



JustFlip!

QUESTION

The capital of France is
[...].

Flip

— PILOT EDITION · SEPTEMBER 2026

User Manual

Anki power, Apple polish — everything JustFlip! can do, and the small print that makes it work.

just-flip.app

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— CHAPTER 1

Welcome to JustFlip!

JustFlip! is a flashcard app with a memory. It remembers every answer you give and brings each card back just before you would forget it. This chapter shows you how your library is organised and where everything lives, so that your first review in Chapter 2 feels familiar.

— IN THIS CHAPTER

- Why spaced repetition works, in one paragraph
- Organise your library into interests, decks and cards
- Get a first deck by writing one, picking a starter deck or importing
- Find your way around the main screens
- Replay the welcome tour and the in-app guides
- Know what is free, what Pro adds, and how to restore a purchase

 1.1

The idea in one paragraph

You remember something better when you have to *pull it out of your head* than when you read it again, and better still when those attempts are spread out over time. That is **spaced repetition**. Every time you answer a card, you tell JustFlip! how well you knew it. A card you know comes back after a few days, then a few weeks, then months. A card you missed comes back within minutes. You spend your time on what you are about to forget, not on what you already know. How the intervals grow is covered in Chapter 6.

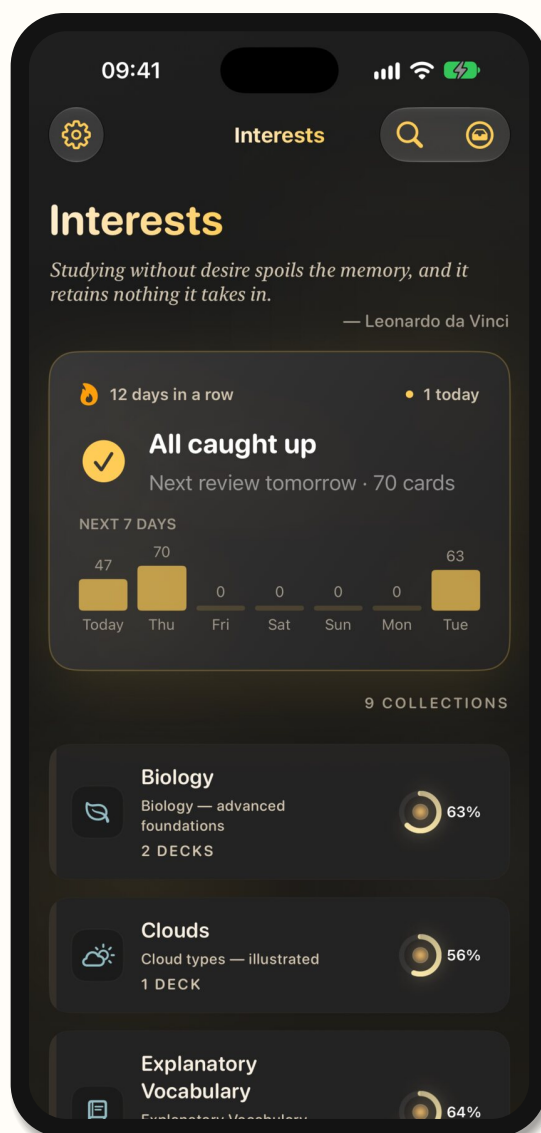
 1.2

Your library

Everything you learn sits in a three-level library:

Level	What it is	Example
Interest	A subject, with its own icon	Spanish
Deck	A focused group of cards inside an interest	Irregular verbs
Card	A question and an answer	<i>ir</i> → to go

An interest holds decks, and a deck holds cards. A card belongs to exactly one deck, but you can move it to another one at any time.



The Interests screen: the Today panel on top, then your interests with their icons, deck counts and mastery.

Names

⚠ GOTCHA

Interest names are matched loosely

JustFlip! treats two interest names as the same when they differ only in letter case, accents or spacing. If you already have *Spanish* and create *spanish*, no second interest appears: JustFlip! simply uses the one you already have. This is what stops two devices from each creating their own copy of an interest before they sync.

Deck names are not checked the same way, so JustFlip! won't stop you from giving two decks in one interest the same name. Avoid it anyway: when you import a deck, JustFlip! adds the cards to the deck in that interest with exactly the same name. With two decks called the same, you can't be sure which one gets them. Chapter 5 explains importing in detail.

Reordering

- **Interests.** Open the **Add or import** menu (the tray icon at the top of the Interests screen), choose **Reorder**, and drag the rows. Tap **Done** when you are finished. To move one interest to the top quickly, press and hold it and choose **Move to Top**. That is also the way to reorder with VoiceOver.
- **Decks.** On the Decks screen, open the folder menu, choose **Edit**, and drag the decks into place.
- **Cards.** In a deck, open the **More actions** menu (the **•••** button) and choose **Edit**. The list switches to its original order while you drag, because a sorted list can't be rearranged by hand.

Press and hold for more

Most actions live in the **context menu**: press and hold a row on iPhone or iPad, or right-click it on the Mac.

On	The context menu offers
An interest	Edit Interest, Move to Top, Import cards, Export archive, Export statistics, Merge Into, Delete
A deck	Edit Deck, Ask AI (Pro), Move to Interest, Merge Into, Delete Deck
A card	Speak from Here (Pro), Edit Card, Ask AI, Move to Deck, Retire card or Reactivate card, Delete

Merge Into and **Move to Interest** only appear when there is somewhere to merge or move to. Merging a deck moves all its cards into the deck you pick and then removes the now-empty deck; merging interests works the same way with decks.

The interest and deck editors also hold a **Learning priority** and an **Include in device search** switch. Priority is explained in Chapter 6, and device search (Spotlight) in Chapter 8.

Flags and tags

Two small tools help you find cards again. Both are set in the card editor (Chapter 3).

- A **flag** is one colour marker on a card: red, orange, green or blue. What it means is up to you, for example “check this with my teacher”.
- **Tags** are free words, and a card can have as many as you like. **Search Cards** (the magnifying glass on the Interests screen) searches questions, answers *and* tags across your whole library.

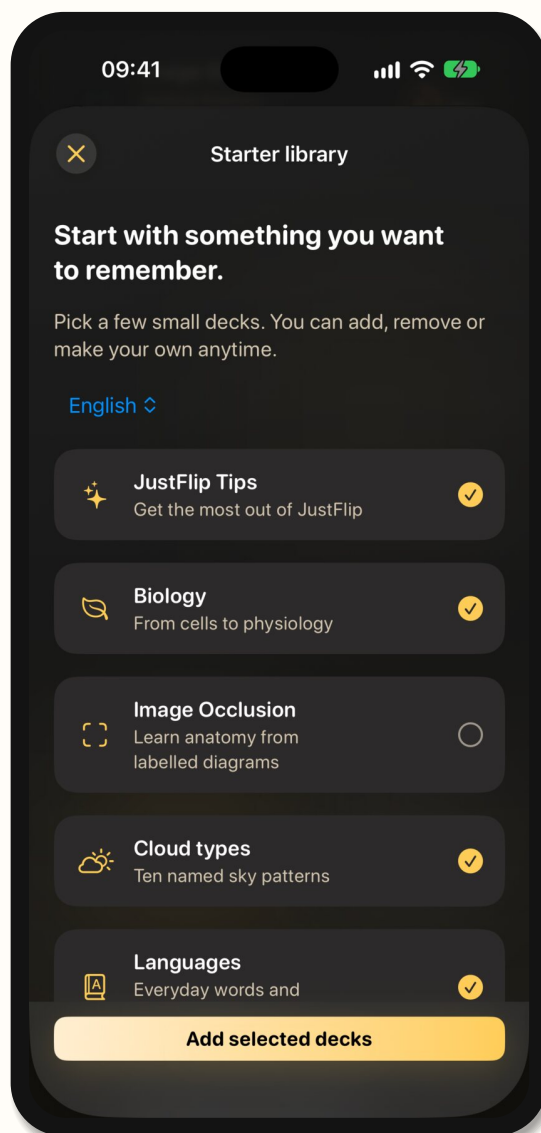
— 1.3

Your first deck, three ways

Pick a starter deck

When you open JustFlip! for the first time with an empty library, it offers the **Starter library**: a handful of small, ready-made decks, with a few already ticked. Choose a language for the decks at the top, tick what interests you, and tap **Add selected decks**. Not in the mood? **Maybe later** closes it.

The offer appears only once, but the library stays open to you: go to **Settings > Help > Library** at any time. For more decks, browse just-flip.app/decks.



The Starter library, with its language picker and a few decks already ticked.

Write your own

1. On the Interests screen, open the **Add or import** menu and choose **New Interest**. Give it a name and pick an icon.
2. Open the interest, then open the folder menu and choose **New Deck**.
3. Open the deck, open the **•••** menu and choose **Add Card**.

Chapter 3 covers everything a card can hold.

Import one

JustFlip! reads Anki packages (**.apkg**), CSV spreadsheets and its own **.flashcards** files. Choose **Import cards** from the **Add or import** menu, or drop a file onto the Interests screen. **Paste cards** in the same menu turns a list you copied, for example from a chat AI's reply, into a deck. You can have an AI write a whole deck for you with the **AI prompt** or the **coding-agent skill**. Chapter 5 walks through all of this.

