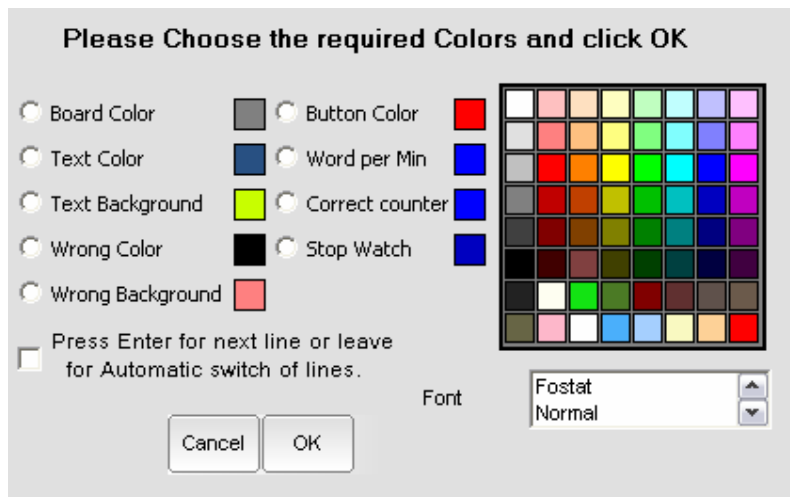
Built-in Key board Emulator

There is a built-in keyboard emulator for different keyboard languages, and it supports any other language rather than Arabic as English, German and Arabic keyboards. For example if the computer language changed between these languages, it will not affect the written letter, as the request of the program is to teach the location of the key. So now don't worry about changing between different keyboard languages while practising or playing the game.

Change your Settings



Click on the “Settings” buttons on the bottom of your screen and you can change the colours of your practise lessons.

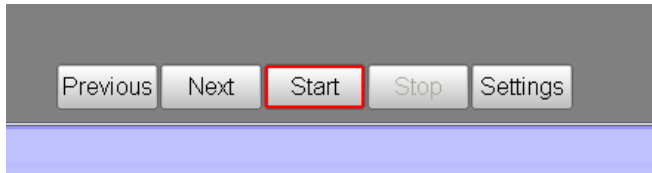


If you want to press enter each at the end of the typing rows, check the option “Press Enter for next line or leave for automatic switch of lines”.

Confirm the new setting with OK.

Start the practise

Click the “Start” button to begin your first lesson.



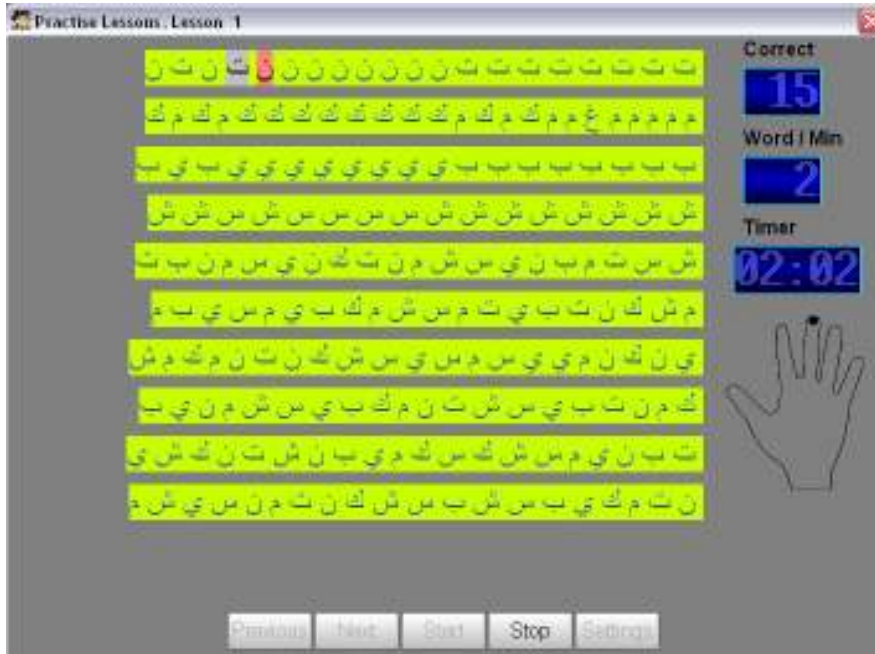
Type the letters as they appear in the row. The letter you have to type appears with a different background colour.



On your right, you’ll find the number of letters you typed, your typing speed in Words/Minute as well as a timer.

