

eStroke v1.32

易 筆



EON Media Limited
13/C Skyview Cliff, 49 Conduit Road
Mid Levels, Hong Kong
Tel: +852 2915 1389 Fax: +852 2915 2682
Email: info@eon.com.hk
Website: www.eon.com.hk

Contents

1	<i>What's New in this release</i>	5
1.1	1.32.....	5
1.2	1.31.....	5
1.3	1.30.....	5
1.4	V1.26.....	6
1.5	V1.25.....	6
1.6	V1.24.....	7
1.7	V1.23.....	7
1.8	V1.22.....	7
1.9	V1.21.....	7
2	<i>Installation</i>	8
3	<i>Animating a Character</i>	9
3.1	Copy/Paste	9
3.2	Drag/Drop.....	9
3.3	Input via a Chinese Input Method	9
4	<i>Producing Speech</i>	10
5	<i>Displaying Radical Strokes</i>	12
6	<i>Pronouncing Stroke Name</i>	12
7	<i>Traditional/Simplified Biasing</i>	14
8	<i>Stroke Sequence</i>	14
8.1	Creating Stroke Sequence on Clipboard.	14
8.2	Saving Sequence to File	15
8.3	Sequence Preference	15
8.4	Caption in Sequence	18
8.5	Copy Menu	19
9	<i>Customize Color</i>	19
10	<i>Navigation</i>	23
11	<i>Phrase Source</i>	24
12	<i>3D Animation</i>	24

12.1	3D Stroke Animation	25
12.2	3D Character Animation.....	25
12.3	Texture.....	26
12.4	Animating The Same Character with Different Setting.....	26
12.5	Animating Phrases.....	26
12.6	Navigating through All Animations	28
12.7	Deleting an Animation.....	28
12.8	Settings in 3D Animation	28
13	<i>Animated GIF</i>	28
13.1	Stroke Animation.....	28
13.2	Character Animation.....	29
13.3	Caption Frame in Animated GIF	30
14	<i>Defining Default Stroke Order.....</i>	30
15	<i>Resize Mode.....</i>	32
15.1	Stroke Tab	34
15.1.1	Specifying Size	34
15.2	Annotate Tab.....	35
15.2.1	Defining or overwriting phrases	36
15.2.2	Recite	37
16	<i>Multiple Rows and Columns.....</i>	38
16.1	Inputting characters in multiple rows and columns mode.....	40
17	<i>Worksheet.....</i>	42
17.1	Header and Footer	42
17.2	Body.....	43
17.2.1	Blank.....	43
17.2.2	Sequence	43
17.2.3	Sequence & Blank.....	43
17.3	Outline on first	43
17.4	Outline as is	43
17.5	Saving Worksheet	44
17.6	Retrieving a Previously Saved Worksheet.....	44
17.7	Restore Setting	44
18	<i>Miscellaneous.....</i>	45
19	<i>Common Problems.....</i>	45

19.1	Seeing Square instead of Chinese Characters	45
19.2	Characters look jagged.....	46
19.3	Missing Plan	46
19.4	The character appears all at once without animation.	46

1 What's New in this release

1.1 1.32

- Multilingual User Interface in English, Traditional Chinese and Simplified Chinese
- Remove unwanted artifacts in 2D Stroke Animation resulting in better graphics.
- Handled Taiwan style of writing for 「育」、「充」、「流」 and 「棄」 and similar characters.

1.2 1.31

- Added an Annotation feature.
 - Copy/Paste onto the Annotation screen or Open a Unicode text file to annotate.
 - Move mouse over text to get annotation.
 - Select phrase to add or overwrite annotation.
- Sequence can now be saved to file.
 - Can save individual stroke in addition to whole sequence.
 - Directory is specified via Preference.
- Use English definition from CCDICT instead of Unihan.txt before. This appears to give better English definitions and in many cases associate definitions with Pinyin.

1.3 1.30

- This is a major release. The 3 main features incorporated in this release are
 - The Animation screen can now be split into multiple rows and columns enabling animation of multiple characters at the same time.
 - eStroke can now print worksheet for handwriting practices or for handouts.
 - Stroke Animations and Worksheets can be saved to or loaded from files.
- Radicals can be copied via CTRL 'R' and paste to Microsoft WORD. However, you will need to install eStroke.ttf and select the eStroke font in order to see the radical.
- You can bring up a list of previous entered character or phrases via CTRL 'H' (History).
- There are better navigations and flexibility in the 3D rotating character animation.
 - CTRL 'A' (animation) will bring up a list of animations that you have previously generated.
 - You can now generate more than one animation for a single or multiple characters.
 - If a character or phrase has more than one animation, you can use the spin control to navigate amongst the corresponding animations. Alternative,

you can use the up or down arrow keys to navigate through all the animations.

- Pressing the DELETE key during animation will prompt you to delete the animation.
- Animated GIF
 - One animated gif is done for the whole phrase, instead of one per character as done previously.
 - A Caption frame will be generated if you select it in Preference->Sequence.
- Plan
 - Border and Grid colors can be specified separately.
 - Border and Grid width can be specified separately.
- Sequence
 - Added a Show Final check box to generate one additional sequence with the final color in the case when Change Color is selected.
 - The sequence will be generated on a character-by-character basis even for multiple rows and columns.
 - The thickness of the border is now uniform throughout the sequence. Previous, the border within the sequence is twice the width of the enclosing border.
- You can specify the character orientation for multiple rows and columns, horizontal, vertical, left to right or right to left. The orientation applies only to the character animation, the worksheet will still be generated in the default orientation, i.e. horizontal, left to right.

1.4 V1.26

- The following changes were made to Sequence generation
 - Added Pinyin, Zhuyin and Jyutping Caption options. If selected, the corresponding phonetics will be included in the caption of the generated sequence.
 - Added a Uniform option such that the generated sequence will be split balance uniformly across rows.
- Selecting Custom in Preference->Strokes now reverts the Stroke Setting to previously save setting.
- Fixed a bug associated with viewing animated GIF on Microsoft Powerpoint 2003

1.5 V1.25

- You can now resize eStroke to any size on the screen. This will come in handy if you need to

- show eStroke in a classroom environment without a projector or
- produce good quality animated GIF at a specified size without the need to resize from the original size.
- You can also specify the Animation size.
- The default animation size has been set to 256x256 instead of 250x250 previously.
-

1.6 V1.24

- Users can now specify the default stroke order for the characters containing 丩, 必, 母, 舟, 丹, 出, 艸, 升, 肅, 垂, 與, 學, 羸, 來, 龙. The stroke order of these groups of characters may vary amongst sources.

1.7 V1.23

- Added Animated GIF format for both 2D and 3D animations.
- Users can now specify the number of stroke per line for sequence generation.

1.8 V1.22

- Added Support for Network License
- Added Dictionary Support
 - Chinese/English Dictionary Lookup using CEDICT
 - Added Chinese/German Dictionary Lookup using HANDEDICT
 - Dictionary selected using Phrase Source menu.
- Added 3D Stroke and Character Animation.
 - Toggle between 2D/3D Animations using 3D Animation menu.
 - Select between 3D Stroke or Character Animation using 3D Option menu.
 - Stroke animation in 3D is similar to Stroke Animation in 2D except for the following
 - No Outline
 - No Change Color
 - No Pronounce Stroke.
 - No speed control.
 - Character Animation in 3D is restricted to rotation in the x and y-axis.
 - The angle of rotation per frame can be selected via the Preference->3D Option.
 - Character are animated rotating in the y-axis but can be manipulated with the mouse either in the x or y axis if rotation angle is specified in Preference ->3D Option.
 - Can select Wood or Marble texture for 3D animation.
- Added a status bar to show selected options.

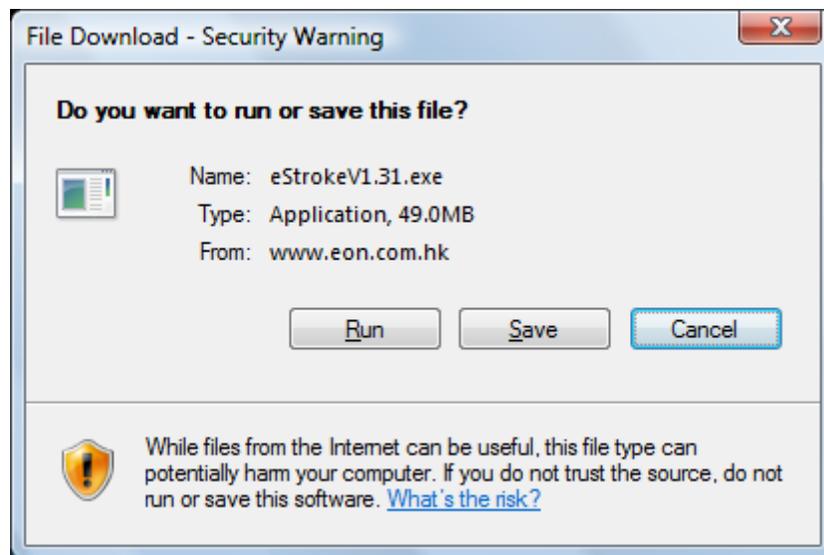
1.9 V1.21

- New anti-aliasing algorithm producing very sharp characters

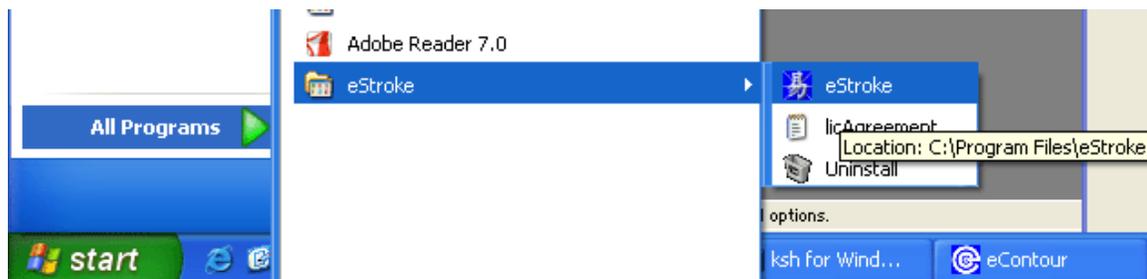
- Background colors can be changed
- Can use image for background via drag and drop or through the preference menu.
- Animation is done in an independent thread now giving better response to controls during animation.
- Added support to Zhuyin, Jyutping in addition to Pinyin. Select via the new Phonetic menu.
- Variants now have labels to identify whether they are Traditional, Simplified, Specialized, Semantics or Z Variants.

2 Installation

Download the installation module from <http://www.eon.com.hk/estroke/download.html>



After you have downloaded the module, select Run and eStroke should install itself. When the installation is completed, the Start menu will have a new eStroke item. Select eStroke to run.



Upgrading to latest version.

From time to time, new version of eStroke will be released with new and better features. If you have purchase eStroke within one year of the release, you will be entitled this upgrade.

Download the upgrade module from <http://www.eon.com.hk/estroke/download.html> and Run. The upgrade should install itself. Ensure that you have closed the eStroke application before you upgrade.

There is no need to install the License again.

3 Animating a Character

You can get eStroke to animate a character in one of three ways

- Copy and Paste
- Drag and Drop
- Input via a Chinese Input Method.

3.1 Copy/Paste

You can copy a Chinese character or a string of Chinese character from anywhere and paste onto eStroke. If a character is selected, eStroke will animate that character. If a string of characters is selected, eStroke will animate the string one character at a time.

3.2 Drag/Drop

You can drag a Chinese character or a string of Chinese character from anywhere and drop into eStroke. Like the copy/paste operation, eStroke will animate one character or a string of characters one character at a time depending on what was dragged.

3.3 Input via a Chinese Input Method

You can also use a Chinese Input Method to input Chinese character into eStroke and eStroke will animate that character. If you do not have a Chinese input method, you can download the eStroke Input Module from <http://www.eon.com.hk/estroke/download.html>.

The eStroke Input Module is identical to our eCode Chinese Input Method except that it can only input to eStroke. This module is very easy to use. If you simply want any Chinese character to animate, click on any stroke randomly on the eCode Window and eCode will bring up a whole list of characters associated with your input.