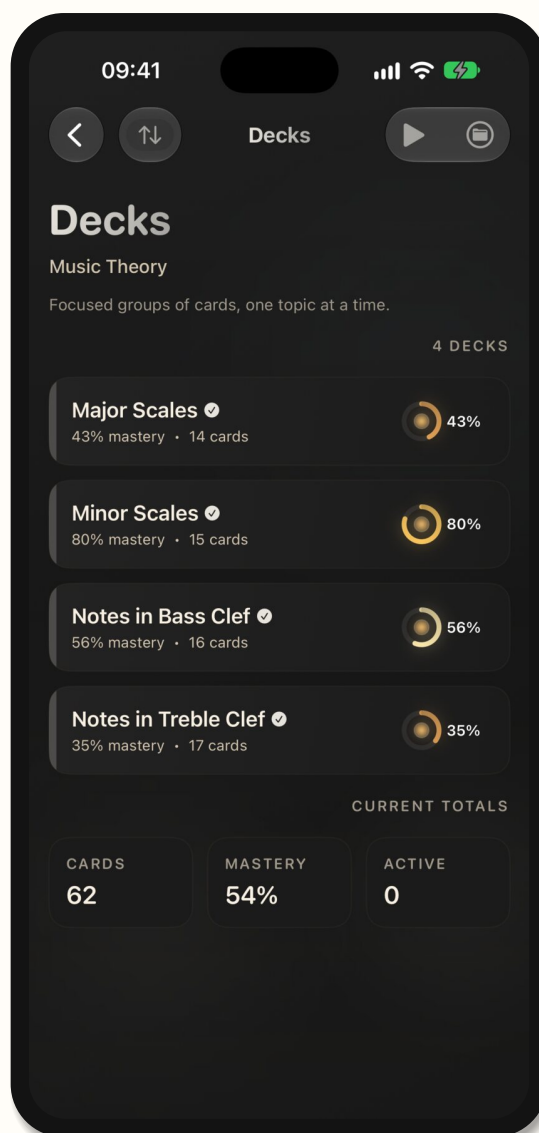
— 1.4

A tour of the screens

On iPhone you move from left to right: Interests, then a deck list, then a deck's cards. On iPad and Mac the same screens sit side by side (Chapter 8).

Screen	How to get there	What it is for
Interests	The start screen	The Today panel, and all your subjects
Decks	Tap an interest	One interest's decks, with mastery and card counts, and an interest-wide review menu
Cards	Tap a deck	The card list: flip cards to browse, add and edit, and start a deck review with the ► button
Testing	Start a review	One card at a time: flip, grade, next
Search Cards	The magnifying glass on Interests	Every card and tag in your library
Statistics (Pro)	The gear menu › Statistics	Retention, forecast and consistency over time (Chapter 9)
Settings	The gear menu › Settings	Review behaviour, speech, reminders, appearance, data safety
What's new	The gear menu › What's new	Recent features

The **Today** panel at the top of the Interests screen is the one to start with. It shows how many cards are waiting across all your interests and starts a review with one tap. It appears as soon as your library holds cards. Chapter 2 is all about it.



The Decks screen for one interest: totals on top, each deck with its mastery ring, the ► review menu and the folder menu.

💡 TIP

The ring and the dot

Each deck shows a **mastery ring**, which fills as you get to know its cards. The dot inside warms up as reviews come due. When a dot glows, that deck wants your attention.

— 1.5

Onboarding and guides

The first time you open JustFlip!, a short **welcome tour** shows how a card flips, how swiping grades it, and what spaced repetition does. On the way it lets you choose a comfortable text size and, on its last page, turn on a daily review reminder. You can **Skip** it at any point.

After that, **guides** appear on the spot the first time you reach certain screens. A guide is a small card with an arrow pointing at the control it explains:

Where	The guide explains
Interests	The Start review button, which reviews due cards from all your interests
Testing	Rate your recall: the grade buttons
Decks	More on every deck: press and hold a deck for more actions
Statistics	Choose what to measure: the interest picker

Each guide appears only once. To see them again:

- **Settings › Help › Onboarding** replays the welcome tour.
- **Settings › Help › Guides** resets every guide, so each one appears again the next time you reach its screen.

— 1.6

Free and Pro

JustFlip! is free to use, with no limit on cards. **JustFlip! Pro** removes the two library limits and unlocks a handful of power features:

Feature	Free	Pro
Interests	3	Unlimited
Decks per interest	5	Unlimited
Cards	Unlimited	Unlimited
Import, including CSV	✓	✓
iCloud sync	✓	✓
Ask AI about a single card	✓	✓
Ask AI about a whole deck	—	✓
Background listening (Speak Cards)	—	✓

Feature	Free	Pro
Statistics	—	✓
Progress trackers	—	✓
Smart Schedule (beta)	—	✓

The limits apply when you create an interest or a deck, and when you move a deck into an interest that already holds five. Pro-only items are never hidden: they carry a small lock, and tapping one opens the Pro screen and explains what it would unlock.

To see the plans, go to **Settings › Pro features**. There are three: **Monthly**, **Yearly** and **Lifetime**, which you pay for once. When a plan comes with a free trial you are eligible for, the Pro screen says **Free trial available** under it.

Restoring a purchase

Bought Pro on another device, or reinstalled the app? Open **Settings › Pro features** and tap **Restore purchases**. Use the same Apple Account you bought Pro with. If nothing turns up, JustFlip! says **No previous purchases were found**.

GOOD TO KNOW

When you contact support

Settings › Account shows your **App User ID** with a **Copy ID** button. Support may ask you for it when you write about a purchase.

— 1.7

Deleting, and getting things back

You delete an interest, deck or card from its context menu. Deleting an interest takes everything inside it with it: every deck, every card and all your learning progress.

GOTCHA

Delete is permanent

A deleted interest, deck or card is gone straight away, on every device. Before you delete an interest you might want back, choose **Export archive** from its context menu. The archive keeps its decks, cards and progress, and you can import it again later.

Settings › Data Safety › Recently Deleted holds interests and decks that JustFlip! set aside for you, for example the empty copy left behind after a merge. Each waits there for **30 days**, and you can bring it back with **Restore**, or remove it for good with **Delete**.

JustFlip! also makes automatic backups of your library. Backups, restoring and exports are covered in Chapter 10.

 TIP**Retire instead of delete**

Know a card so well it only wastes your time? Don't delete it: **retire** it. A retired card leaves your reviews but keeps its history, and you can bring it back whenever you like. Chapter 2 shows how.

— CHAPTER 2

Your first review

Flip, grade, repeat. A review takes a few minutes, and every grade you give decides when that card comes back. This chapter explains the four grade buttons, where to start a review, what Today shows you, and what to do with the cards you already know by heart.

— IN THIS CHAPTER

- Work through the review loop with taps, swipes or the keyboard
- Know what Again, Hard, Good and Easy each do to a card
- Choose between Today and the Due, Struggling, New and All modes
- Read the results screen and retire cards you have mastered
- Turn on a daily reminder



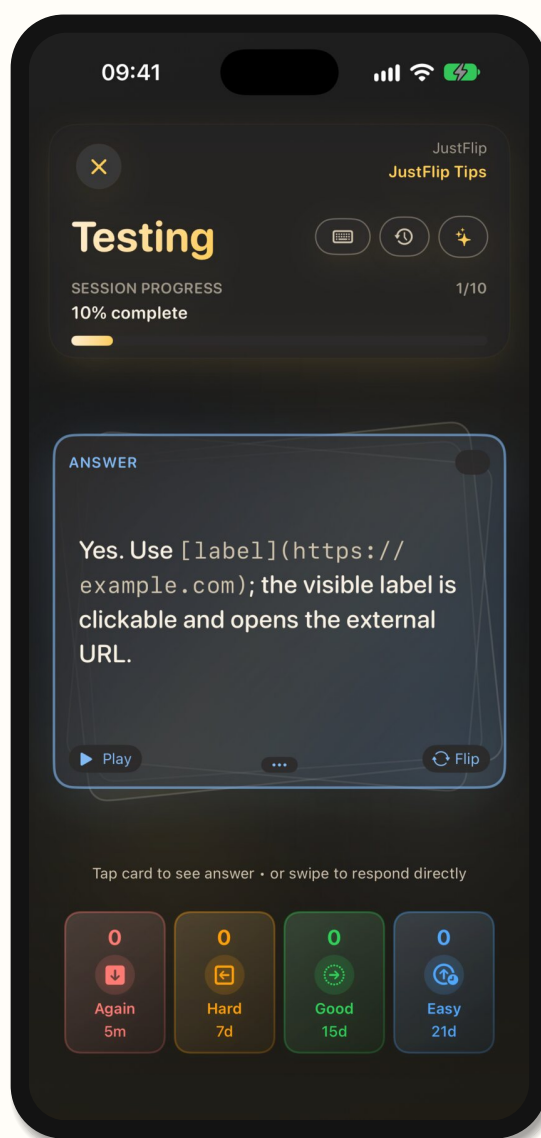
— 2.1

The review loop

Every review works the same way:

1. **Read the question** and try to recall the answer. Really try: the effort of remembering is what makes it stick.
2. **Flip the card**. Tap it, or press Space on a keyboard.
3. **Grade yourself**. Tap how well you knew it, or swipe the card.
4. **The next card slides in**. A short note at the bottom, such as **Next: 3d**, tells you when the card you just graded comes back.

The bar at the top shows how far through the session you are. To stop early, close the session and confirm with **Exit**. Everything you have graded so far is saved; the session is simply not counted as complete.



A review session on the answer side, with the four grade buttons and each button's next interval above its name.

 TIP**Grade before you flip**

You don't have to flip at all. If you knew the answer instantly, grade the question side straight away with a button or a swipe. The hint under the card says so: **Tap card to see answer • or swipe to respond directly.**

— 2.2

The four grades

The grade buttons sit under the card. Each one shows the interval it would give this card, so you always know what you are choosing.

Grade	Colour	Key	Swipe	Means	A new card returns in
Again	Red	1	Down	You didn't know it	5 minutes
Hard	Orange	2	Left	You got there, with effort	20 minutes
Good	Green	3	Right	You knew it	1 day
Easy	Blue	4	Up	You knew it instantly	4 days

After the first time, the intervals grow with each correct answer. Good multiplies the last interval, Easy stretches it further, Hard grows it only a little, and Again starts the card over with a short step. The numbers on the buttons change with every card. Chapter 6 explains the arithmetic.

 TIP**Honest grades, shorter reviews**

It is tempting to press Good on a card you *almost* knew. Don't: the card then comes back after it has faded. An honest Hard or Again costs you one extra look now and saves you many later. The keys 1–4 and Space work on a Mac and on an iPad with a keyboard, unless you are typing in a text field.