As soon as you are typing a false key, the corresponding letter will appear with another background colour to indicate the mistake.

On your right, you find a hand showing the finger you should have used to type the right key.



Typing Game

To open the games, click on the corresponding button:



Typing Game

There are two kind of games integrated in our typing tutor.

First of all, you will have to select the letters you want to learn. Click on the keys of the keyboard you will see on your screen



The typing game window consists of different parts, a keyboard and the key of interest window. If it is required to train only some keys, so the required keys

should be chosen from the key board just by clicking on them. If it is required to remove a chosen key from the keys of interest, one should only click on the chosen key to remove it. The program doesn't enable choosing one key more than once.

The game window has some intelligent, if the window is not active or another application runner or you are doing something important on the pc, the game will automatically pause in order not to lose points and be user friendly.

The letters you selected will appear underneath the keyboard. You can deselect them with a double click.

The first game has an option for music. You can disable the background music or mute all sounds completely.

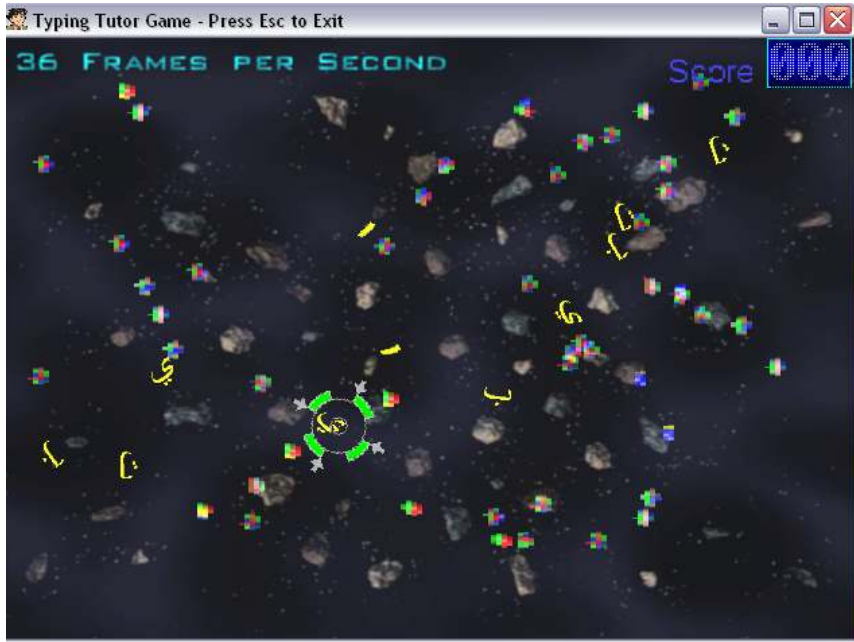
Then you can choose your game.

1. Start game

Leads you in the universe with letters flying just like UFOs



The game will start automatically after a few seconds.

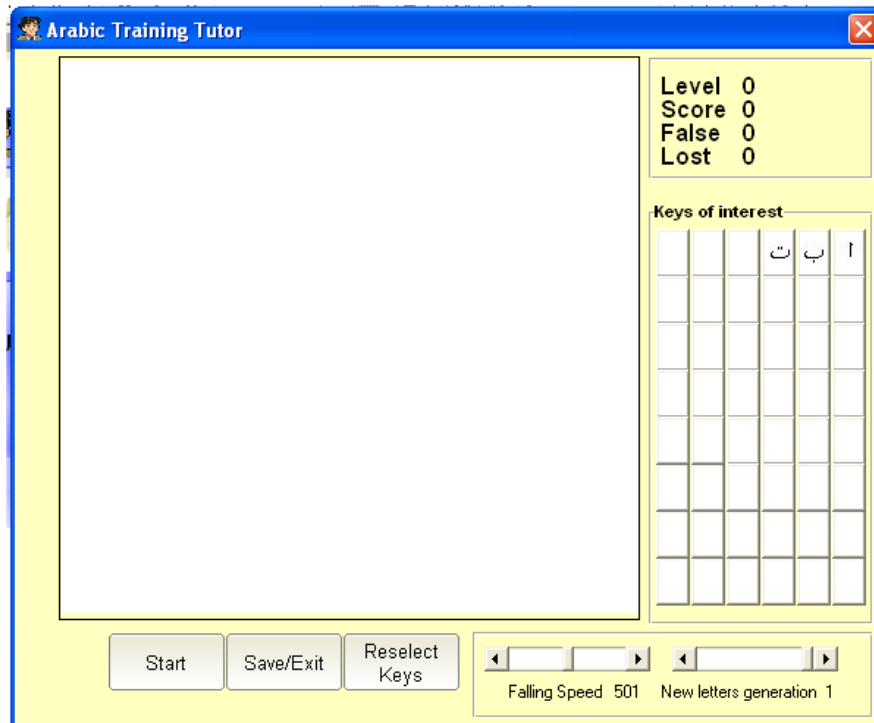


To gain points for your score, you have to hit the letters in green circles in defined laps of time. The letters can only be “destroyed” as long as the circle is visible. The circles will disappears after a few seconds and reappear elsewhere.