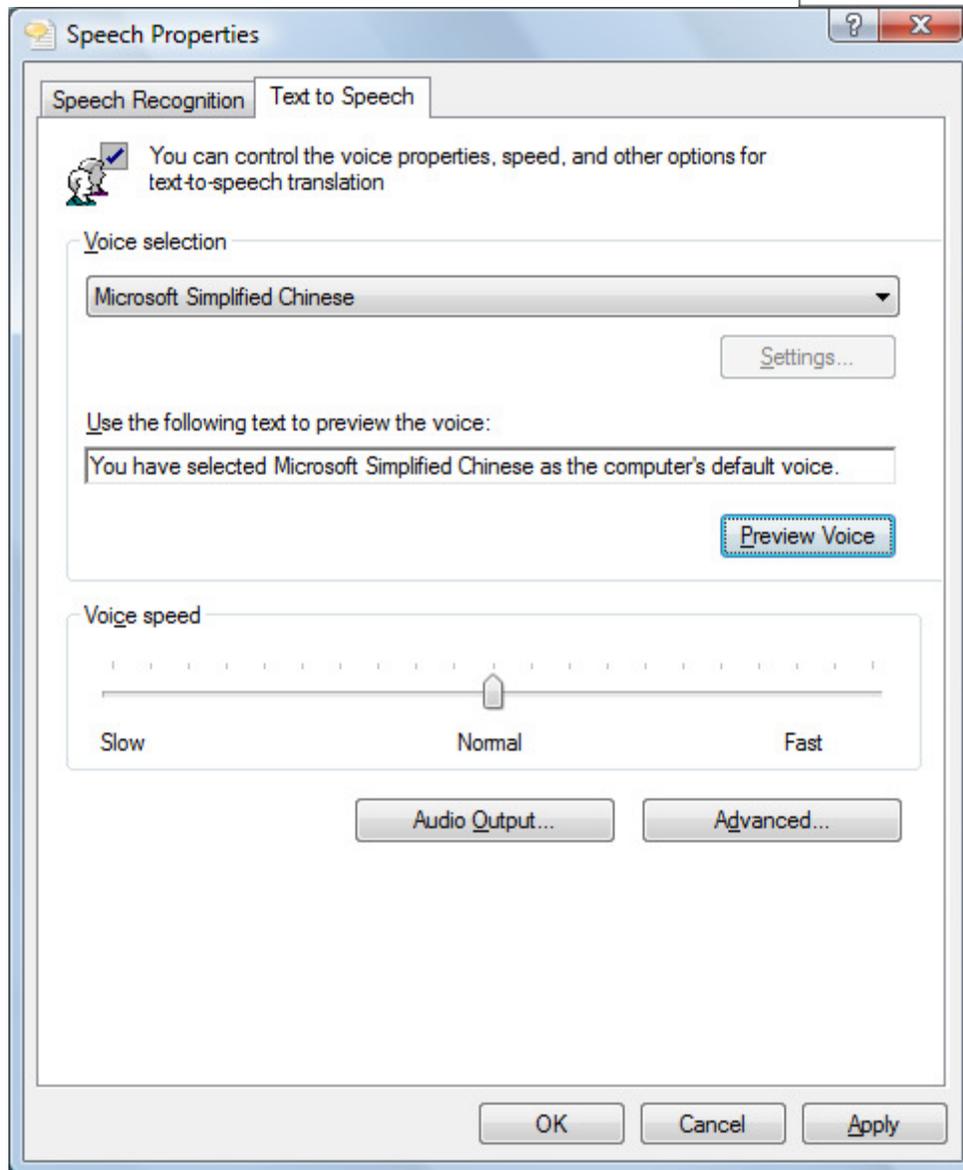
If you know the Stroke Order of Chinese characters, you can then input the correct stroke order to retrieve the specific character. Alternatively, you can also use Pinyin input to retrieve a specific character. Pinyin Input is enabled by selecting the Pinyin Menu or key in CTRL-ALT-P.

4 Producing Speech

Ensure that you have the speech module installed. The speech module can be downloaded from <http://www.eon.com.hk/estroke/speechsdk51.msi>.

On Microsoft Vista, you will need to install the speech module using the same username as that using eStroke. To ensure that the speech module is installed correctly,

- Go to Control Panel.
- Select Text To Speech.
- Select the Text To Speech Tab.
- Select “Microsoft Simplified Chinese”.



It should read out what you entered on the text. The Speech Module is not installed correctly if you can an error saying “This Voice cannot be played.”

eStroke produces speech in one of three ways

- Double click the pinyin
- Double click any of the phrase
- Copy any Chinese text from anywhere and select the Speak menu.

Speech is produced using the Microsoft Text To Speech (TTS) technology. It is somewhat artificial. However, given the complexity of the subject and where a Chinese character has many different pronunciations depending on the context it appears in, this is best left to big corporation such as Microsoft.

5 Displaying Radical Strokes

Radical are used to classify Chinese characters such that you can look it up in a Dictionary. In most cases, the strokes that made up the radicals are obvious. There are however some cases where it may require a little imagination to match the strokes to the actual radicals, e.g. 申 with radical 田、罕 with radical 网.or 承 with radical 手.

EStroke can show the stroke that made up the radicals if the Highlight Radical menu is checked. You can also customize the color to highlight the radical using the Customize menu.

6 Pronouncing Stroke Name

Chinese characters are made up of appropriately named basic strokes. The stroke names are shown in the following table

Stroke	Name	Example	Stroke	Name	Example
	點			橫鈎	
	橫			橫折	
	豎			橫折鈎	
	撇			橫撇	
	捺			撇折	
	提			撇點	
	豎鈎			橫折彎鈎	
	彎鈎			豎折	
	斜鈎			豎折折鈎	
	卧鈎			橫折折撇	
	豎彎			橫撇彎鈎	
	豎彎鈎			橫折折折鈎	
	豎提			橫折彎	

It is common while learning to write Chinese to recite the stroke name while the character is written. eStroke can recite the stroke name while animating each stroke. Ensure that the Pronounce Stroke menu is checked to enable this feature.

While the Pronounce Stroke featured is enabled, eStroke will synchronize the stroke animation to the stroke pronunciation. In most cases, this means that the stroke animation will slow down.

7 Traditional/Simplified Biasing

While most traditional and simplified characters look different and have their own unique Unicode space, there are some characters that look very similar but are written slightly differently between the Simplified and Traditional manner. Examples are 「草」、「骨」、「差」 and 「象」。 These characters shared the same Unicode space.

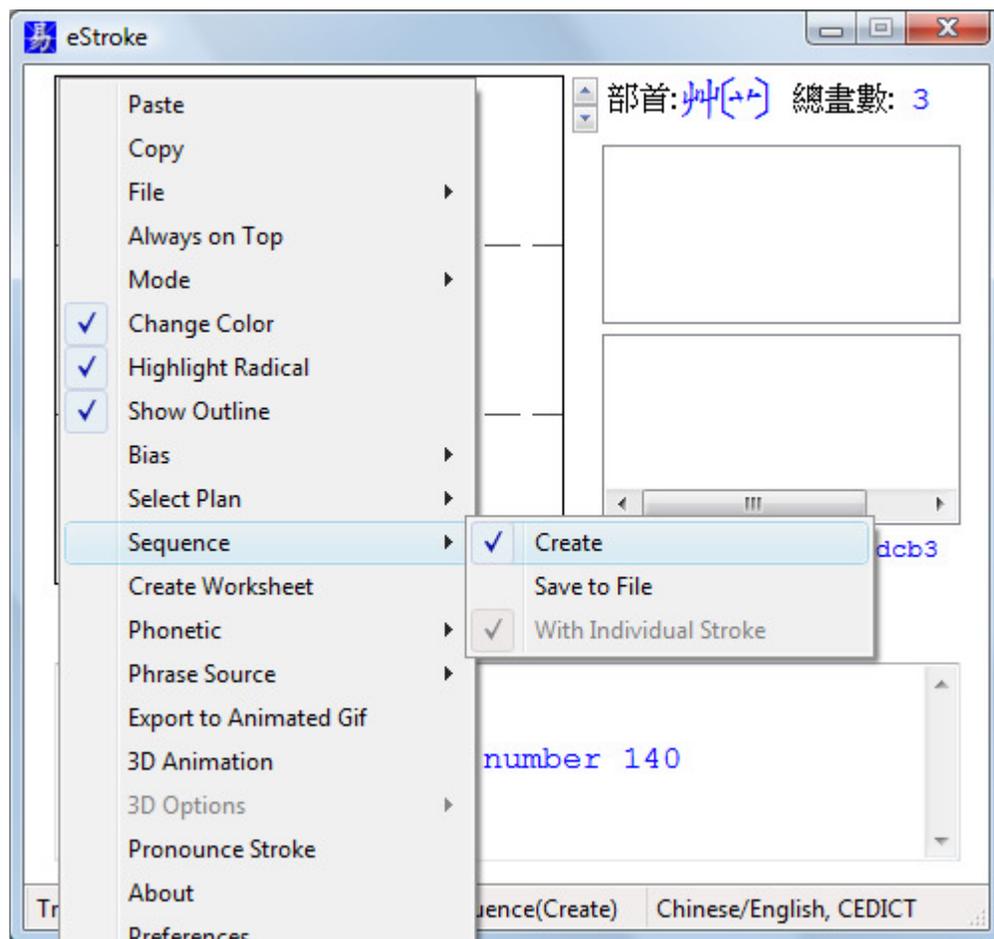
Biasing affects only these characters that shared the same Unicode spaces. Depending on the biasing selected, these characters will be written according to either the Simplified manner of traditional manner.

8 Stroke Sequence

The Sequence can either be created on the Clipboard or save to files.

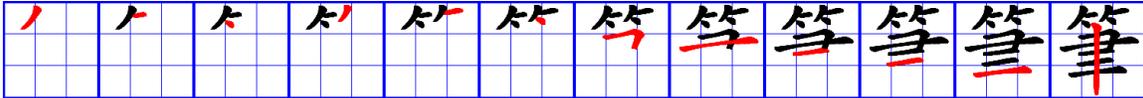
8.1 Creating Stroke Sequence on Clipboard.

Ensure that the Sequence->Create menu is checked.



To copy the sequence to Microsoft Word

- Animate a character and wait for animation to complete
- Open a Microsoft Word document (can be any document, paint package etc).
- Type CTRL-V or select the Edit->Paste menu to copy the sequence to Word.



When animation finishes, the stroke sequence is automatically copied to the Clipboard. The Clipboard is a common area used by the Windows Operating System to share data. It is not a file or folder and there is no need to look for it.

8.2 Saving Sequence to File

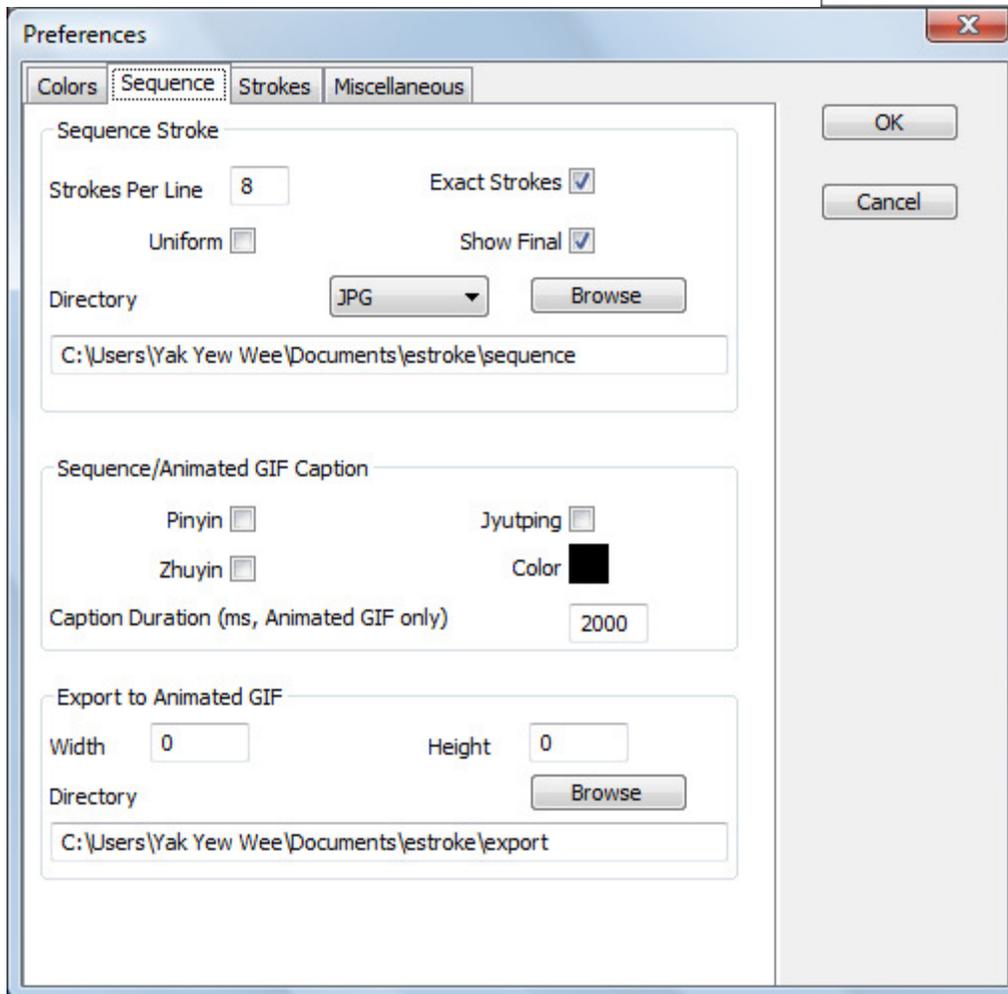
The Sequence can be saved to files as well. Ensure that Sequence->Save to File menu is checked. If you want to save the individual strokes to files, you will need to check the Sequence->With Individual Stroke menu as well.