Seen, the fifth response

There is one more response, which you never press: **Seen**. The first time you flip a card while *browsing* a deck's card list, outside a review, JustFlip! notes that you have seen it. Seen isn't a grade. It doesn't count as knowing or missing the card; it only records that the card is no longer untouched. In the card list, a grey eye marks such a card, while the other colours show the last grade you gave.

— 2.3

Peeking and Stricter grading

By default, all four grades stay available after you flip, because flipping to check yourself is part of the loop. If you would rather be strict, turn on **Settings › Behavior › Stricter grading (Limit options when card is flipped)**. It is off by default.

With Stricter grading on, flipping a card counts as looking up the answer. Only **Again** and **Hard** remain, the right and up swipes stop working, and the hint changes to **Tap card to flip • swipe left (Hard) or down (Again)**. To give Good or Easy, grade the question side *before* you flip.

i GOOD TO KNOW

Occlusion cards are exempt

An image occlusion card can't be answered without revealing its masks, so revealing one never counts as peeking. All four grades stay available (Chapter 4).

— 2.4

Where to start a review

There are three places to start a review, and each one picks cards differently.

Where	Choose	Which cards
Today (Interests screen)	Start review	Due cards from every interest, then new cards up to your daily allowance
Decks screen, ► menu	Due Cards	This interest's cards whose review time has come
	Struggling Cards	Cards you last graded Again or Hard
	New Cards	Cards you have never studied
Cards (a deck), ► menu	Due Cards	This deck's cards whose review time has come
	All Cards	Every card in the deck
	Struggling Cards	Cards you last graded Again or Hard

On the Decks screen, the menu shows a count next to each item, such as **Struggling Cards (6)**. An item with nothing in it is greyed out. Retired and postponed cards are left out of every mode except All Cards.

Due, Struggling and New sessions come in batches of **Cards per session** (Settings › Behavior, 20 by default). When more cards are waiting, the results screen offers to carry on.

⚠ GOTCHA**All Cards means all cards**

All Cards is a cram mode. It shows every card in the deck in a shuffled order, including cards you retired and cards you postponed, and it doesn't stop after one batch. Your grades still count, so cramming a deck the night before an exam moves its schedule too.

⚠ GOTCHA**Struggling ignores the calendar**

A card is struggling when your last grade for it was Again or Hard, *even if it isn't due*. A card you graded Hard that is scheduled for next month still shows up under Struggling. That is the point: it is the mode for drilling weak spots, not for keeping up.

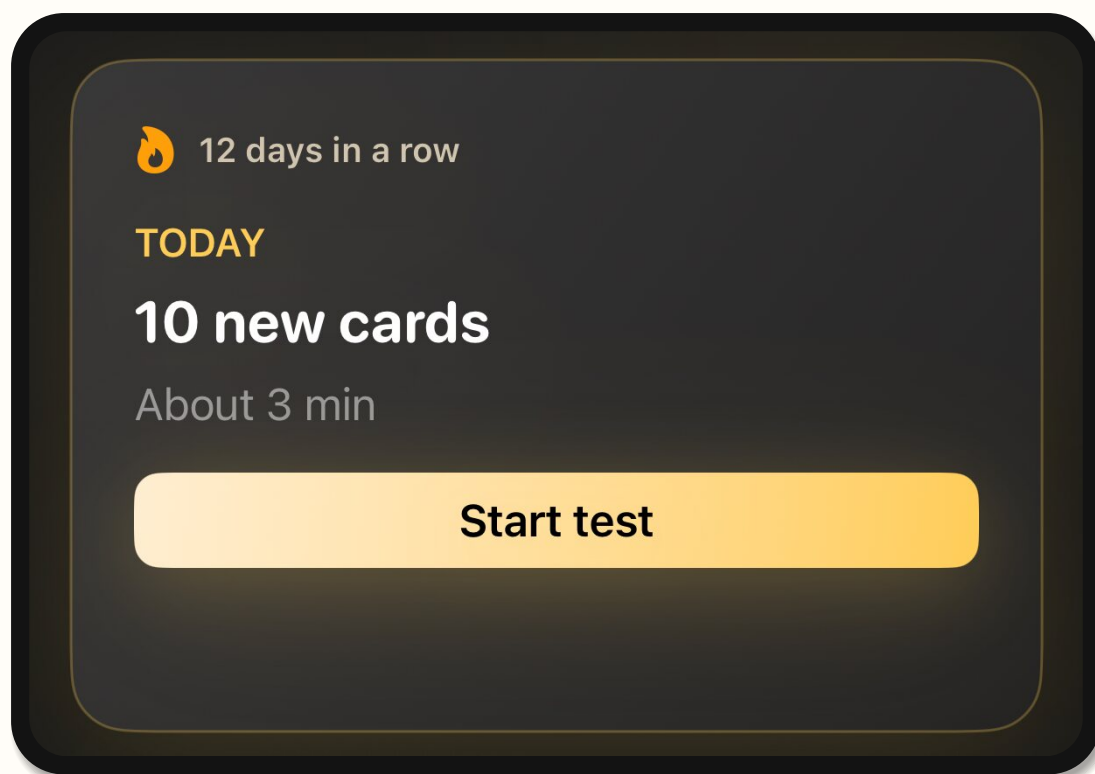
⚠ GOTCHA**New Cards skips the daily allowance**

New Cards on the Decks screen offers every card you have never studied in that interest, however many new cards you have already met today. Today, by contrast, introduces only as many new cards per day as you allow in Settings. And on a single deck, **Due Cards** holds only cards you have studied before: a card you have never seen has no review date yet. To start a brand-new deck, use Today, **New Cards** on the Decks screen, or **All Cards**.

— 2.5

Today

The **Today** panel at the top of the Interests screen answers one question: what should I review right now? It gathers due cards from all your interests into one session.



The Today panel with cards due, the estimated time, the streak, and a chip for each interest.

- **The headline** reads, for example, **12 due · 5 new**. Below it is a time estimate, such as **About 5 min**.
- **Start review** starts the session. Before your first review, the button reads **Start test**.
- **The chips** underneath, one per interest, start a session with just that interest's cards. They appear when two or more interests have cards waiting.
- **The streak**, such as **4 days in a row**, counts the days on which you reviewed at least one card. One or two missed days in a long run don't break it.

A Today session takes the due cards first. Where several interests or decks have cards waiting, their learning priority decides which get more room in the session (Chapter 6). Then come new cards, up to your daily allowance.

New cards per day

Settings › Behavior › New cards per day sets how many never-studied cards Today introduces each day: 5, 10, 15 or 20, or **None**. The default is 10. Cards you have started today count toward that number, so the allowance can't grow by studying more sessions. Next to it, **Cards per session** caps how many cards one Today session holds: 10, 15, 20 or 30, or **Unlimited**.

Settings › Review pace (**Relaxed**, **Steady** or **Intense**, Steady by default) tunes how much Today asks of you each day and how quickly decks start to look overdue. Chapter 6 explains it.

All caught up

When today's reviews are done and no new cards are waiting, Today says **All caught up**. It tells you when the next cards come due, for example **Next review tomorrow · 8 cards**, and shows a small **Next 7 days** chart of what is coming. You can still study at any time from the Decks or Cards screen.

2.6

During a session

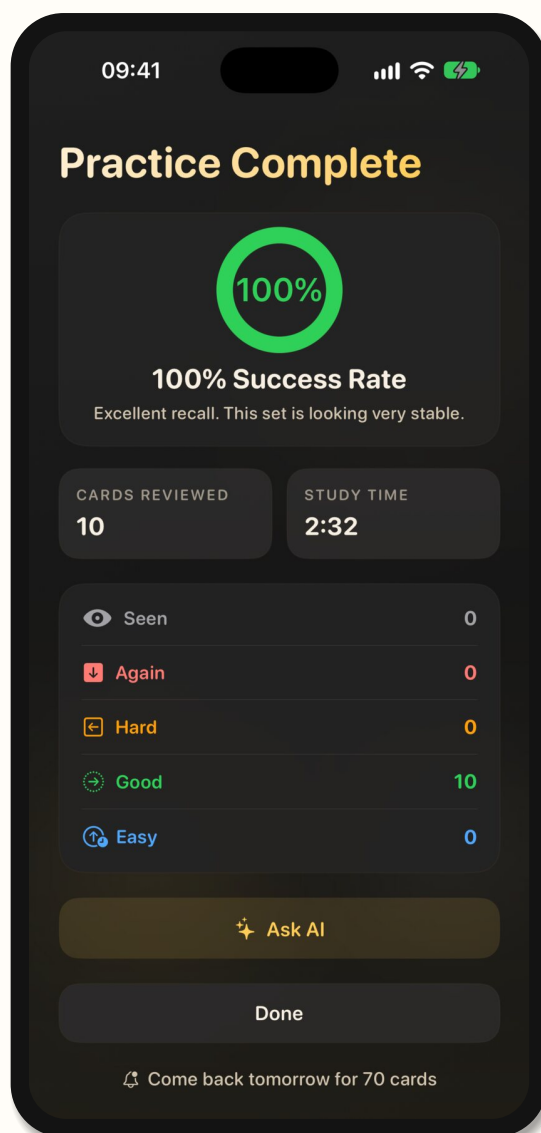
The row above the card holds a few extra controls:

- **Postpone.** Holds the current card, its deck or its whole interest until **Tomorrow**, **In 3 days**, **In 1 week** or a **Custom date....**. Postponed cards stay out of reviews until then. Chapter 6 has the details.
- **Ask AI.** Builds a study prompt about the current card, or about its whole deck (Pro), to paste into a chat AI (Chapter 9).
- **Type Answers.** Type your answer before you flip, and JustFlip! compares it with the card: **Correct!**, **Close — compare carefully** or **Not quite**. You still choose the grade.
- **Open Deck.** Leaves the session and opens the deck the current card comes from. What you have graded so far is kept.