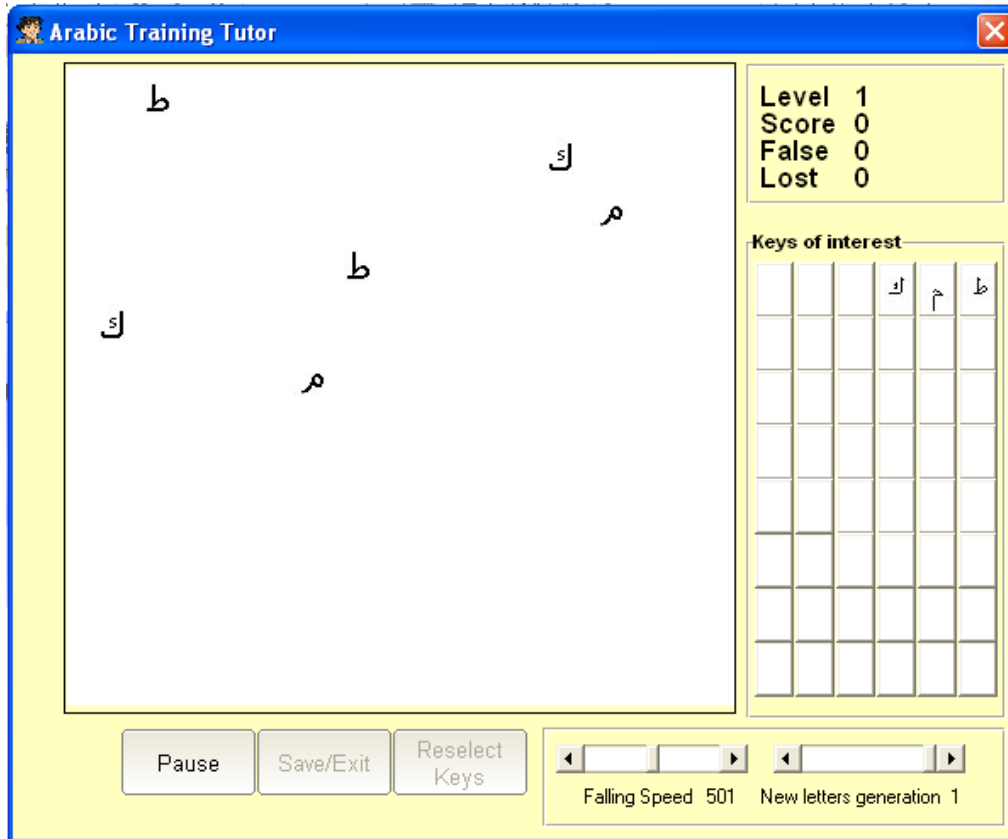
At each level the speed of your game will increase.

2. Kids game

Lets you hit letters falling down from above



The Kids game has an explicit start and pause button so you can interrupt the game whenever you want.



You have to hit the keys you see on your screen before they touch the ground to gain points.

Statistics

To open the statistics window, click on the corresponding button:



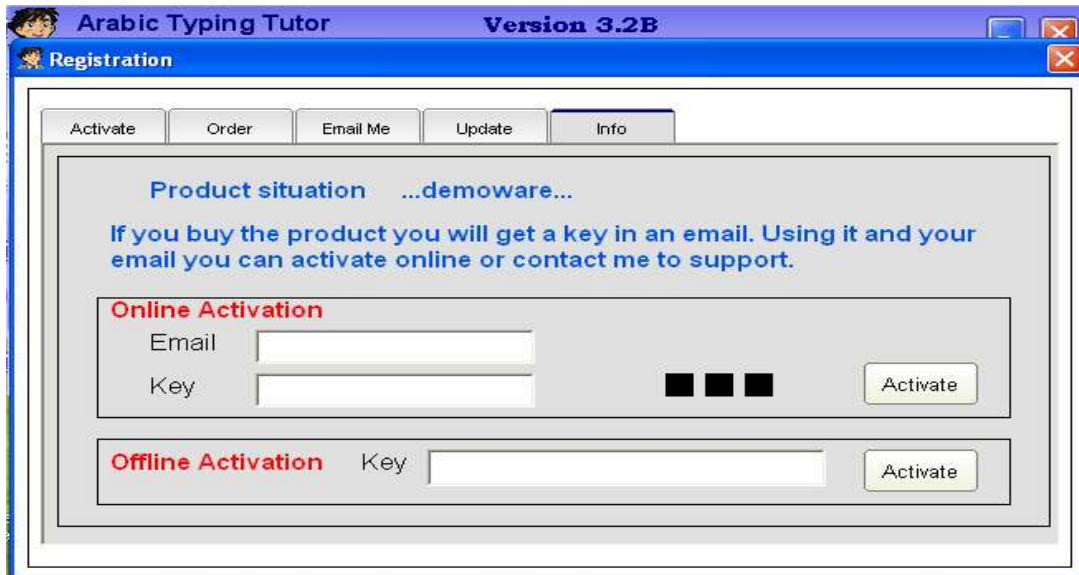
Statistics

The window shows some statistics regarding the last lesson taken and the last practise and the number of correct hits done in the last practise and the wrong hits and the total hits done and shows a game score if done.

A screenshot of a software window titled "Statistics" with a close button (red X) in the top right corner. The window contains a table with a yellow background and black borders. The table has seven columns: Name, Last Lesson, Last Practise lesson, Correct hits, Wrong hits, Total hits, and Game Score. There are two rows of data: Gaby and Sherif.

Name	Last Lesson	Last Practise lesson	Correct hits	Wrong hits	Total hits	Game Score
Gaby	2	1	000	200	200	0
Sherif	0	0	0	0	0	0

Register



The **Activation tab** is used in order to activate the software, once you buy, you will get a key corresponding to your email address and using this key you can activate through the internet.

The black squares are done to show the data transfer, the first button will light red to show that the connection to the internet is established, the second will be red to show that the connection to the server is established and the third will be red to say the data are correctly identified.

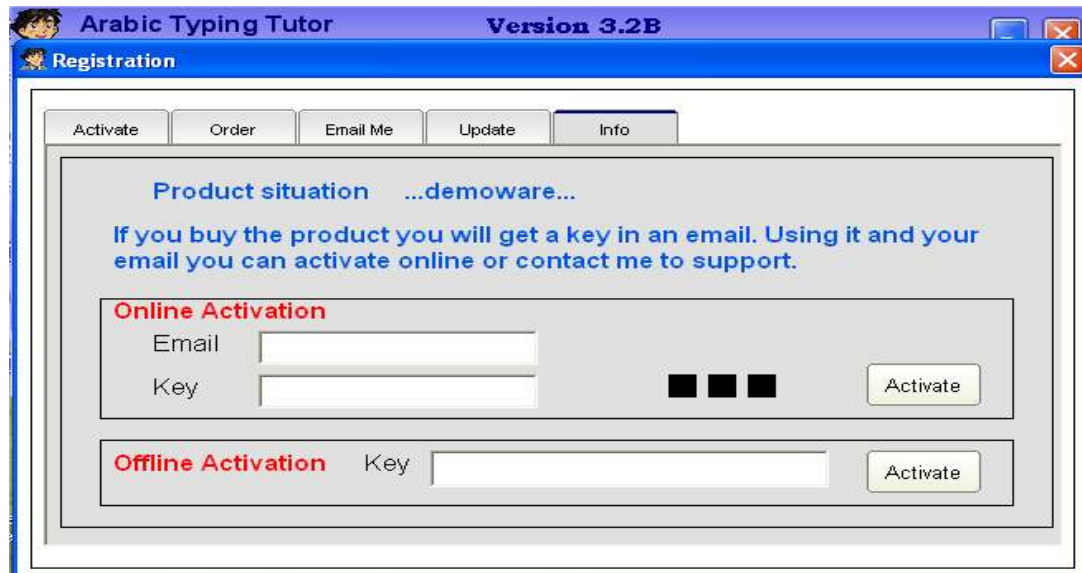
The **order tab**, in order to request buying the product, there are two methods to pay, either through pay pal or through the credit card.

The **Email Me** tab gives you the possibility to contact me directly. I would be glad to reply as soon as possible.