The Directory where the sequence is saved can be specified using the Preference->Sequence tab.

As before, animate a character. When the sequence finishes, check the corresponding directory for the sequence files.

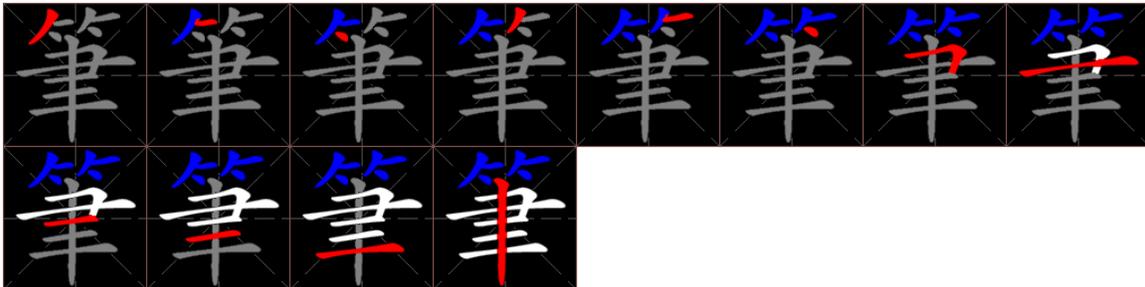
You can also specify the sequence file format using the Preference menu.

8.3 Sequence Preference

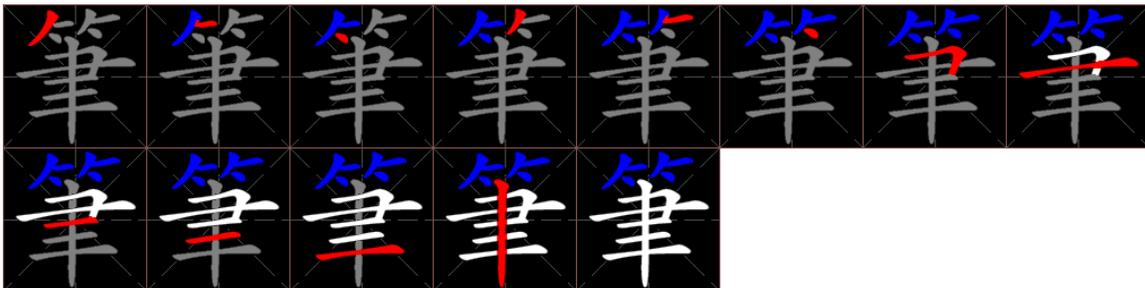


- Stroke Per Line
 - 0: Sequence created in a single line.
 - N: Sequence created with maximum of N stroke per line.
- Exact Stroke
 - Only applies when the sequence is created on a single line.
 - If Exact Stroke is specified, the sequence image will be created with the dimension of the number of stroke in the character.
 - If not, the sequence will be created with the dimension of N number of stroke.
- Uniform
 - If Uniform is not selected and when a sequence spans multiple rows, it will be created with N strokes per row in all except the last row. The last row will display the remaining number of strokes.
 - For example, a character with 8 strokes will be displayed with 8 strokes in the 1st row and 1 stroke in the 2nd row if you specify 8 stroke per line.

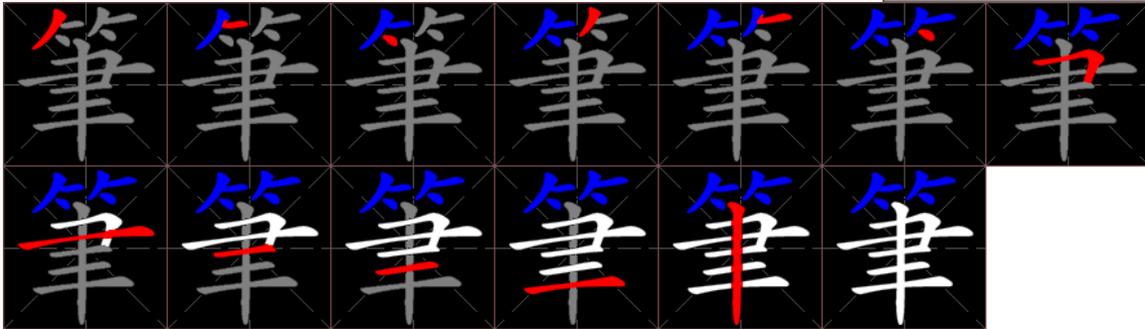
- If selected, the stroke will be distributed uniformly across the rows.
 - The same 9-stroke character will be displayed as 5 on the first row and 4 on the second row.
- Show Final
 - If Change Color is selected, every stroke in the sequence will show the stroke current being written in a transient color that you specified. The sequence may appear incomplete as it left the final stroke in a transient color.
 - Specify Show Final will add one additional stroke to the sequence. The sequence will finish with all the specified final colors.



Sequence generated with 8 strokes per line, no Show Final

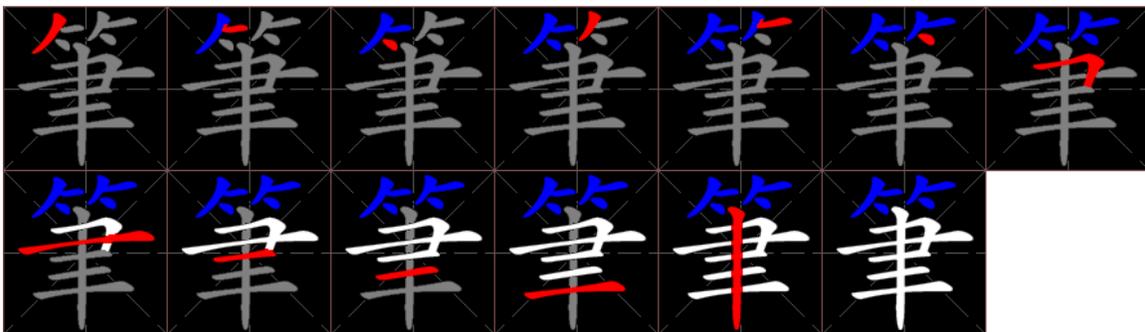


Sequence generated with 8 strokes per line, Show Final.



Sequence generated with 8 strokes per line, Show Final, and Uniform.

bǐ



Pinyin used as Caption

- Sequence Directory
 - This specify the directory in which the sequence will be saved if Sequence->Save to File menu is checked.
- Sequence File Format ComboBox.
 - The sequence can be save in one of the following formats
 - PNG
 - JPG
 - GIF
 - TIF

8.4 Caption in Sequence

You can specify Pinyin, Zhuyin or Jyutping to be used as the Caption to generate the Sequence by checking on the relevant checkbox in Preference->Sequence

8.5 Copy Menu

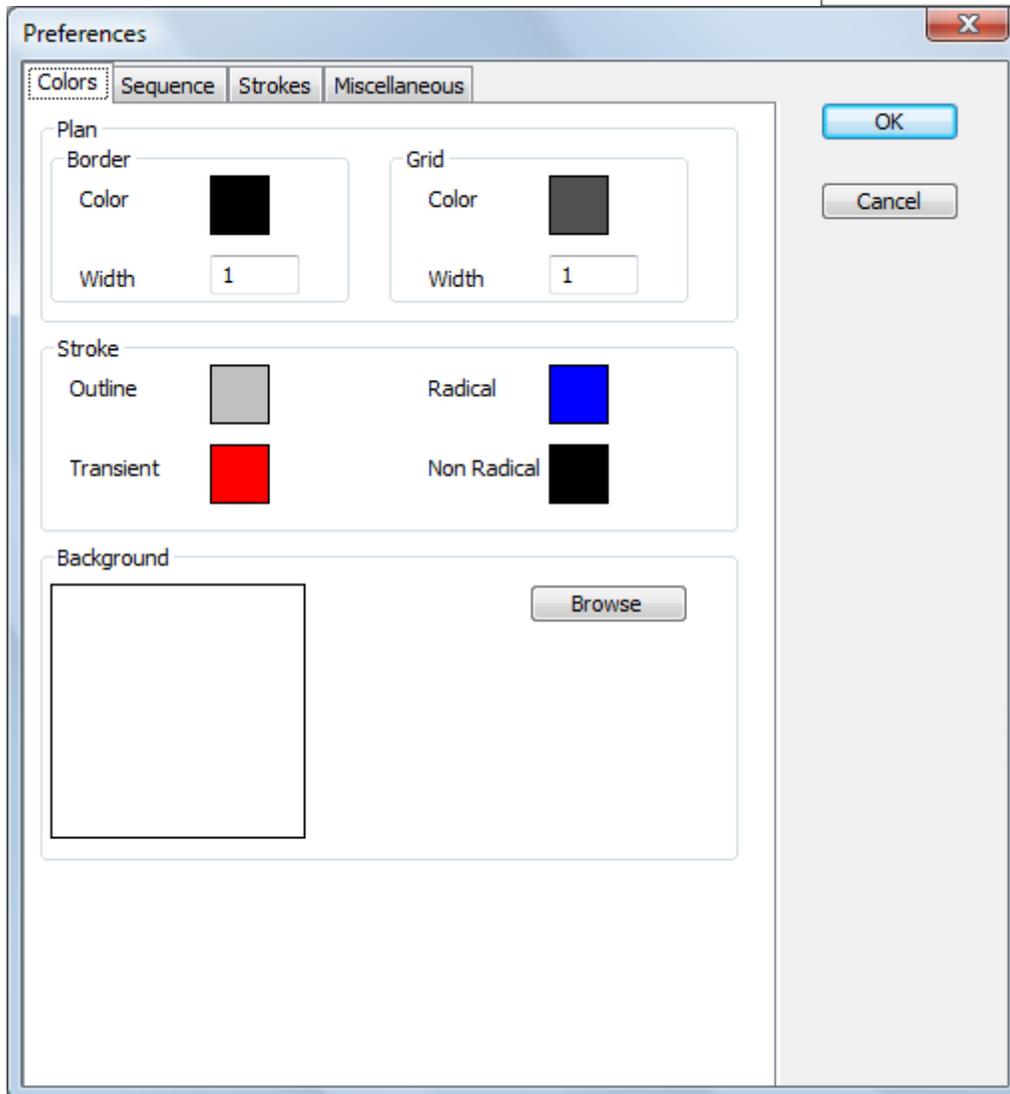
Do not select this menu to copy the sequence. The Copy Menu copies whatever that is within the Plan to the Clipboard.

Combined with animation control, this can be used to extract a particular stroke sequence. Simply stop the sequence at a particular point using the SPACE key and select the Copy menu (or CTRL-C) and paste into Microsoft Word as follows.

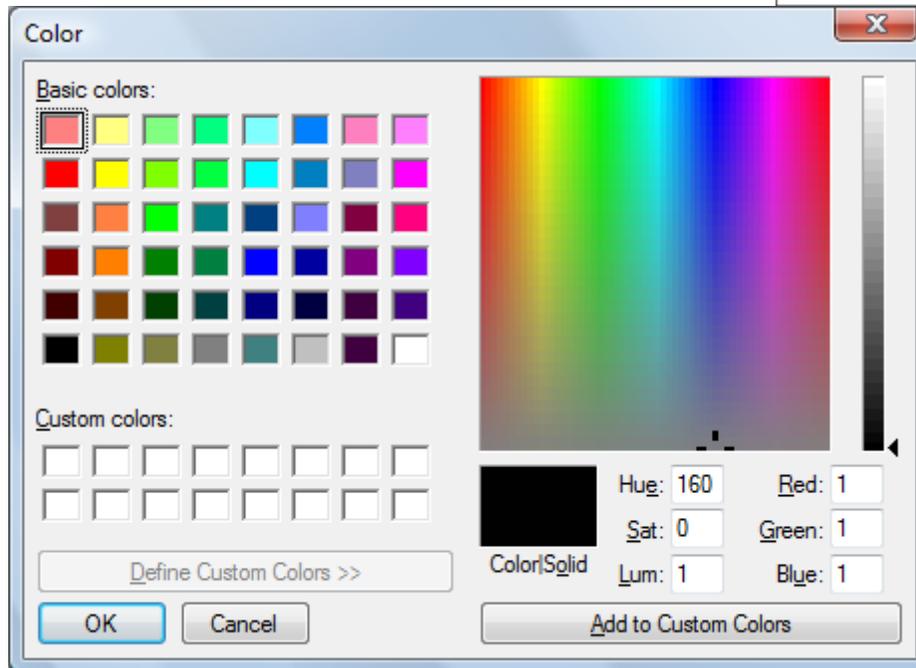


9 Customize Color

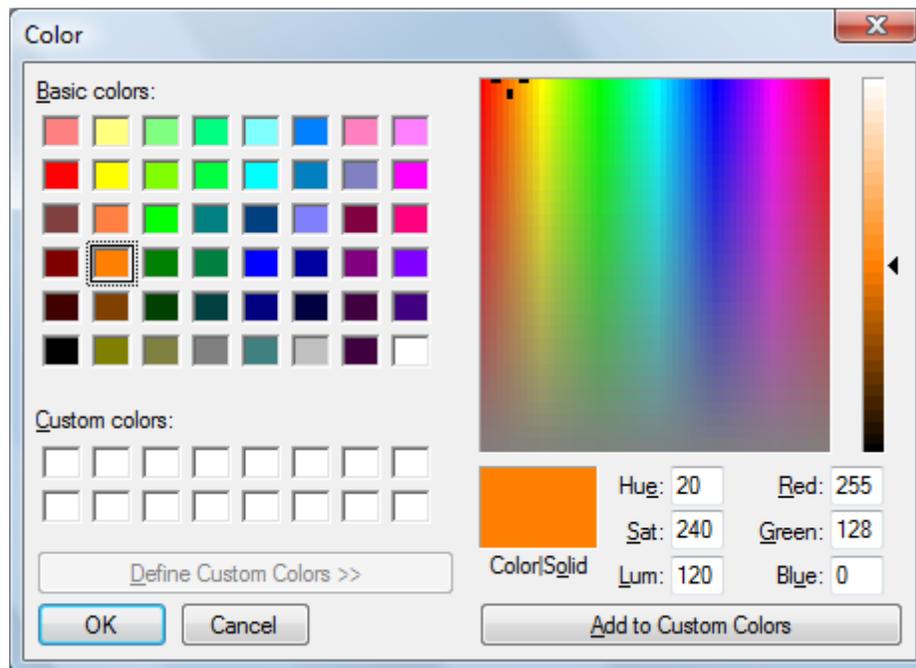
To customize the colors, select Preference->Color