2.7

The results screen

When the session ends, you see **Practice Complete** with your success rate, the number of **Cards Reviewed**, and your **Study Time**. The success rate counts Good and Easy as correct.



The results screen: the success rate, cards reviewed, study time and a tally of every grade.

If more cards are waiting beyond this batch, the heading reads, for example, **Nice — 20 done**, and a **Review 15 more** button carries on with the next batch. At the true end of a session, JustFlip! may add **Come back tomorrow for 8 cards**. After a single-deck review, **Restart** runs the same mode again. **Done** takes you back.

Two kinds of suggestion can appear underneath:

- **You know these well.** Cards you graded Good or Easy in this session that are now far out in the schedule: an interval of at least **90 days** and at least **4 correct answers in a row**. Each has a **Retire** button, and **Undo** if you change your mind.
- **These keep slipping away.** Cards you graded Again that you have forgotten many times: 8 times or more, without a recovery run of 3 correct answers. Such a card is usually badly worded. Try splitting it into smaller cards, or retire it if it no longer matters.

 2.8

Retiring a card

Retiring a card says “I know this, stop testing me”. JustFlip! only ever *suggests* retiring; it never retires a card by itself.

A retired card:

- no longer appears in Today, Due Cards, Struggling Cards or New Cards, and no longer counts as due;
- still appears in **All Cards**, and still counts toward the deck’s mastery;
- keeps its full history, and a **Retired** badge in the card list.

You can retire any card yourself: press and hold it in the card list and choose **Retire card**. To bring it back, choose **Reactivate card**. A reactivated card picks up its schedule exactly where it left off.

 2.9

Daily reminders

Spaced repetition only pays off when it is regular, and a gentle nudge helps. Reminders are **off** until you turn them on. Turn them on on the last page of the welcome tour, or later in **Settings › Reminders › Daily review reminder**: One nudge a day, only when cards are due.

The first time you turn it on, iOS asks whether JustFlip! may send notifications; allow it. Pick the time with **Reminder time**; it starts at 7 pm. The notification reads, for example, **Time to review with 12 cards ready · about 3 min**.

In the same section, **Streak rescue** adds a gentle evening reminder on days when you haven’t reviewed yet and your streak is at risk.

GOTCHA

No notification? Check iOS Settings

If you once declined notifications, JustFlip! can’t ask again. Turn them on in the iOS Settings app, under **Notifications › JustFlip**, and the reminder starts working.

— CHAPTER 3

Writing great cards

A card is a question and an answer. Everything else is optional — and that is where the fun starts. Under the plain text field sits a small, friendly markup language: blanks to fill in, typeset maths, highlighted code, diagrams, tables and words that are read aloud exactly the way you want.

— IN THIS CHAPTER

- Find your way around the card editor
- Style text, add links and fill-in-the-blank cloze cards
- Put maths, code, diagrams and tables on a card
- Add pictures that look good in light *and* dark mode
- Tell the voice what to say — and learn the four places it listens
- Write cards your memory will actually keep



3.1

The card editor at a glance



Every card has two sides, **Question** and **Answer**, and each side is edited on its own. A side has three tabs:

- **Text** — what you type, with the formatting toolbar above it.
- **Image** — one picture from Photos (or pasted into the text).
- **Audio** — an audio file, such as `.mp3`, `.m4a` or `.wav`.

Below the text field you will find **Formatting help** — a pocket version of this chapter, always one tap away — and the side’s **Language**.

A side can’t be empty: both the question and the answer need text, a picture or a sound before **Save** lights up. Which tab you save from matters, too — Chapter 4 explains how to combine text with a picture or a sound without losing either.

The card editor. Each side has its own Text, Image and Audio tabs, a formatting toolbar and a Language picker.

The toolbar

You never *have* to remember the markup. The toolbar above the text field inserts it for you, wrapped around whatever you have selected. It scrolls sideways; from left to right:

Button	Inserts
Picture	the side’s image, at the cursor
B / I	<i>**bold**/*italic*</i>
<code></></code>	<code>`inline code`</code>
$f(x) / \Sigma$	<code>\$inline maths\$/a\$\$ maths block</code>
Waveform	<code>[shown]{spoken}</code> — a spoken hint
Cloze	<code>{{c1::...}}</code> — a fill-in-the-blank

Button	Inserts
Link	[label](https://...)
Table	a two-column table
Diagram	a mermaid diagram block
Large text	a ::: hero block

Language matters

The **Language** picker tells JustFlip! which voice should read that side aloud, and each side has its own — a Spanish word on the front, its English meaning on the back.

⚠ GOTCHA

No language, no voice

A new card starts with its language set to **None**, and a side with no language is simply *not spoken* — not by the speaker button, not by Speak Cards. If a card stays silent, check its language first.

Tags and flags

Tags are typed into a chip field: press Return, the + button or a comma to turn the text into a tag. Paste **verbs**, **irregular**, **A2** and you get three chips at once. Letter case doesn't matter and duplicates are dropped. A colour flag makes a card stand out when you browse a deck.

— 3.2

Text that looks right

Card text is Markdown, simplified for small screens. Here is everything that shapes plain text:

YOU WRITE

```
Mitochondria are the powerhouse
of the cell. The function is
`atp_synthase()`.
```



ON THE CARD

ANSWER

Mitochondria are the
powerhouse of the *cell*. The
function is **atp_synthase()**.

↺ Flip

— **bold** and *italic* — emphasis.

- ``code`` — a monospaced snippet.
- `\*` — a backslash shows the next character literally, so `\*not italic\*` keeps its stars.
- A **blank line** starts a new paragraph; a single line break is kept as it is.

GOOD TO KNOW

What is deliberately missing

Cards are small, so a few Markdown habits don't apply. A line starting with `#` is shown as plain text — the hash marks are dropped, there are no headings on a card. List markers such as `-` or `1.` appear exactly as you typed them, which is usually what you want anyway.

Links

`[the guide](https://example.com)` shows *the guide* as a tappable link. Web (`https://`), e-mail (`mailto:`) and phone (`tel:`) links work; any other kind of link is shown as plain text.

— 3.3

Fill in the blanks

A **cloze** card hides part of a sentence. The question shows a blank; flipping the card reveals the missing words, highlighted. It is the fastest way to turn a paragraph of notes into something you can be tested on.

YOU WRITE

```
The capital of France  
is {{c1::Paris}}.
```



ON THE CARD

QUESTION

The capital of France is [...].

Flip

Add a **hint** after a second pair of colons. The hint appears inside the blank, and it is what the voice says instead of the word “blank”:

YOU WRITE

```
{{c1::Mitochondria::organelle}}  
produce most of the cell's ATP.
```



ON THE CARD

QUESTION

[organelle] produce most of
the cell's ATP.

Flip

When the card is flipped, the whole sentence comes back with the answers marked — **Mitochondria** produce most of the cell's ATP. The Answer side of a cloze card is optional. Anything you write there is shown underneath the revealed sentence as extra notes.

⚠ GOTCHA

All blanks on a card hide together

Number your blanks **c1**, **c2**, **c3**... — but in JustFlip! every blank on one card is hidden and revealed *at the same time*, and the card is reviewed as a single item. Want to be tested on each blank separately? Make one card per blank.

Anki users will know the other behaviour: there, each number becomes its own card. That is exactly what happens when you **import** an Anki cloze note — it is split into one card per number, so nothing you studied in Anki is lost.

A few details that save head-scratching:

- Only well-formed blanks count. `{{c0::x}}`, `{{c1::}}` or `{{not a cloze}}` are shown literally, braces and all.
- Need the braces themselves? Write `\{{c1::...}}`.
- Inside code and maths, `{{c1::...}}` is left alone — it stays literal.

— 3.4

Big and centred

Some cards are a single character: a kana, a kanji, a chemical symbol, a chord name. Put it inside a **hero** block and it fills the card:

YOU WRITE

```
::: hero
あ
:::
```



ON THE CARD

QUESTION

あ

Flip

`::: center` does the same without the size change — the content is simply centred. Open the block with `::: hero` or `::: center` on its own line and close it with `:::`.

💡 TIP

Let size be the emphasis

Keep any notes *outside* the block, so they stay regular text, and skip bold or italic inside a hero block. At that size they only add noise.

— 3.5

Maths

JustFlip! typesets maths with TeX syntax, the notation used by mathematicians everywhere. Wrap a formula in single dollars to keep it in the line, or put it between **\$\$** lines to give it its own centred row:

YOU WRITE

The derivative:

```
$$
f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}
$$
```



ON THE CARD

ANSWER

The derivative:

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

Flip

ANSWER

The instantaneous rate of change, or the slope of the tangent line to a graph.

$$f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

▶ Play

...

↺ Flip

A maths card in the app. Formulas stay crisp at any size.

Inline maths works the same way: $E = mc^2$ becomes $E = mc^2$ right inside the sentence. How to make a formula *sound* right when it is read aloud comes in Tell the voice what to say.

— 3.6

Code

Fence code with three backticks and name the language after the opening fence. JustFlip! colours keywords, strings, comments, numbers and types:

YOU WRITE

```
```swift
let answer = 6 * 7
// prints 42
print(answer)
```
```



ON THE CARD

ANSWER

```
let answer = 6 * 7
// prints 42
print(answer)
```

↻ Flip

Recognised language names: Swift, Python, JavaScript, TypeScript, Java, Kotlin, C, C++, C#, Objective-C, Go, Rust, Ruby, PHP, SQL, Bash, Smalltalk/Pharo, JSON and YAML. An unknown or missing name still gives you a clean monospaced block — just without colours. Text inside a code block is shown exactly as written; no markup is applied there.

