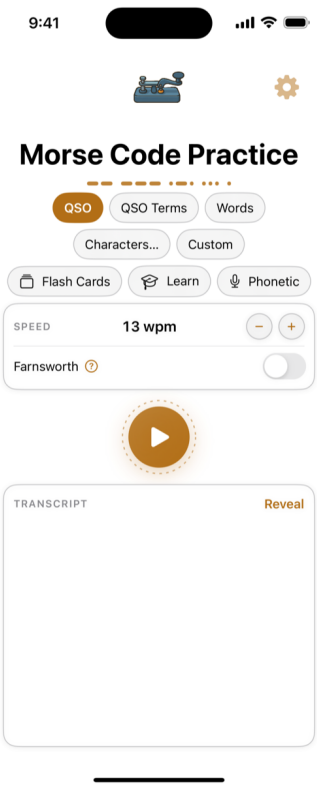
Morse Code Trainer & Practice

User Manual · Version 2.0

Version 2.0 is a ground-up visual redesign built around a single warm **“signal amber”** accent — the color of a glowing telegraph key. Everything now lives on one clean screen: you pick what to practice, set your speed, and press one big button to listen. This manual walks through every screen and control. The app also has a full **dark mode** that follows your phone automatically (see Section 10).

1 The Home Screen



Everything starts here. From top to bottom:

- **Telegraph key & gear (⚙)** — the gear in the top-right opens Settings (Section 9).
- **Title & code ribbon** — the amber dots and dashes under the title spell “MORSE.”
- **Drill chips** — two rows — QSO, QSO Terms, Words, Characters…, Custom — choose what you’ll hear. The selected chip is filled amber (Section 2).
- **Mode buttons** — Flash Cards, Learn, and Phonetic open the three training modes (Sections 6–8).
- **Speed panel** — sending speed plus the Farnsworth switch (Section 4).
- **Play button** — the large amber circle plays and pauses; a red Stop appears while it runs (Section 5).
- **Transcript card** — reveals the text being sent so you can check your copy.

2 Choosing What to Practice — the Drill Chips

Tap a chip to choose your material. The chip you pick fills with amber and stays selected; whatever is selected is what plays when you press the Play button. Tapping a new chip simply switches the material — you don’t need to confirm.

- **QSO** — a realistic on-air ham-radio conversation between two stations — call signs, names, locations, weather, radio and antenna, and a sign-off. The best all-round copying practice.
- **QSO Terms** — a shuffled stream of the abbreviations and prosigns operators actually use (RST, QTH, WX, DE, 73, <SK>, <KN>, and so on).
- **Words** — ten short, common English words — good for building whole-word recognition.

- **Characters…** — opens a picker where you choose any mix of Letters, Digits, and Punctuation, then tap Use Selected to build a random drill from just those groups.
- **Custom** — drills only the characters you saved in Settings ▸ Edit Custom Characters. If you haven't added any yet, the app reminds you to do so.

3 Setting Speed & Farnsworth

Speed

The **SPEED** panel shows your current rate (for example **13 wpm**). Use the round **–** and **+** buttons to step through the available speeds: 5, 8, 10, 13, 20, 25, 30, and 35 WPM. Timing follows the standard "PARIS" convention, so the speeds match real on-air code.

Farnsworth

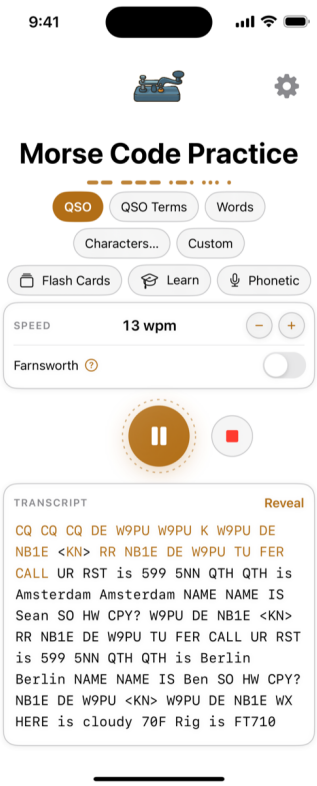
Turn on the **Farnsworth** switch to send each character at your fast speed while adding extra space between characters and words — so beginners hear letters at their true rhythm without the gaps rushing by. When it's on, an **Effective speed** menu appears (5, 8, 10, or 13 WPM) to set the slower overall pace. Tap the **"?"** for a full explanation; a good starting point is Speed 20 WPM, Effective 8 WPM.

4 Listening — the Play Button & Transcript

Press the big amber button to begin. A fresh batch of your selected material is generated every time you start, so you never memorize the same sequence.

- **Play / Pause** — the same button does both. It shows a play triangle when stopped and two bars while sending — tap to pause, tap again to resume from exactly where you left off.
- **Stop** — the round red button appears to the right while playing; it ends the session.
- **Transcript & Reveal** — tap Reveal any time to show the text. As it sends, the part already played is shown in amber and the current character is emphasized, in a monospaced font that lines up neatly.

Tip: prefer to see the text automatically? Turn on **Show Text on Go** in Settings and the transcript appears the moment you press Play. Prosigns show in angle brackets, e.g. <KN>.