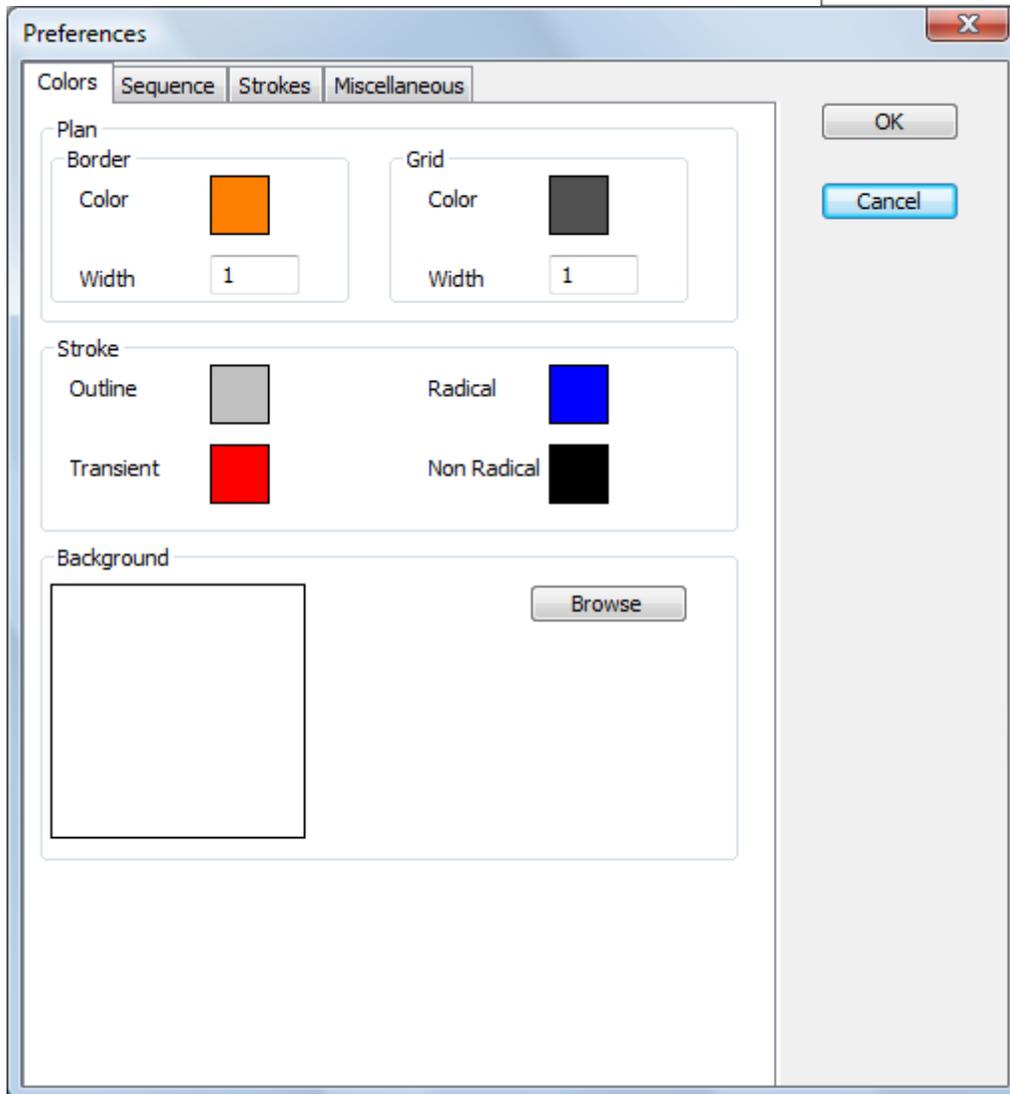
To change the Plan Border color, click on the colored box next to the Plan Border Color above. This will bring up the color dialog.



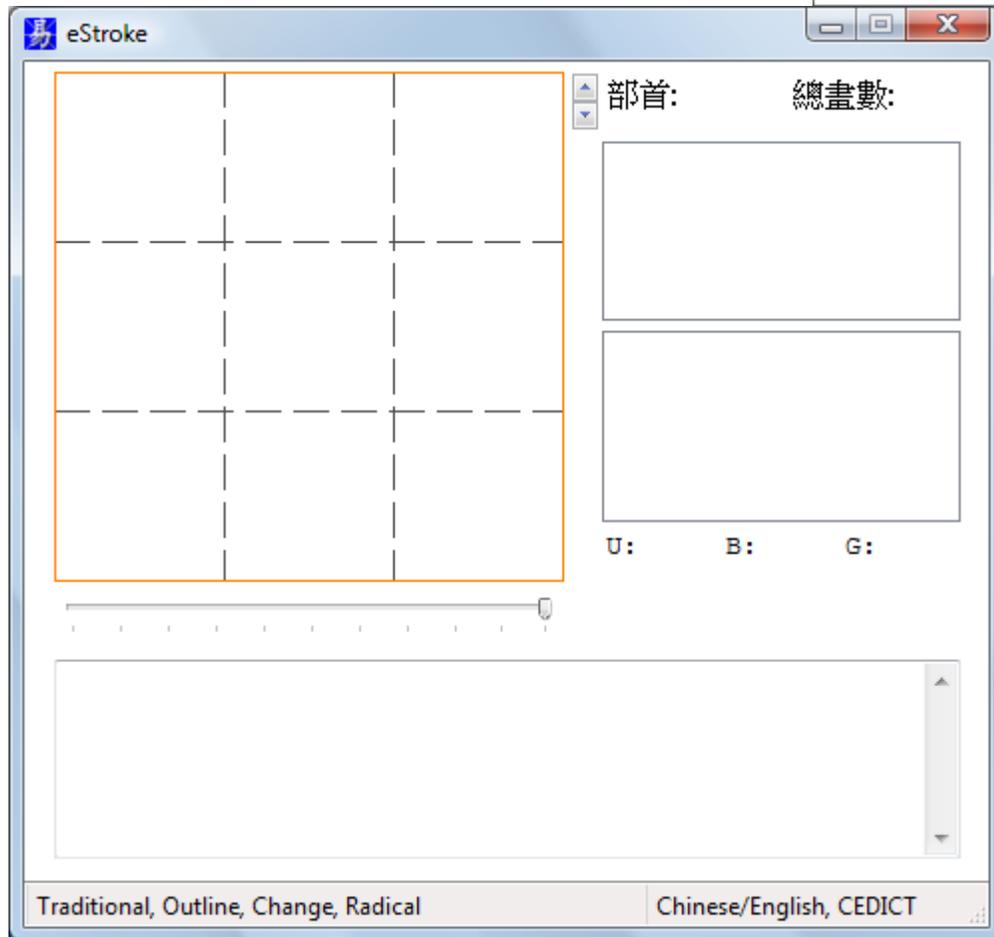
Select the color that you want either with the mouse or setting the Red, Green and Blue explicitly.



Click OK and the Plan box will show the color that you have selected.



Click OK again and the eStroke will use the color that you select to display the Plan.



You can change the other colors in a similar manner.

The Stroke Color is the color eStroke uses to draw the Stroke.

The Change to Color is the color eStroke uses to change the stroke color to after each stroke.

The Outline Color is the color eStroke uses to display the outline of the character before the animation.

10 Navigation

SPACE

- Pause the animation. For 2D and 3D stroke animation, the animation will only be paused after the current stroke is animated completely.

RETURN

- Repeat the last phrase or character entered.

Control Keys

- 'A': Bring up the Animation Frame showing a list of 3D rotating character animations.
- 'E': Restore the screen setting. Screen settings are saved automatically at

1. Start up
 2. Preference
 3. When you select the Worksheet menu.
- ‘H’: Bring up the History Frame showing a list of previously entered phrases or characters.
 - ‘I’: Bring up the Information Frame in the Resize mode only. In the resize mode, the pinyin, phrases and character definition are not visible. The Information Frame will display that information.

 - ‘O’: Open a file to animate
 - ‘M’: Toggle between Normal and Resize Mode.
 - ‘P’: Bring up the Preference dialog.
 - ‘S’: Save As, save the current animation phrase or character together with the eStroke setting to a file.
 - ‘T’: toggle the caret on and off when there are multiple rows.
 - ‘W’: Bring up the Worksheet dialog.

11 Phrase Source

There are three sources where phrases associated with a character can be selected

- Chinese/English Dictionary (CEDICT)
- Chinese/German Dictionary (HANDEDICT)
- Legacy Phrases.

If the source is from either CEDICT or HANDEDICT, all the items in the dictionary containing the character will be displayed in the Phrase Box. Furthermore, the meaning of a phrase, when selected, will be displayed in the Definition Box.

If the source is from the Legacy Phrase, then only the meaning of the phrase will only be displayed when it is also an item in CEDICT.

12 3D Animation

3D Animation requires a fair bit of computing power so this can be slowed on older model computers. As such, there is no speed control and stroke animation is done in the fastest possible manner. Also, the stroke name will not be pronounced in this mode.

Ensure that the 3D Animation menu is checked to do 3D animation.

When checked, you can select either

- 3D Stroke Animation or
- 3D Character Animation

using the 3D Option menu.

12.1 3D Stroke Animation

3D Stroke animation is similar to that in 2D except that the animation is done in 3D with the proper shadow and shading. You may want to use a darker background color to highlight the shading.



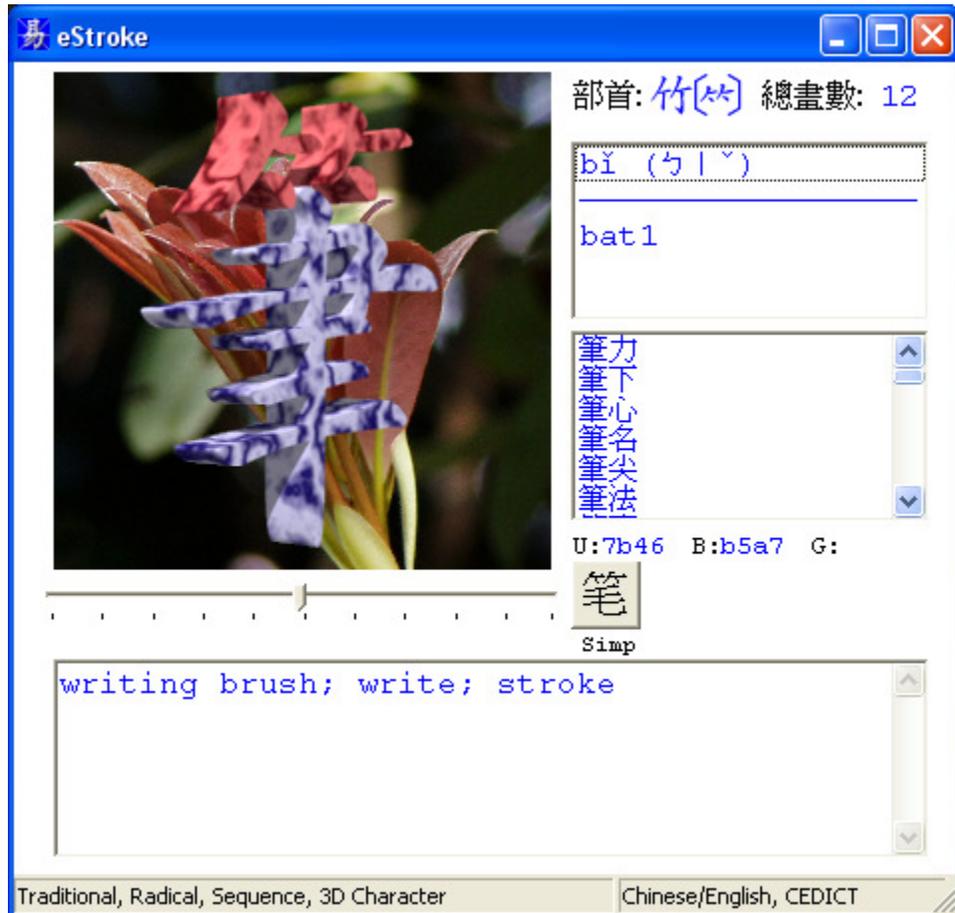
As in 2D, the sequence will be produced in 3D giving a much more professional look in the presentation.