— 3.7

Diagrams

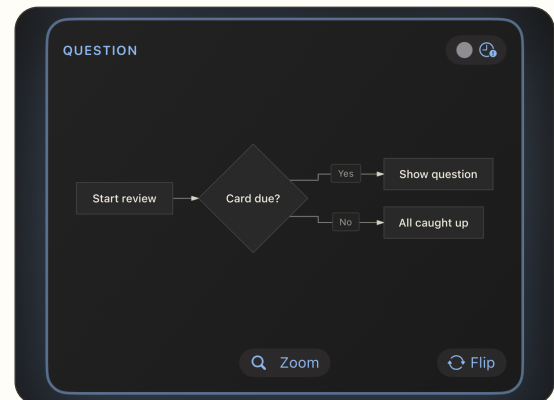
A code block named `mermaid` isn't shown as code at all — JustFlip! draws it. Flowcharts, sequence, state, class and entity-relationship diagrams are all supported.

YOU WRITE

```
```mermaid
graph TD
 A[Start review] --> B{Card due?}
 B -->|Yes| C[Show question]
 B -->|No| D[All caught up]
```
```



ON THE CARD



💡 TIP

Card-sized diagrams

Aim for about eight boxes with short labels. Start with `graph TD` (top-down); JustFlip! may turn a flowchart on its side when that fits the card better. For the details, the **Zoom** button opens the diagram full screen.

— 3.8

Tables

Small comparisons read best as a table. Leave a blank line above it; the first row is the header and is shown in bold:

YOU WRITE

```
Tense	Form
Present	I go
Past	I went
Perfect	I have gone
```



ON THE CARD

ANSWER

| Tense | Form |
|---------|-------------|
| Present | I go |
| Past | I went |
| Perfect | I have gone |

Flip

Cells accept the same formatting as the rest of the card — bold, code, maths. To show a `|` inside a cell, write `\|`.

⚠ GOTCHA

Two columns, five rows

A card table holds at most **2 columns and 5 rows**, header included. Anything beyond that is left out and marked with an ellipsis. Alignment colons such as `|:---|---:|` are accepted, but columns are always left-aligned. A bigger table is usually a sign that the card wants to be several cards.

— 3.9

Pictures

Each side of a card holds **one picture**. Add it on the Image tab, or with the picture button in the text toolbar, which also inserts a marker into the text:

Which bird is this?

![attachment:0]

The marker, `![attachment:0]`, decides *where* the picture sits among the text. A marker with no picture behind it simply shows nothing.

The picture has a **description** field, too. VoiceOver reads it to people who can't see the image, so it is

worth a few words.

⚠ GOTCHA

Transparent pictures vanish in dark mode

A card draws your picture exactly as it is, with no background behind it. Black lines on a transparent background look perfect on a light card and disappear completely on a dark one. Give diagrams, notation and line art a solid white background before you add them.

Use photos and bitmaps (PNG, JPEG). SVG files aren't supported. There is no need to shrink big photos first: JustFlip! scales a picture down to 3,000 pixels on its long side when you save, which keeps iCloud sync quick on all your devices. Chapter 4 has more on pictures that work well.

— 3.10

Tell the voice what to say

JustFlip! can read any card aloud, with the voice for that side's language. Usually it gets things right. When it doesn't — an acronym, a symbol, a formula — you can give it a **spoken hint**: curly braces right after something tell the voice to say *this* instead.

YOU WRITE

Enable [iOS]{eye oh ess}
background refresh.



ON THE CARD

QUESTION

Enable iOS background refresh.



🔊 The voice says: “Enable eye oh ess background refresh.”

The card still shows iOS; the voice says “eye oh ess”. The same rule works in exactly four places:

| Where | You write |
|--|------------------------------|
| Any text, in brackets | [C# minor]{C sharp minor} |
| Inline maths | c^2 {c squared} |
| A maths block — after the closing $\$$ | $\$V$ equals S p v |
| A picture | ![attachment:0]{a red apple} |

Without a hint, text is read normally, maths is read out from its source, and pictures are silent.

⚠ GOTCHA**Braces after anything else are shown**

A hint only works in those four places. After bold, italic or bare text, the braces are shown on the card:

- `*F# major*{F sharp major}` → the card shows *F# major*{F sharp major}
- `*[F# major]{F sharp major}*` → the card shows *F# major* and the voice says “F sharp major”

When in doubt, use brackets. Put any styling *outside* them.

💡 TIP**Hints for what the voice gets wrong**

Hints are for musical sharps and flats, formulas, abbreviations and romanised syllables — things text-to-speech stumbles over. There is no need to repeat what is already written. And for better voices overall, download an Enhanced or Premium voice in the system settings, under **Accessibility > Read & Speak > Voices**, then pick it in JustFlip! under **Settings > Speech > Voices**.

— 3.11

When a card is too long

JustFlip! first tries to fit everything on the card. If the text doesn't fit, it shrinks slightly, down to 80 % of the normal size. If it still doesn't fit, the text is cut at the last whole line and the bottom of the card fades out.

Nothing is lost, though. The ●●● button at the bottom of a card opens the full content of that side in a sheet. On a card whose diagram or picture fits, the same spot holds **Zoom** instead, which opens the picture full screen.

That is a safety net, not a writing style. A card you can't read at a glance is usually two or three cards pretending to be one.

— 3.12

Cards your memory will keep

Formatting makes a card pleasant. These habits make it *work*:

1. **One fact per card.** “What are the three branches of government?” is one card that fails half the time. Three cards, one per branch, each succeed on their own.
2. **Ask precisely.** A question that could have two right answers will teach you neither. Add context — or a cloze hint — until only one answer fits.

3. **Use your own words.** Rephrasing something is the first repetition, and it is free.
4. **Add a picture or a sound** whenever the thing *is* visual or audible: a bird, a chord, a pronunciation.
5. **Keep question texts unique within a deck.**

GOTCHA

Two cards, one question

When you import a deck file (Chapter 5), a card whose question text matches a card already in that deck *updates* that card instead of adding a new one. That makes re-importing a deck safe. But it also means two cards with the very same question text — “Name this note.”, say — become one card. Put a shared prompt in the deck name instead, or leave the question text empty on picture-only cards.

— 3.13

Cheat sheet

| You write | You get |
|---|--|
| <code>**bold** · *italic*</code> | bold · <i>italic</i> |
| <code>`code`</code> | monospaced snippet |
| <code>*</code> | a literal <code>*</code> |
| <code>[label](https://...)</code> | a link (<code>https</code> , <code>mailto</code> , <code>tel</code>) |
| <code>{{c1::answer}}</code> | a blank, revealed on the flip |
| <code>{{c1::answer::hint}}</code> | a blank that shows a hint |
| <code>::: hero ... :::</code> | very large, centred content |
| <code>::: center ... :::</code> | centred content |
| <code>\$x^2\$</code> | inline maths |
| <code>\$\$... \$\$</code> | a centred maths block |
| <code>```swift ... ```</code> | highlighted code |
| <code>```mermaid ... ```</code> | a diagram |
| <code> A B + --- --- </code> | a table, max 2 × 5 |
| <code>![attachment:0]</code> | the side's picture, here |
| <code>[shown]{spoken}</code> | say something else aloud |
| <code>\$x^2\${x squared}</code> | a spoken formula |
| <code>![attachment:0]{a red apple}</code> | a spoken picture |

— CHAPTER 4

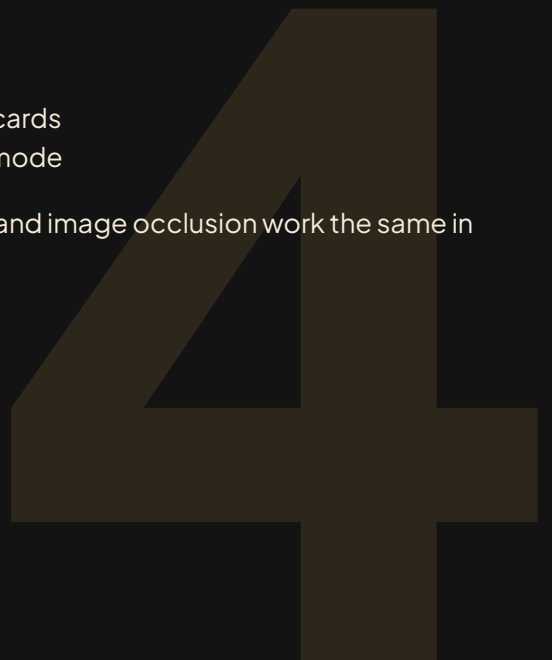
Pictures, sound and occlusion

Some things are easier to remember than to describe: a bird, a chord, a bone in the hand, the way a word is pronounced. Just-Flip! lets a card show a picture, play a sound, and — with image occlusion — cover parts of a diagram so you can test yourself on every label in it.

— IN THIS CHAPTER

- Add pictures from Photos or the clipboard, and choose where they sit
- Learn which tab the editor saves, so nothing gets lost
- Describe pictures for VoiceOver and credit their authors
- Put sound on a card, and play several tracks from Anki
- Turn one labelled diagram into a set of image-occlusion cards
- Prepare images that stay sharp, small and visible in dark mode

Nothing in this chapter needs JustFlip! Pro. Pictures, sound and image occlusion work the same in the free version.



— 4.1

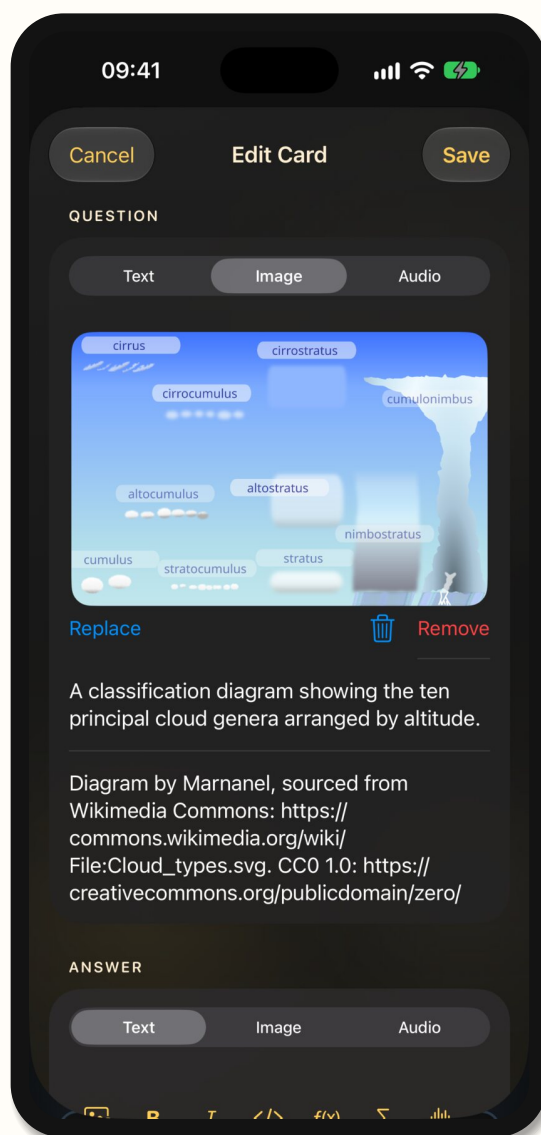
Adding a picture

Each side of a card has its own picture. There are three ways to add one, and they differ in where the picture ends up.