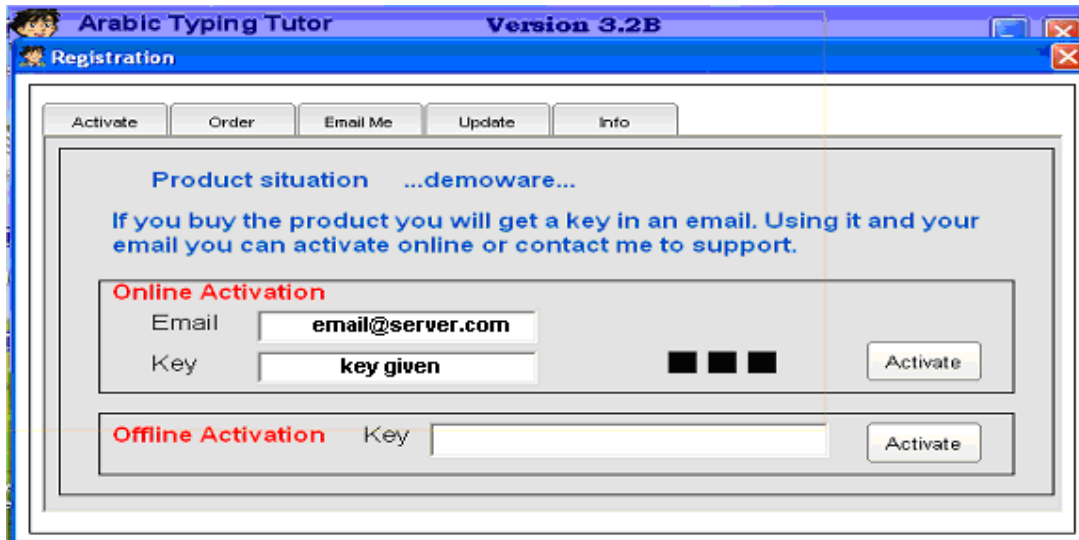
Online Activation of the software



Step 1- Click on Register to see the following screen



Steps 2- In the Online Activation field give your email



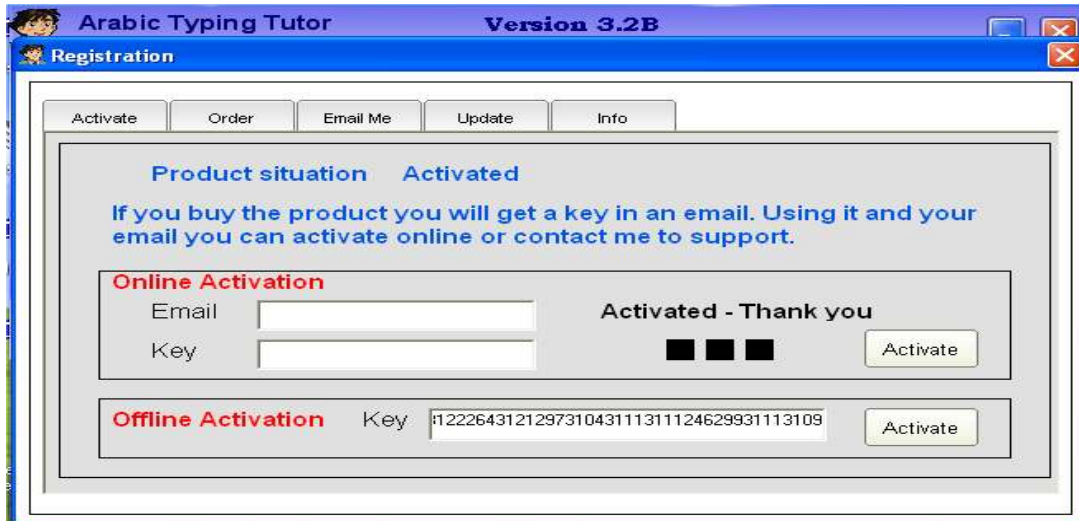
It should look that way, and then click on **Activate**. Once you click **Activate**, the software will get registered in my server.

Email: **Your email address registered with the license “email@server.com”**

Key: **License key given “key given”**

Offline Activation of the software

If the activation is correctly performed, you will see the word **Activated** as in the following figure.



Offline Activation

The offline activation key costs 30 \$, because it enables the activation on more than one pc. This 30\$ are not subtracted from the software price. The offline activation key is given for free if and only if, there is a problem in the activation server.

If there is a problem in the server, please send an email at once to the software owner

Msc. Eng. Sherif Omran omran@pcfone.com

Trouble shooting

If an error occurred in the activation process, you must get something like the following photo. In such a case, please try activating after some time later.