5 Flash Cards

Flash Cards plays one random character and challenges you to recognize it. The segmented control at the top picks how you answer:

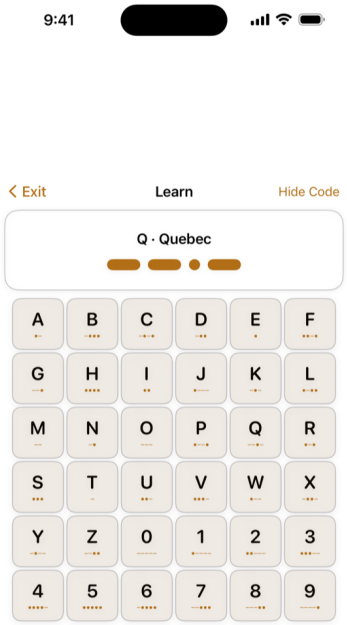
- **Tap** — hear the code, then tap the matching key on the grid. The card flips to reveal the character and its pattern, and your score updates instantly. Wrong taps are listed in the end-of-session report.
- **Self-Grade** — a hands-free loop — the app plays a character, waits the seconds you set with Time Delay, reveals it, and moves on. You grade yourself.
- **Phonetic** — say the NATO word for the letter out loud; the app listens and marks you.

The amber **score ring** shows your all-time success rate, with this session's ✓/✗ beside it. The ·– button in the header hides or shows the tiny code hints printed under each key. Press **Start**, then **Next** for each new card; a pulsing dot shows while it's waiting or listening.

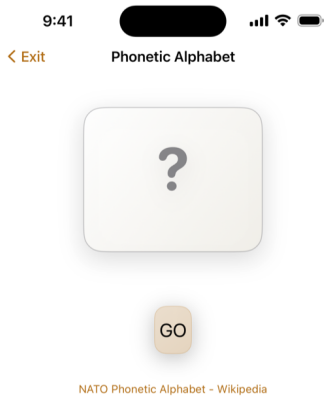
6 Learn

Learn mode is the pressure-free way to explore the code. Tap any character on the grid to hear its tone and see its dot-and-dash pattern *light up element by element, in time with the sound* — a great way to connect the rhythm to the shape.

The panel names the character and its phonetic word (for example **Q · Quebec**). Each key also carries a small amber code hint. Use **Hide Code / Show Code** in the header to test yourself by ear alone — hide the patterns, tap a key, and see if you can picture the code before it plays. Tap **Exit** to return home.



7 Phonetic Alphabet



Practice the NATO phonetic alphabet by voice. A random letter appears on the card; press **GO** and say the matching word — “A” is Alpha, “B” is Bravo, and so on.

A microphone indicator shows while it listens. A green check means you got it; a red ✗ shows the correct word so you can learn it. Press **Next** to continue. A link to the full alphabet on Wikipedia is provided for reference.

Note: the first time you use any voice feature, iOS asks permission for speech recognition and the microphone — allow it for these modes to work.

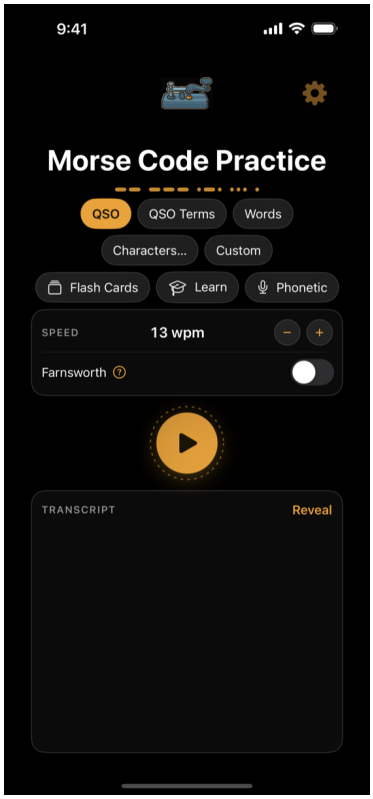
8 The Settings Menu (Gear Icon)

Tap the gear (⚙) in the top-right corner of the home screen for the housekeeping options:

- **Edit Custom Characters** — type the exact characters you want to drill; they’re cleaned up and de-duplicated automatically, then used by the Custom chip.
- **Show Text on Go / Hide Text on Go** — choose whether the transcript appears automatically when you press Play.
- **Reset Flash Mode Success Rate** — clears your all-time flash-card statistics (with a confirmation — it can’t be undone).
- **Email Support / Ideas** — send feedback or suggestions to the developer.
- **Documentation** — opens the online help page.
- **Rate This App** — leave a rating and/or review on the App Store.

9 Dark Mode

The app automatically follows your phone's appearance setting. In dark mode the amber accent brightens for contrast while the panels and cards turn to deep slate — the layout and every control work exactly the same. No setting to change; just switch your phone to Dark and the app follows.



10 Quick Start

1. Tap the **QSO** chip.
2. Set a **Speed** (try 13 WPM, or switch on Farnsworth at 20 / 8 if you're new).
3. Press the big amber **Play** button and copy what you hear.
4. Tap **Reveal** to check yourself.
5. Ready for a challenge? Try **Flash Cards**, **Learn**, or **Phonetic**.

That's the whole app. A few minutes a day and the code will come.