In the text. On the **Text** tab, tap the picture button at the far left of the formatting toolbar (**Insert Image**) and pick a photo. JustFlip! puts the marker `![attachment:0]` at the cursor, and the picture appears exactly there on the card, between the words around it.

As the whole side. Switch to the **Image** tab and tap **Choose Image**. With no text, the picture fills the side, centred and scaled to fit. This is the right choice for “What is this?” cards: a flag, a leaf, an X-ray.

From the clipboard. Copy a picture anywhere, then paste it into the text field. JustFlip! stores the image itself, not a link to where it came from, and inserts the marker for you.



The Image tab of the card editor, with a photo chosen and the description and licence fields below it.

A side holds one picture. Choosing another one replaces it; to take a picture off, open the **Image** tab and tap **Remove**.

TIP**On the Mac**

The picture button opens your Photos library. For an image that lives somewhere else — a download, a screenshot, a scan — add it to Photos first, then pick it in the card editor.

TIP**Taking a photo for a card**

Take the photo with the Camera app first, then choose it from Photos in the card editor.

Where a picture sits

A picture can end up in one of three places. JustFlip! decides from what is on the side, not from a setting:

| On the side | Where the picture goes |
|--|--------------------------------------|
| A picture and no text | Fills the side, centred |
| Text with an <code>![attachment:0]</code> marker | Inside the text, where the marker is |
| Text with no marker | Below the text, as a block |

The third case is what you get with decks you import (Chapter 5) and with many curated decks: the file names a picture, but the text has no marker. Such a picture stays put when you edit the text, and the **Image** tab is where you remove it.

When the marker is in your text and you delete it, the picture goes with it when you save.

GOOD TO KNOW**Several pictures on one side**

A side you make yourself holds one picture. Cards imported from Anki can carry several, each with its own numbered marker — `![attachment:0]`, `![attachment:1]` and so on. Delete one marker and only that picture disappears; the others stay.

A large picture on a card shows a **Zoom** button. It opens the picture full screen, where you can pinch or double-tap to look closer.

— 4.2

The tab that's showing is what gets saved

The **Text**, **Image** and **Audio** tabs look like three drawers of one side. They are closer to three *kinds* of side, and **Save** stores the one whose tab is showing:

| Saved on | What that side keeps |
|----------|--|
| Text | The text; a picture if it is in the text or below it; a sound the card already had |
| Image | The picture; a sound the card already had. The text is dropped |
| Audio | The sound, and the side's language. The text and the picture are dropped |

⚠ GOTCHA

Switch back to Text before you save

Replacing the sound or the picture of a card that also has text? Make the change on the **Audio** or **Image** tab, then switch back to **Text** and tap **Save** there. Saved on the other tab, that side loses its text.

That rule gives you simple recipes for mixed cards:

- **Text and a picture:** stay on the **Text** tab and add the picture with the toolbar's picture button.
- **A picture and a sound:** choose the sound on the **Audio** tab and save. Then edit the card, choose the picture on the **Image** tab and save again.
- **Text and a sound:** choose the sound on the **Audio** tab and save. Then edit the card, write the text on the **Text** tab and save.

The two-step recipes are needed because a sound chosen on a *new* card is only saved from the **Audio** tab. Once the card has a sound, the other tabs keep it.

— 4.3

Describing and crediting pictures

When a side has a picture, two fields appear under it: **Image Description** and **Image license**. Both are optional, and both are worth a few seconds.

The description

VoiceOver reads the description instead of the picture. Without one, it just says "Image", which tells someone who can't see the card nothing about it.

Describe what the picture *shows*, not what it *means*. On a card that asks "Which bird is this?", write "A small brown bird with a red breast on a fence post" — not "A robin", which gives the answer away.

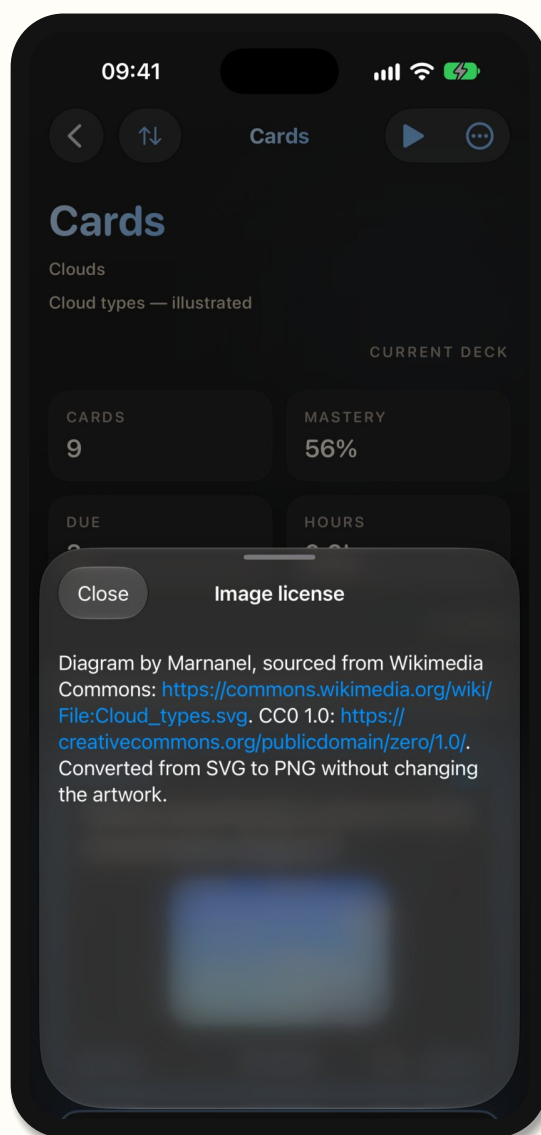
i GOOD TO KNOW**Descriptions and spoken hints are different things**

The description is for VoiceOver. The spoken hint from Chapter 3, `![attachment:0]{a red apple}`, is what the speaker button and Speak Cards say. A picture without a hint is silent when the card is read aloud, whatever its description says.

The licence

Using someone else's photo or drawing? Put the author and the licence in **Image license** — for example “Photo: Jane Doe, CC BY 4.0”. Links written as `[Label] (https://...)` work in this field.

On the card, a small `i` button appears in the footer. Tapping it opens a sheet with the full text, so the credit is there for anyone who wants it without cluttering the card.



A card with a photo and the `i` licence button in its footer; the Image license sheet open over it.

Curated and AI-made decks can carry licences too, in their `q_image_license` and `a_image_license` fields (Chapter 5).

 4.4

Size, formats and sync

A card's picture travels with the card. It is stored inside your library and synced through iCloud to every device, so a picture you add on the Mac is on your iPhone a moment later.

That convenience has a price: every megabyte syncs to every device. JustFlip! keeps pictures in check on its own. When you save, a picture more than 3,000 pixels on its long side is scaled down to 3,000; an opaque photo is stored as a JPEG, and a picture with transparency keeps it. Smaller pictures are stored exactly as they are.

Sound files are stored exactly as you choose them. A three-minute recording can easily weigh more than a hundred cards of text, so trim clips to the part you need.

| | Works | Doesn't |
|----------|--|------------------------------|
| Pictures | Anything your Photos library shows; PNG, JPEG, GIF and WebP from imports | SVG and other vector formats |
| Sound | Files the system recognises as audio, such as .mp3, .m4a and .wav | Video |

⚠ GOTCHA

No SVG

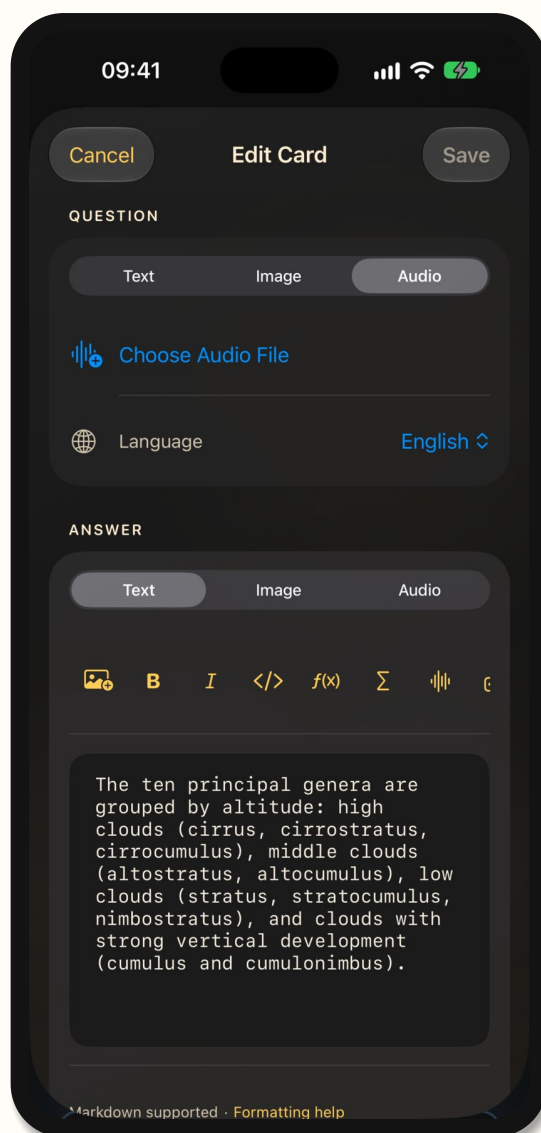
Vector drawings (.svg) can't be shown on a card. Export the drawing as a PNG first — at about 2,000 pixels wide, with a white background (see Pictures that work).