12.2 3D Character Animation

When 3D Character Animation is selected, the animation is generated if it does not already exist. The rotation angle for each frame is selected via the Preference menu.

When the generation is completed, the character will be animated rotating in the y-axis. The character can be manipulated with the mouse and restarted using the RETURN key.



12.3 Texture

You can select either the wood or marble texture for 3D animation. The texture is selected via the Preference menu.

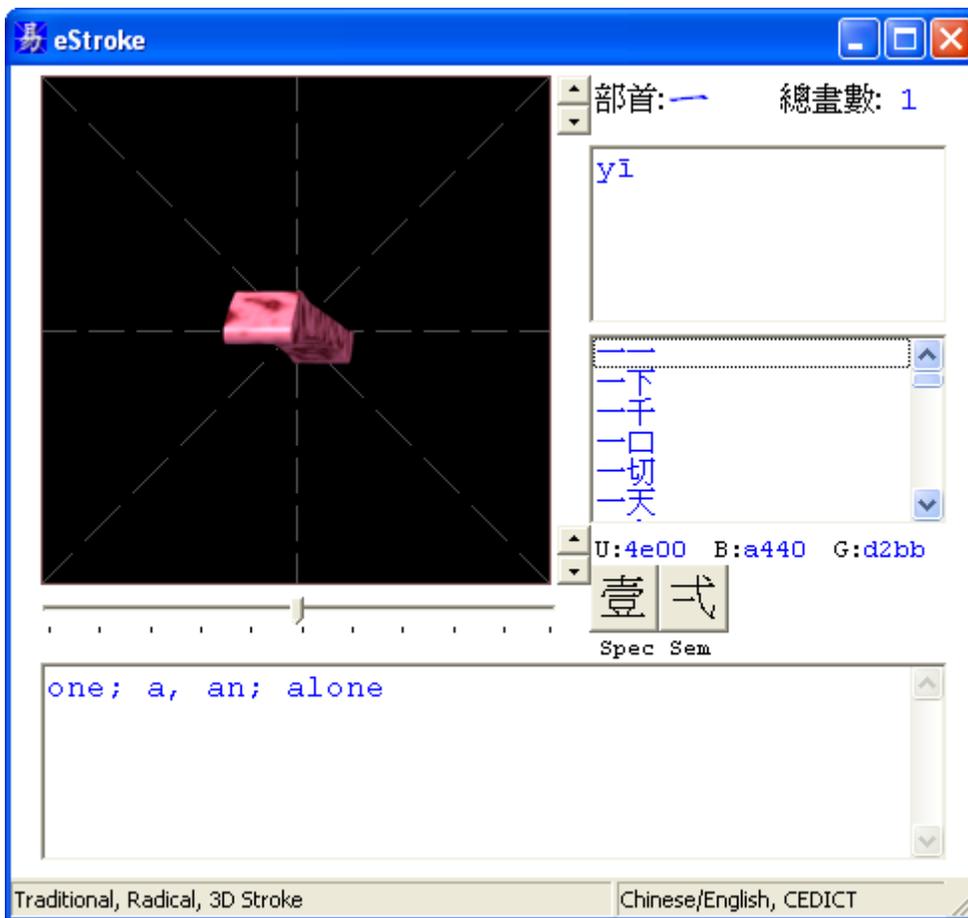
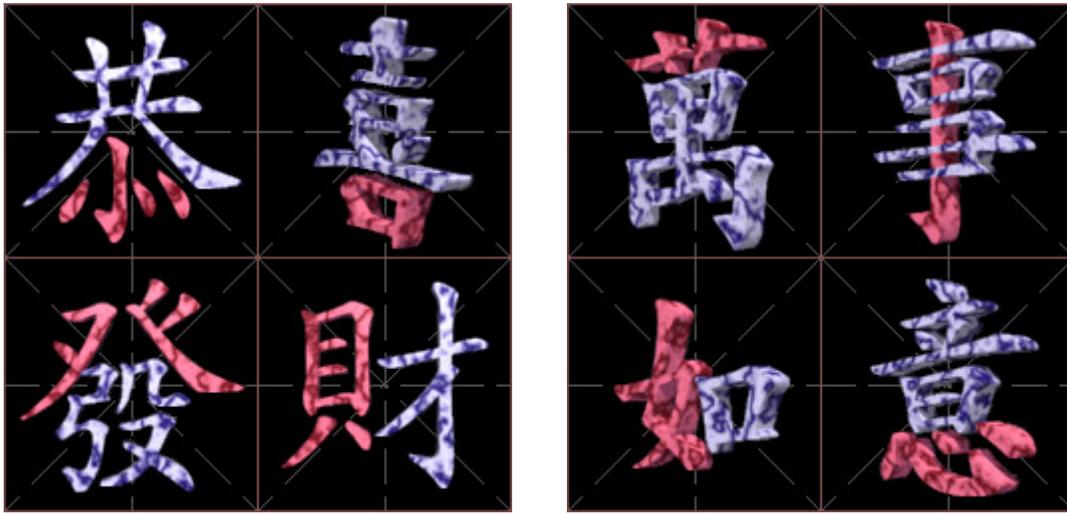
12.4 Animating The Same Character with Different Setting.

From v1.30 onward, you can animate the same character more than once if your settings such as colors, plan or background etc have changed.

12.5 Animating Phrases

You can also animate a phrase. If there are more characters in the phrase than what is available on the current rows and columns setting, the phrase will be animated in pages.

If you animate the phrase 「恭喜發財 萬事如意」 on a 2x2 screen, it will animate 「恭喜發財」 in one page followed by 「萬事如意」 in the next



Note the spin button at the lower right (more than 1 animation)

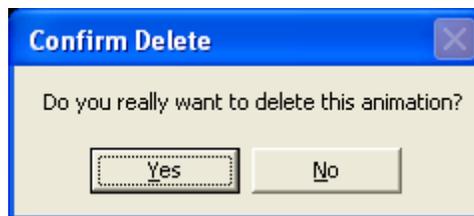
If there are more than one animation associated with the phrase or character, you will see a spin button visible on the lower right next to the Animation Box. You can navigate through each animation via the up or down arrow in the spin button.

12.6 Navigating through All Animations

You can use the UP or DOWN arrow key to navigate through all animations you have previously generated.

12.7 Deleting an Animation

Selecting the DELETE key during an animation will prompt you to delete that animation.



Select 'Yes' if you want to delete the animation. If deleted, the next animation will be shown.

12.8 Settings in 3D Animation

When you animate a previously generated 3D rotating character animation, the settings associated with the animation will be restored. You can return to the settings before the animation by typing CTRL 'E'.

13 Animated GIF

You can generate Animated Gif format for both 2D stroke animation as well as 3D stroke and character animation. The speed of the Animated GIF can be set via the slider.

13.1 Stroke Animation

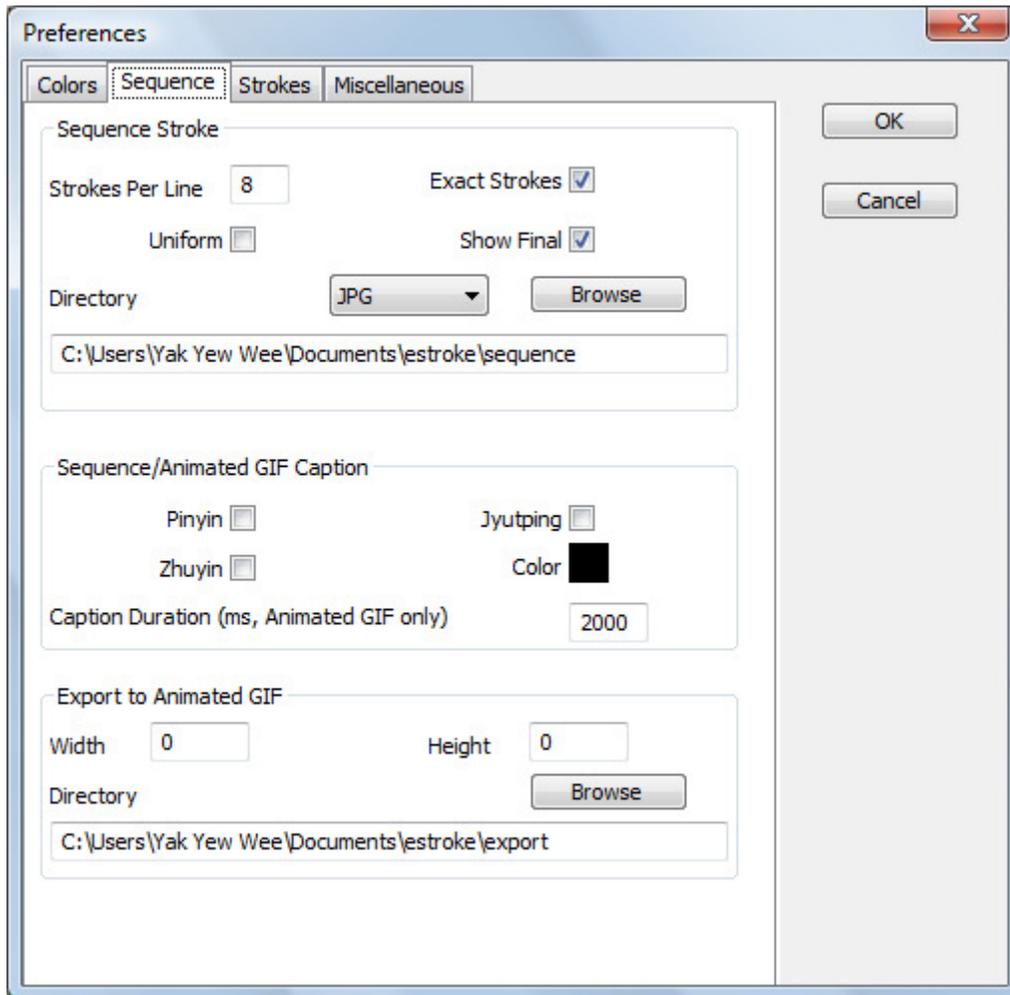
To generate Animated GIF format for stroke animation in 2D and 3D,

- Check the Export to Animated GIF menu.
- Animate any Chinese character.

At the end of the export, you will receive a message telling you where the Animated GIF file is. The default directory is

C:\Documents and Settings\\My Documents\estroke\export

You can change the export directory in Preference 3D option. You can also set the output Animated GIF dimension by setting the width and height parameter. The default dimension is the screen size (0x0). With the ability to resize eStroke, there shouldn't be a need to generate the Animated GIF in dimensions other than the Screen dimension. Scaled Image may not produce the same high quality result.



13.2 Character Animation

To generate Animated GIF format for character animation in 3D

- Generate the 3D character animation as before.
- Select the Export to Animated GIF menu when the generation is completed.

At the end of the export, you will receive a message telling you where the Animated GIF file is.

13.3 Caption Frame in Animated GIF

You can generate a Caption frame containing Pinyin, Zhuyin or Jyutping by checking the relevant checkbox in Preference->Sequence. Refer to picture above.

You can also specify the color for the Caption as well as the delay in ms for the Caption frame.