 4.5

Sound on a card

Open the **Audio** tab and tap **Choose Audio File** to pick a file from Files. The tab then shows the file's name and size, a trash button to remove it, and **Replace Audio**. Below them is the side's **Language**.

JustFlip! doesn't record from the microphone. Record with Voice Memos, share the memo to Files, and choose it from there.



The Audio tab with an audio file chosen: its name, size, trash button and Replace Audio.

How it plays

Nothing plays by itself. What you see depends on the side:

- **A side that is only a sound** shows one large play button in the middle of the card.
- **A side with text or a picture as well** has a small **Audio** button in its footer, next to the speaker button. While the sound plays it reads **Playing**.

Starting the sound stops the voice if it is reading the card, and the other way round.

Several tracks

Anki notes sometimes carry more than one sound on a side — a word, then an example sentence. JustFlip! keeps them all, in their original order. The footer button then reads **Audio (2)**, **Audio (3)** and so on, and opens a menu with one entry per track.

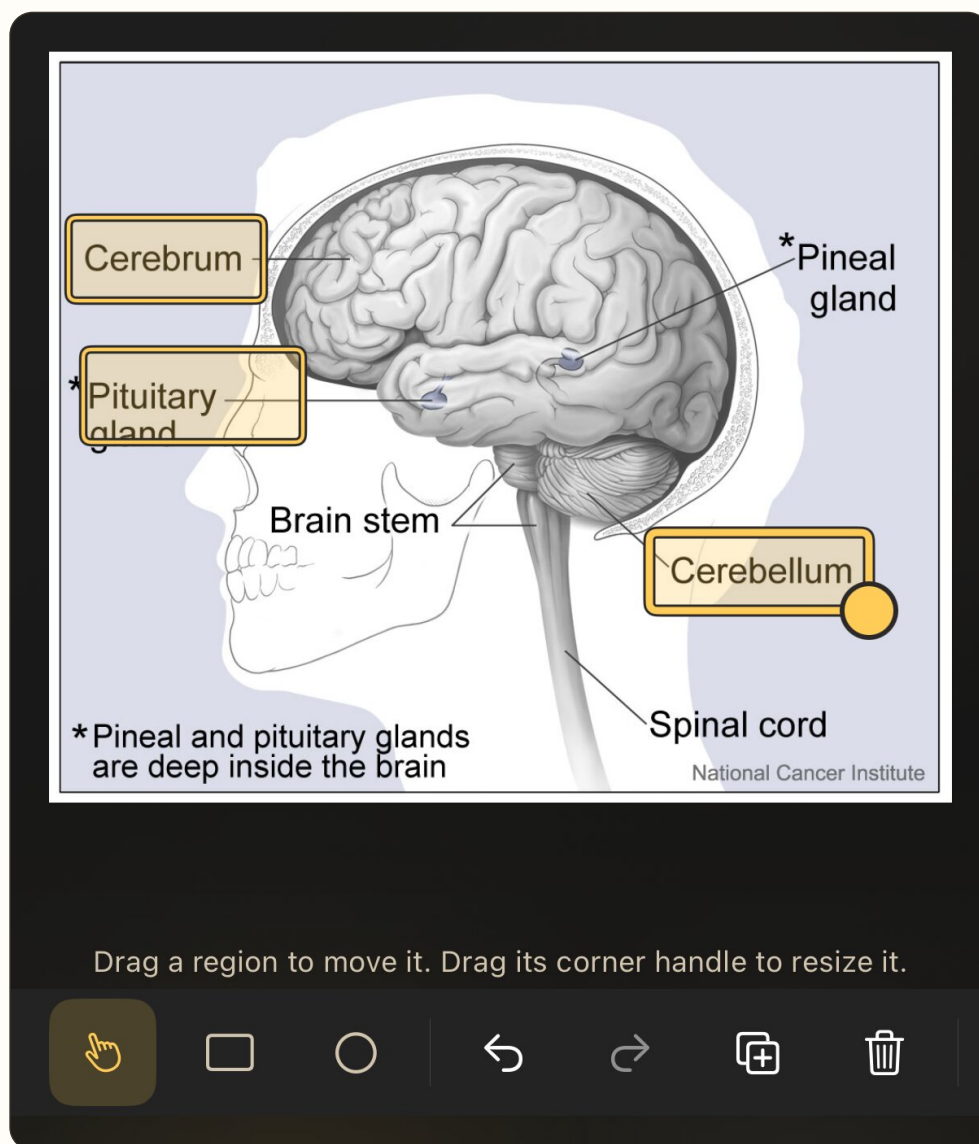
⚠ GOTCHA**Replacing one track replaces them all**

The editor shows only the first track. **Replace Audio** or the trash button acts on every track of that side. If you want to keep the extra tracks, leave the **Audio** tab alone.

— 4.6

Image occlusion

Image occlusion turns one picture into many cards. You cover parts of a diagram with shapes; each covered part becomes its own card that asks “What’s under here?”. It is the fastest way to learn a map, an anatomy plate, a circuit, a fingering chart — anything that is a picture full of labels.



The occlusion editor: an anatomy diagram with rectangles drawn over the labels, and the tools row above.

Making occlusion cards

1. Open a deck, tap the **More actions** button (•••) and choose **Add image occlusion cards**.
2. Tap **Select image** and pick the picture.
3. Drag across the picture to cover a region. Repeat for every label you want to learn.
4. Pick a mode, add the optional text, and tap **Save N cards**.

The tools above the picture:

| Tool | What it does |
|---------------------|--|
| Rectangle / Ellipse | Draw a new region by dragging |
| Select | Move a region by dragging it; resize it by its corner handle |
| Undo / Redo | Step back and forward through your edits |
| Duplicate region | Copy the selected region |
| Delete region | Remove the selected region |
| Change image | Swap the picture underneath |

Two modes

Under **Mode** you choose how much of the picture is hidden while a card asks its question. Either way, every region becomes its own card.

| Mode | While asking | Best for |
|---------------------|---|--|
| Hide one, guess one | Only the tested region is covered; you can see every other label | Learning where things are, with the neighbours as clues |
| Hide all, guess one | Every region is covered; the tested one has a stronger border and a question mark | Testing yourself properly, without the other labels giving hints |

Start with **Hide one, guess one**. Once a picture feels easy, a second set of cards in **Hide all, guess one** is a good exam.

The text around it

Three optional fields sit under the mode:

- **Header (optional)** — shown above the picture on every card. Put the question here: “Name the bone.”
- **Answer notes (optional)** — shown under the picture once the answer is revealed. Good for a mnemonic or a detail.
- **Comments (optional)** — a note to yourself. It is kept with the cards but isn’t shown during review.

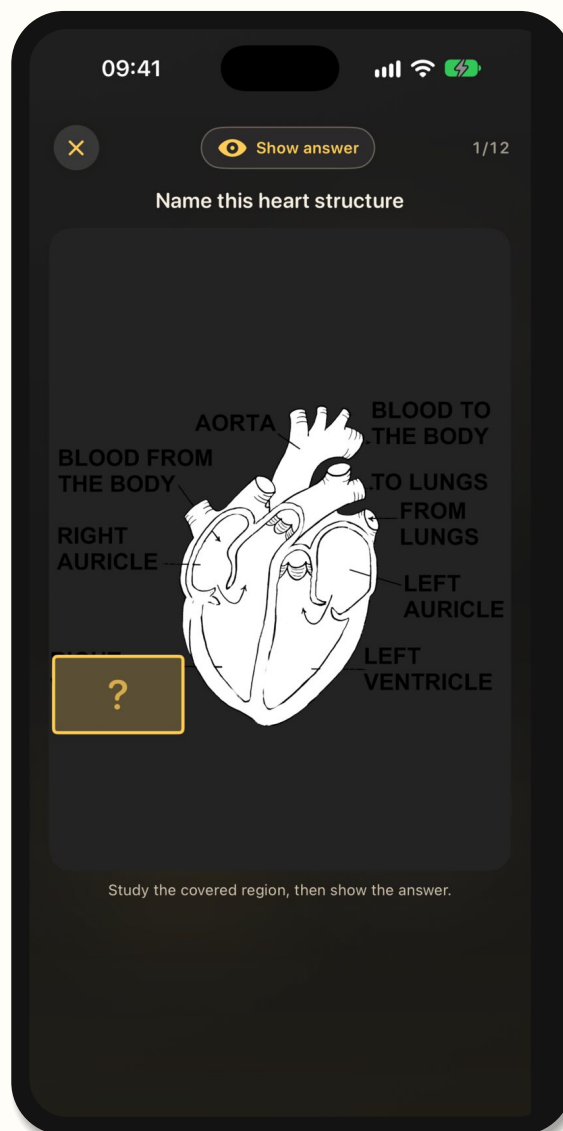
Then there is **Image description**. As the editor says, VoiceOver reads it instead of the picture, so describe the diagram without giving any answer away: “A front view of the human skeleton” rather than a list of the bones.

⚠ GOTCHA**Covers hide the picture, not the text in it**

A region covers exactly the area you drew. If a label pokes out of its rectangle, the answer is visible. Draw generously — a margin around each label costs nothing.

Reviewing an occlusion card

An occlusion card doesn't flip. The picture stays in place; tap **Show answer** at the top — or press the space bar on a keyboard — and the covered region opens, outlined, while the rest stays as it was. Then grade it like any other card. Pinch to zoom into a detailed diagram.