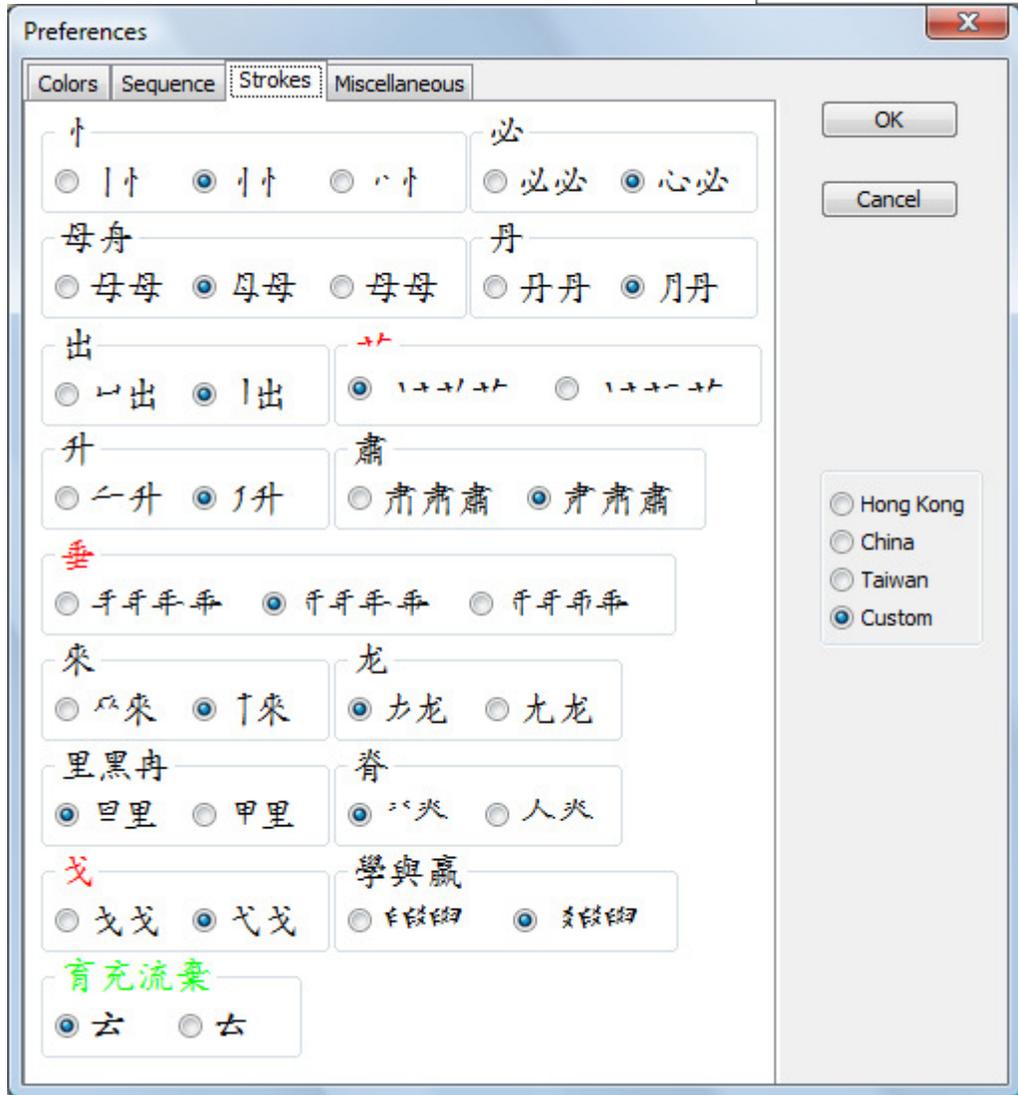
14 Defining Default Stroke Order

eStroke refers to a few authoritative sources from Dictionaries as well as websites to define the stroke order of characters. Chief among these are

- 朗文中文新詞典 – 第二版
- Taiwan Education Department website
http://www.edu.tw/EDU_WEB/EDU_MGT/MANDR/EDU6300001/allbook/bishuen/c8.htm?open
- OCRAT website <http://lost-theory.org/ocrat/chargif/>
- Tim Xie website (California State University)
<http://www.csulb.edu/~txie/azi/azi.htm>

Inevitably, the stroke orders of some characters vary amongst these sources and they are all accepted ways of writing the same character. eStroke caters for the various accepted ways of writing the same character and enables the users to customize the default stroke order to animate these characters. This can be done as follows,

Bring up the Preference dialog and select the Stroke tab. The following screen will appear.

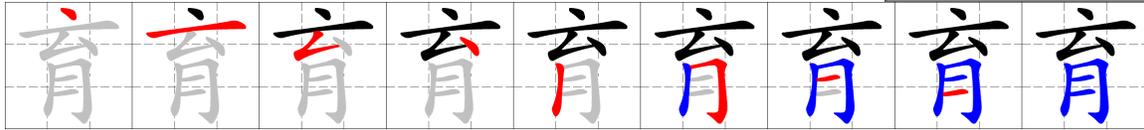


The selections are self explanatory. Selections in RED apply only to Traditional Characters and BLACK applies to both.

Some Chinese characters such as 「育」、「棄」 and 「充」 are written slightly different in Taiwan as compared to Hong Kong and China. For example, In Taiwan, 「育」 is written as



In Hong Kong and China however, 「育」 is written as



So if you select Taiwan way of writing, characters containing 「⁺」 will be written in the Taiwanese style regardless of what is selected for the 「⁺」 selection. These selections are display in GREEN.

The Radio Box on the right enables users to default the Stroke Order in Hong Kong, China or Taiwan. It will always show Custom when you bring it up.

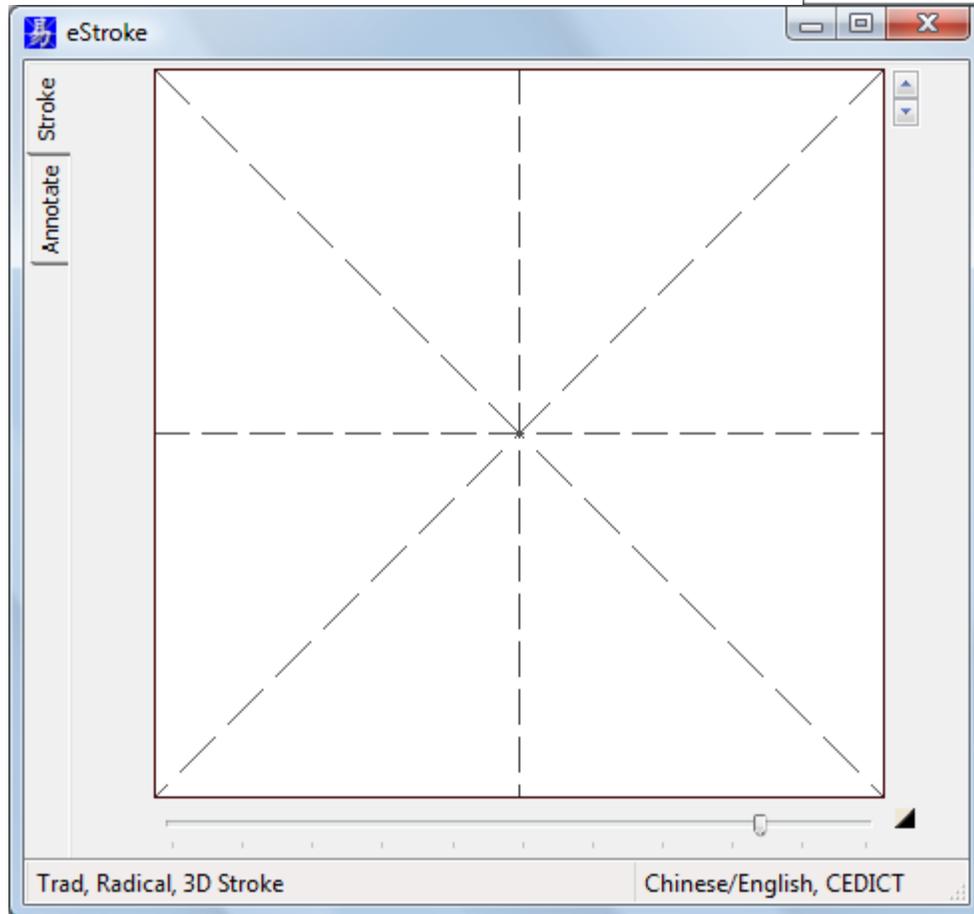
Selecting Hong Kong will default to Hong Kong stroke order as defined in 朗文中文新詞典 – 第二版

Likewise selecting Taiwan will default to the stroke order in the Taiwan Ministry of Education website.

From the default, you can then click on your preferred stroke order for each group of characters.

15 Resize Mode

Select Mode->Resize to make eStroke resizable. Alternatively, use CTRL-M to toggle between Resize and Normal Mode.

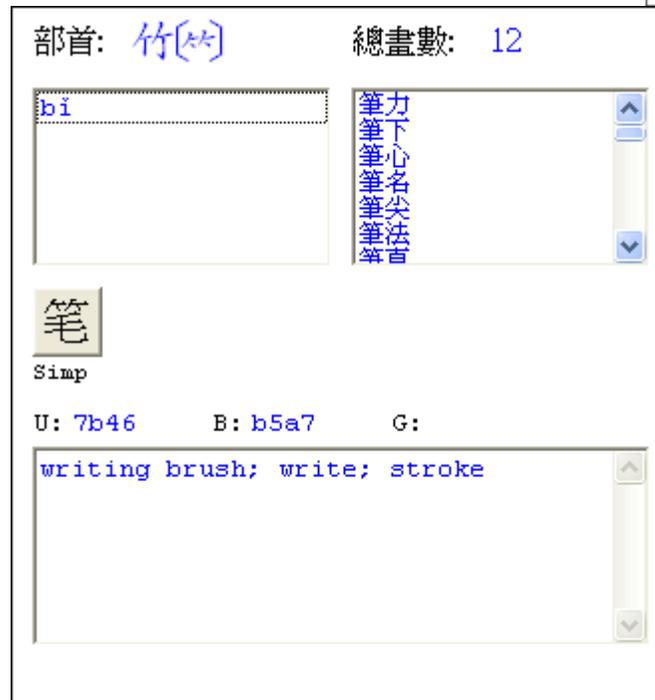


In the Resize Mode, you will see two tabs

- Stroke
- Annotate

The pinyin, phrase and definition etc. are not visible.

You can still view this information by keying in CTRL 'I' to bring up the Information Frame. You can drag the information frame to anywhere on the screen. CTRL 'I' is ignored in Normal Mode.



Keying in the ESCAPE key will hide the Information Frame.

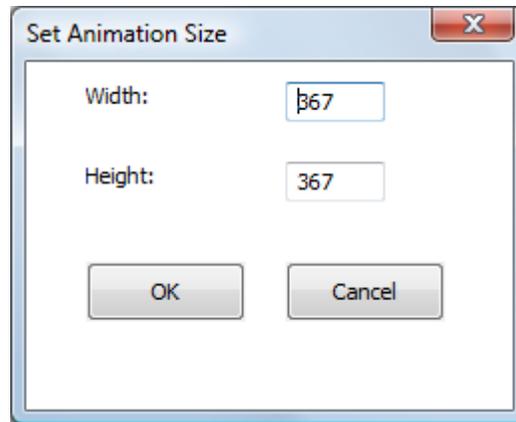
15.1 Stroke Tab

This is similar to the normal mode except that the animation area can now be resized. You can use the mouse, maximize button or specify the animation size to resize.

15.1.1 Specifying Size

You can also specify the exact size by clicking on the arrow located at the lower right next to the Speed slider.

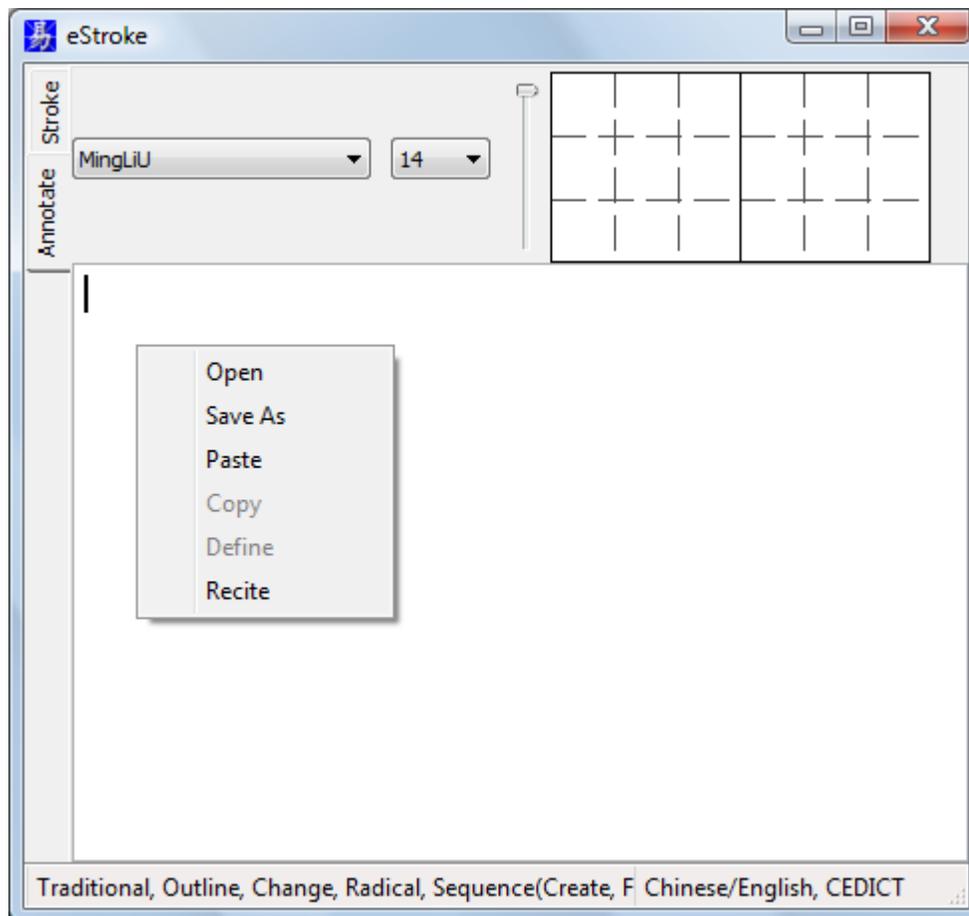
This will bring up the Animation Size Dialog



Specifying the width will automatically set the height parameter to be the same.

15.2 Annotate Tab

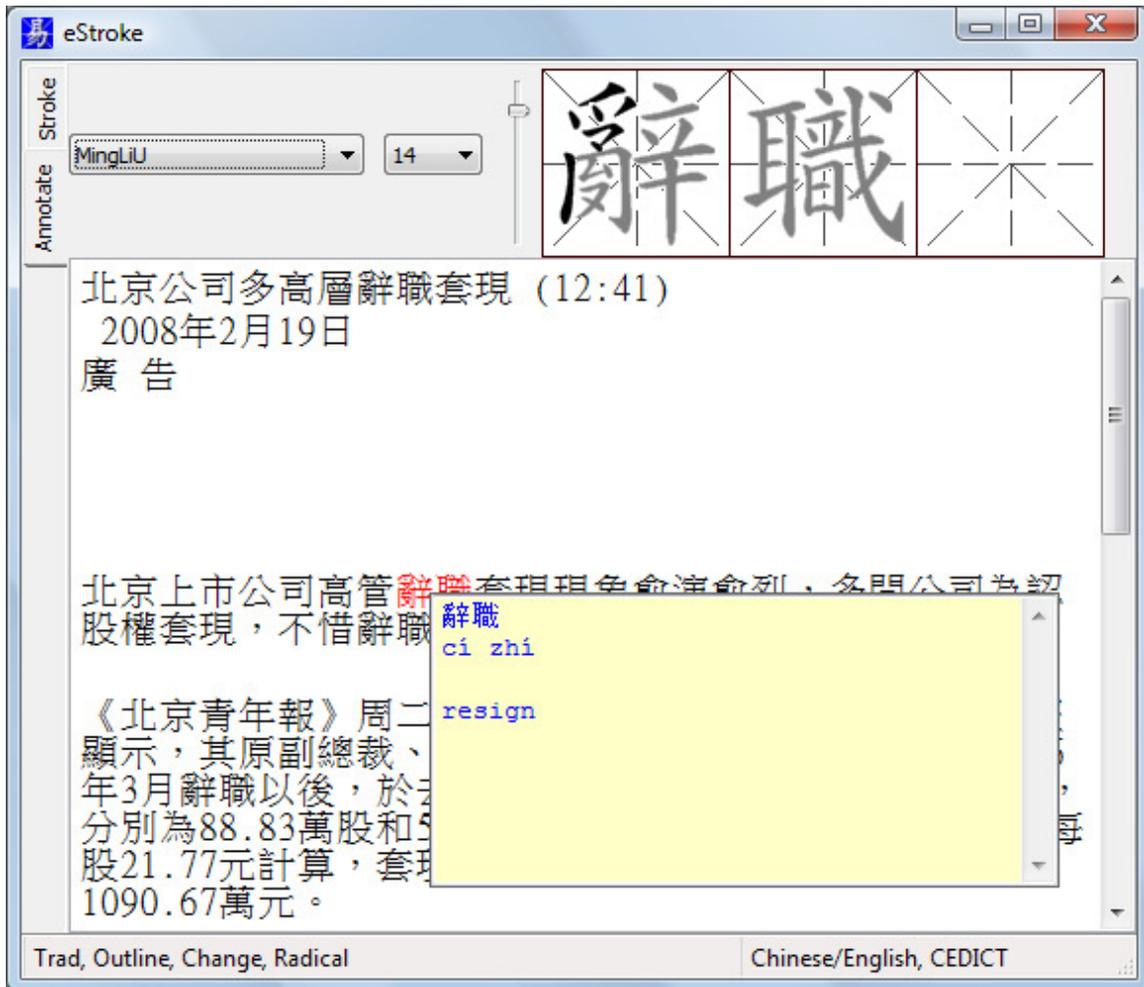
You can now annotate Chinese text using the Annotate Tab.



To annotate,

- Copy/Paste Chinese text onto the Annotation Area or
- Open a Unicode encoded text file.

Once the text is displayed on the Annotation Area, move the mouse over the text to get the English meaning associated with the phrase.

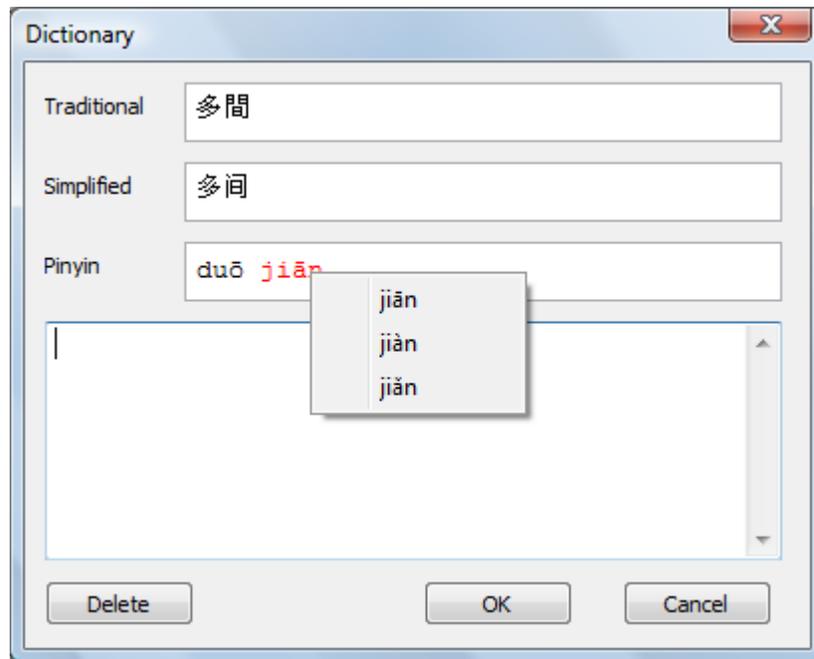


If the annotation spans longer than the annotation frame, click on the middle button to make the Annotation Frame sticky. You can now move the mouse over the annotation frame to scroll down the annotation.

Clicking the middle button again will unstick the Annotation Frame. You can also animate a character or phrase by clicking on that character or phrase.

15.2.1 Defining or overwriting phrases

If eStroke dictionary does not recognize a phrase, you can define it by selecting the phrase with the mouse button and then select the Define menu.



The Traditional, Simplified and Pinyin area are not editable. If you select a Traditional Phrase, then the Simplified Phrase, Pinyin together with the meaning if any are automatically filled in.

If there is more than one Pinyin or Traditional character associated with a character and eStroke has selected the wrong one, you can select the correct one using the right mouse button. Also, the character or pinyin will turn red if there is more than one choice when you move the mouse across.

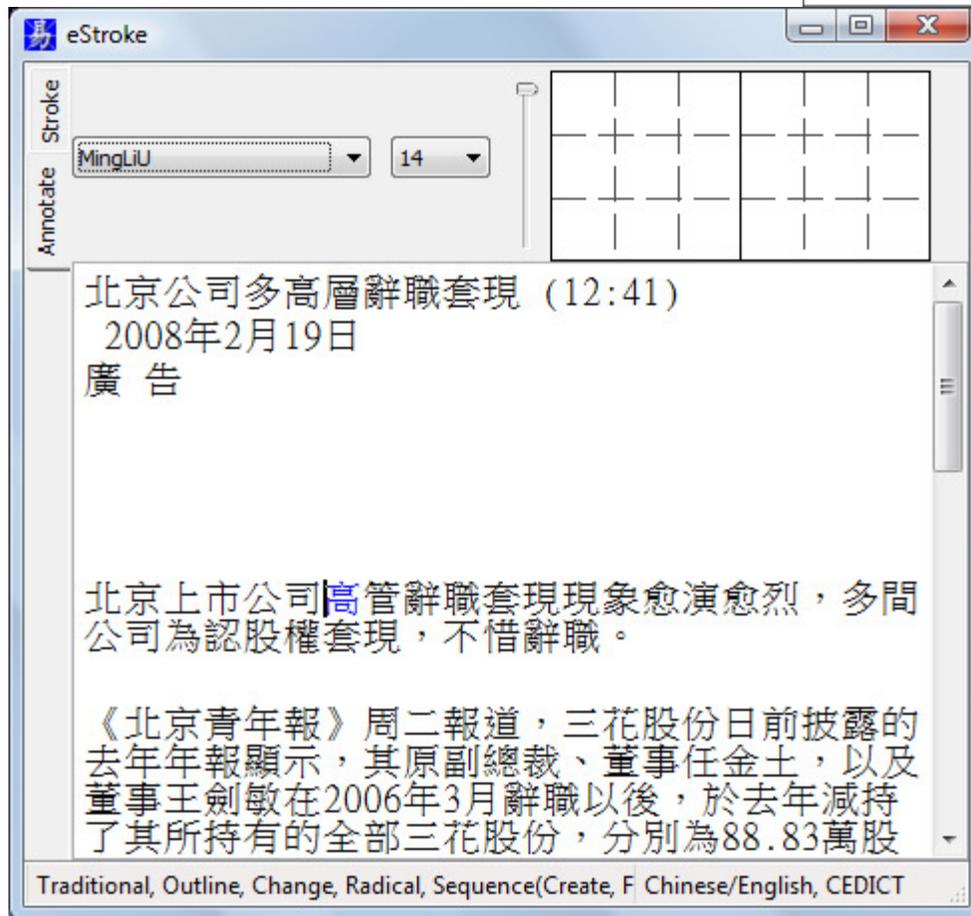
Select OK to complete the definition.

15.2.2 Recite

You can recite the text on the Annotate area if Microsoft Simplified Chinese Text to Speech installed or Microsoft Lili (VISTA only) is installed.

Likewise, you can select text in the Annotate area and recites the selection.

eStroke will place the cursor and highlight the text to synchronize with the recitation.



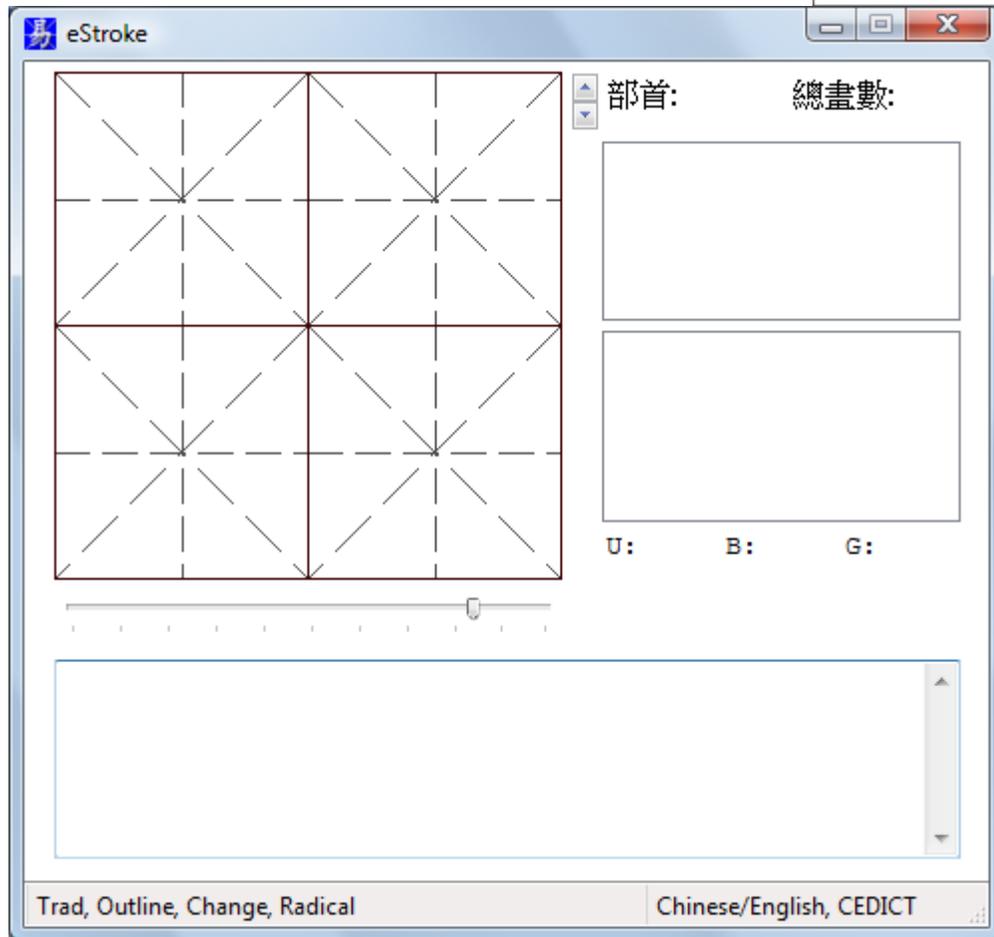
16 Multiple Rows and Columns

eStroke

部首: 總畫數:

U: B: G:

Trad, Outline, Change, Radical Chinese/English, CEDICT



Note the spin button at the top right of the Animation Box. Clicking the up arrow will cause the animation box to increment the rows and columns. Likewise clicking the down arrow will decrement the number of rows and columns.

16.1 Inputting characters in multiple rows and columns mode

When you input a single character, the character will be inputted at the next position depending on the orientation. The previously entered character will be displayed on the screen until its location is taken over by another character.

When you input a phrase, the phrase will be inputted at the first position. Also, the screen will be cleared first. Furthermore, eStroke will display the outline of the phrase before it starts animation of the first character.

Use Shift-Left Click at the desired position if you want to input the phrase at a particular position without clearing the screen. Turning the caret on with CTRL 'T' will show you where the next character will be inputted.

遊子吟
唐 孟郊

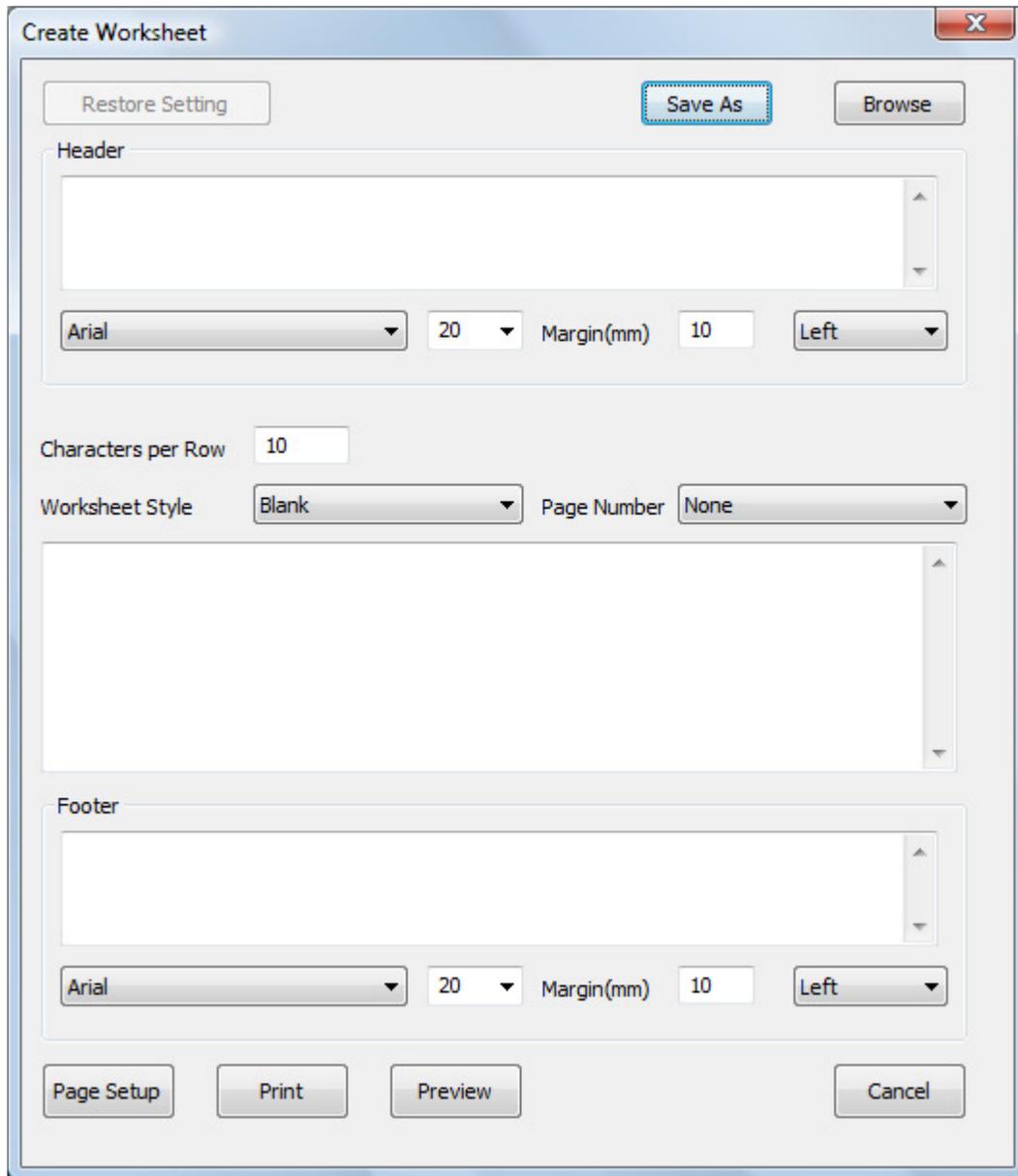
慈母手中線，遊子身上衣。

臨行密密縫，意恐遲遲歸。

誰知寸草心，報得三春暉。

17 Worksheet

Select the Create Worksheet menu or CTRL-W to bring up the Worksheet dialog.



A worksheet consists of header, body and footer.

17.1 Header and Footer

The header and footer can be left, center, or right justified, be displayed in any font and at any size. However, if the resulting font is larger than the margin, the header and footer will be cropped to the specified margin.

17.2 Body

You need to specify the characters per row to display the body. More characters per row means smaller boxes.

You can also select one of 5 styles to display the body. The worksheet can be generated in 3D as well.

17.2.1 Blank

A blank worksheet will be printed according to the Plan setting. If you select the Star Plan, then the blank worksheet will be filled with boxes of Star using the Plan Color and Width settings.

17.2.2 Sequence

The resulting worksheet will contain a sequence for each character you enter as a body text. Characters without sequence, e.g. alphanumeric characters, are discarded.

The sequence will be generated using the Color settings such as outline color, transient color, radical colors as well as the Sequence settings such as uniform, show final and so on. The stroke per line is ignored in the worksheet. Instead it uses the characters per row you specified as the stroke per line.

17.2.3 Sequence & Blank

This is the same as above except that a blank line is generated below each sequence.

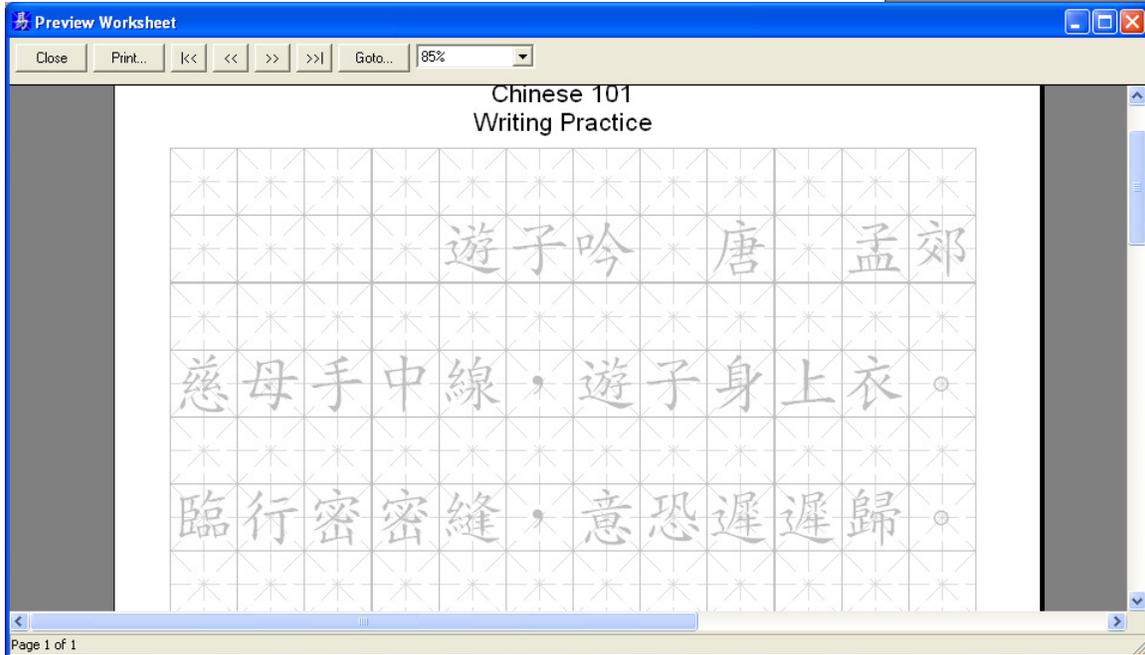
17.3 Outline on first

Each character entered will be generated as an outline on the first character of each row. Note that the character will be generated using the radical and stroke color that you specified in Preference, not the outline color. The Radical color will be used only if you have selected the Highlight Radical menu.

You can also select an alternate font to display the outline. In this case, the radical will not be displayed.

17.4 Outline as is

Outline will be generated as before but it will be generated as the users have entered the text. Spaces and new lines can be used to control the formatting of the generated worksheet.



17.5 Saving Worksheet

Once you have previewed and are satisfied with the worksheet, you can save it with the Save As button located at the top. The colors, plans and background settings will be saved as well.

17.6 Retrieving a Previously Saved Worksheet

Select the Browse button located at the top right corner. Select the worksheet file. The content of the worksheet will be displayed. Note if worksheets that are saved has their own setting. Retrieving a saved worksheet will also restore the settings of the worksheet. You can retrieve a sample worksheet file at C:\Program Files\eStroke\poem.ews.

17.7 Restore Setting

Once you have retrieved a worksheet, the worksheet will take on this setting every time you bring up the worksheet dialog. This setting is different from that prior to you starting the Worksheet dialog. Select the Restore Setting Button if you want the Worksheet to use that the original setting instead of what you loaded from a Worksheet file. If the Restore Setting Button is disabled, it means that both settings are the same. Selecting the Restore Setting Button will also disabled the Button since both the original settings and Worksheet settings will be the same after that.

18 Miscellaneous

Both the Pinyin and the phrases can be copied to the Clipboard by double clicking. This can then be copied to any document using the standard Windows copy/paste feature.

U: is the Unicode associated with the character.

G: is the GB2312 code associated with the character.

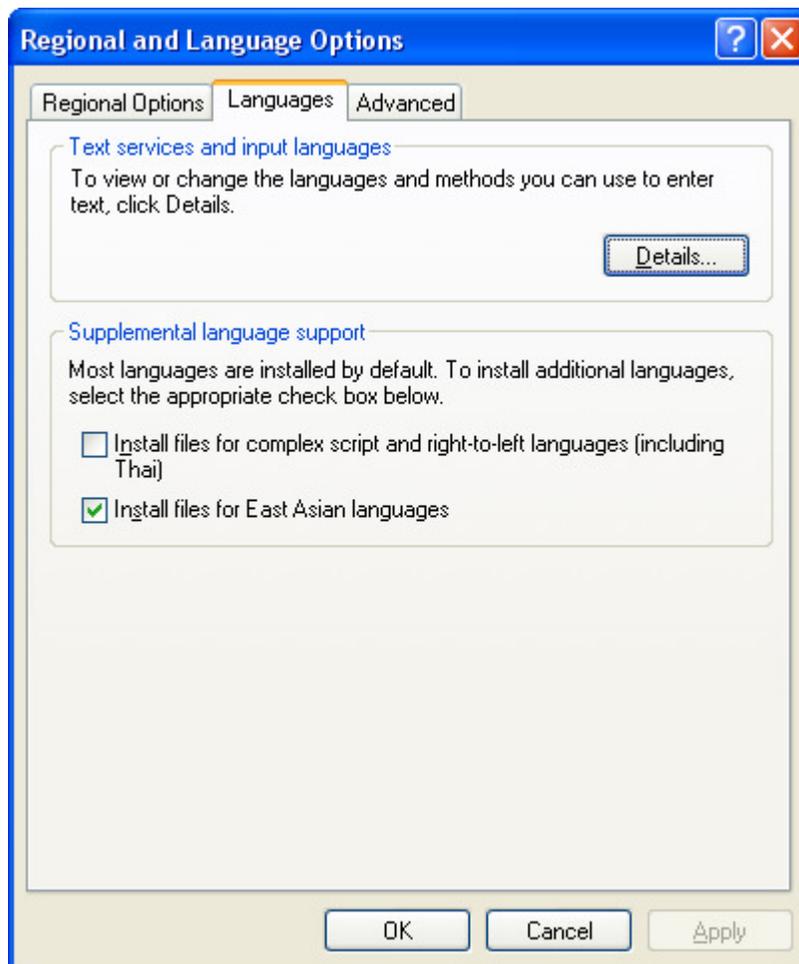
B: is the Big5 code associated with the character.

- Any character containing the GB2312 code only is in the simplified form.
- Any character containing the Big5 code only is in the traditional form.
- Any character containing the GB2312 and Big5 code looks the same and shares the same Unicode space.

19 Common Problems

19.1 Seeing Square instead of Chinese Characters

Select Control Panel->Regional and Languages Option



Ensure that *Install files for East Asian languages* is checked. You will need the O.S. install CD if not.

19.2 Characters look jagged

You probably have the Outline, Stroke or Change color set to the same as the Background color causing the anti-aliasing algorithm not to anti alias correctly. Ensure that these colors are set to anything other than the Background Color.

19.3 Missing Plan

The Plan color is set to be the same as the Background color. Change the Plan color to be different from the Background color.

19.4 The character appears all at once without animation.

The stroke or radical color is set to be the same as the outline color. Change the stroke and radical color to be different from that of the outline color.