An occlusion card during review, before and after Show answer.

Occlusion cards are part of your normal reviews on iPhone, iPad and Mac. The Apple Watch leaves them out and tells you how many cards are waiting for your iPhone.

Editing an occlusion card

Edit any card of the set — press and hold it (or right-click on a Mac) and choose **Edit Card** — and JustFlip! opens the region editor, not the text editor. There you can move, add or delete regions, change the mode, the text, or even the picture.

Regions you keep keep their review history. A region you add becomes a new card; a region you delete takes its card with it.

GOOD TO KNOW

Occlusion from Anki and from files

Anki's own image-occlusion notes, and the older Image Occlusion Enhanced add-on, arrive as native JustFlip! occlusion cards when you import the deck (Chapter 5). Deck files made by the coding-agent skill can contain occlusion cards too.

— 4.7

Pictures that work

A card draws your picture exactly as it is. There is no background plate behind it, no frame and no automatic contrast fix. That keeps photos looking natural, and it makes a few habits worth learning.

GOTCHA

Transparent line art vanishes in dark mode

A PNG with black lines on a transparent background looks perfect in light mode. In dark mode the card behind it is nearly black, and the drawing disappears — lines, labels, notes on a stave, all of it. Before you add a diagram, formula image or scanned sketch, give it a solid white or light background. Most image editors call this *flatten*; exporting as JPEG does it too. Check the card once in dark mode before you make fifty more like it.

A few more rules of thumb:

1. **Use raster images.** PNG for diagrams, text and line art; JPEG for photos. No SVG.
2. **About 2,000 pixels on the long side is plenty.** JustFlip! never draws a picture on a card larger than about 2,200 pixels, and it scales anything over 3,000 down when you save. More resolution only costs sync time.
3. **Crop hard.** A card is small. Cut away everything that isn't the thing you are asking about — the picture gets bigger for free.
4. **Keep text in the picture large.** Labels that are readable on a laptop screen are often a blur on an iPhone card. Zoom helps, but a card you have to zoom into is slower to review.
5. **One idea per picture.** A diagram with twenty labels makes one bad card and twenty good occlusion cards.

— 4.8

Quick reference

| Task | Where |
|----------------------------|---|
| Picture inside the text | Text tab → toolbar picture button |
| Picture as the whole side | Image tab → Choose Image |
| Picture from the clipboard | Paste into the text field (⌘V on Mac) |
| Remove a picture | Image tab → Remove |
| Describe for VoiceOver | Image Description, under the picture |
| Credit the author | Image license → the ⓘ button on the card |
| Add a sound | Audio tab → Choose Audio File |
| Replace or remove a sound | Audio tab → Replace Audio or the trash button |
| New occlusion cards | Deck → More actions → Add image occlusion cards |
| Edit occlusion regions | Edit any card of the set |
| Reveal an occlusion card | Show answer, or the space bar |

— CHAPTER 5

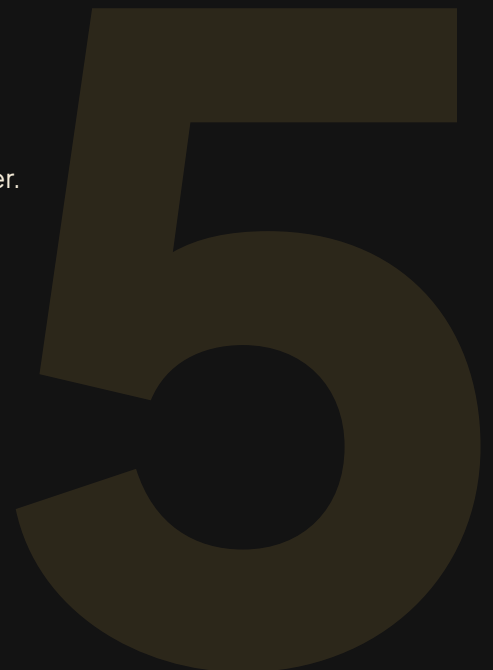
Bringing decks in

You don't have to type every card yourself. JustFlip! reads Anki packages, spreadsheets and deck files written by an AI, and it can hand an interest back out as a single archive. This chapter shows where each kind of file goes in, what comes across — and the few rules that decide whether an import adds cards or updates the ones you have.

— IN THIS CHAPTER

- Find the import on iPhone, iPad and Mac
- Bring over an Anki deck, and read the import report
- Turn a spreadsheet into a deck
- Import decks made by an AI or from the curated library
- Know what re-importing does, before you do it
- Export an interest to keep or to share

Importing is part of the free version, like everything in this chapter.



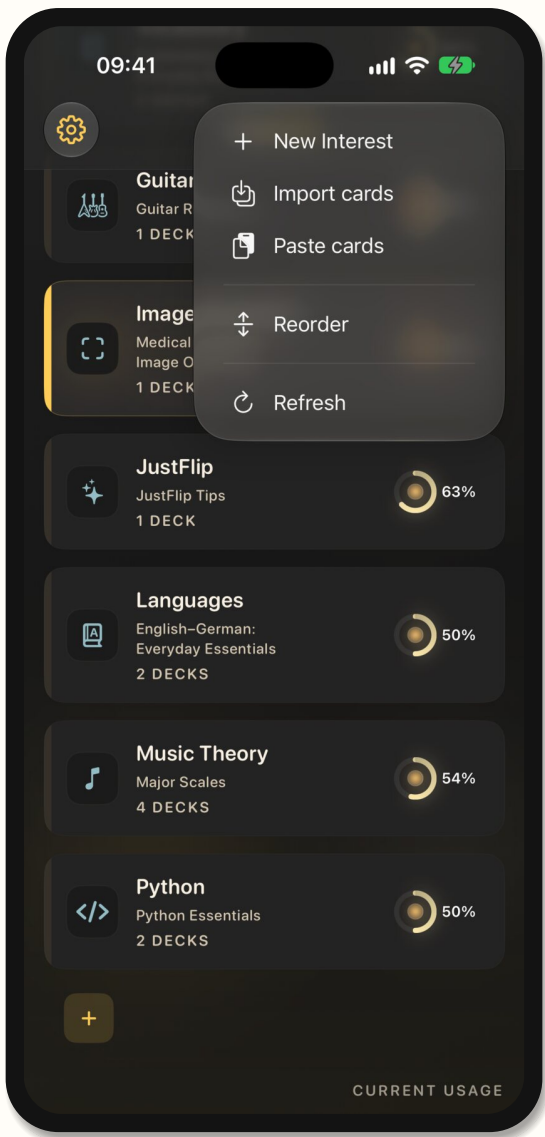
— 5.1

Where import lives

Every import starts on the **Interests** screen. JustFlip! recognises the file by its name and content, so the same entry points take every format.

| On | How |
|--------------|---|
| iPhone, iPad | The Add or import menu (the tray button) → Import cards |
| iPhone, iPad | In Files, Mail or Safari: share the file, or open it with JustFlip! |
| iPad, Mac | Drag files onto the interests list — it shows Drop to import |
| Mac | File › Import Cards... (⌘⇧I) or File › Import Interest Archive... |
| Any | Press and hold an interest → Import cards: a CSV or Anki file straight into that interest |
| Any | Add or import → Paste cards: cards you copied (see Paste cards) |

The main import accepts several files at once, and whole folders: every supported file inside is imported.



The Add or import menu on the Interests screen, with Import cards and Paste cards.

What each file becomes

| File | What it is | Where it lands |
|-----------------|--|--|
| .apkg, .colpkg | An Anki deck or collection | An interest you choose; one deck per Anki deck |
| .csv | A spreadsheet, one card per row | An interest you choose; always a new deck |
| .flashcards | A deck file, text only — made by an AI, or curated | The interest named inside the file |
| .flashcards.zip | A deck file with pictures and sound, or an exported interest | The interest named inside the file |

For Anki and CSV files, JustFlip! first asks where to put the cards. The **Import Cards** sheet has an

Interest menu — including **New Interest...** — and, for a spreadsheet, a **Deck Name**. Tap **Continue**.

When the import creates a new interest, the sheet also offers **Include in device search**, which decides whether its cards can appear in Spotlight (Chapter 8).

— 5.2

Anki decks

JustFlip! imports Anki's deck packages (**.apkg**) and collection packages (**.colpkg**), from old and current versions of Anki. In Anki, use **File > Export**, choose *Anki Deck Package*, and include media. To bring your review progress too, also tick *Include scheduling information*. Then import the file as above.

The promise is simple: **the learning content comes across; Anki's presentation doesn't**. Your words, pictures, sounds, formulas and tags arrive, and so can your review progress. Anki's styling and scripts stay behind.

What comes across

- **Every card**. Each Anki card becomes a JustFlip! card. Front/back, reversed and optional-reversed note types all work.
- **Cloze notes, split up**. A note with `{{c1:...}}`, `{{c2:...}}` and `{{c3:...}}` makes three JustFlip! cards, one per number, exactly as it did in Anki. Each card blanks its own number and shows the others filled in. A hint such as `{{c1::Paris::capital}}` is kept.
- **Pictures**, inline, in the order they appear. An Anki picture's alternative text becomes what the voice says for it.
- **Sound**. Every `[sound:...]` on a side is kept, in order (Chapter 4).
- **Image occlusion**, from Anki's own tool and from the older Image Occlusion Enhanced add-on. Both become native occlusion cards.
- **Formatting**: bold, italic, lists, links, small tables, maths and sub- and superscripts.
- **Tags**.
- **Your review progress**, if the export included scheduling information. Each card you studied keeps its interval, ease, due date and lapses, and its review log comes along as history, so a deck you have studied for years carries on where it was. Suspended cards arrive retired. Turn off **Keep Anki progress** on the import sheet to start every card as new instead.
- **Deck structure, flattened**. JustFlip! has no sub-decks, so `Languages::Spanish::Verbs` becomes one deck called **Languages / Spanish / Verbs**.

What stays in Anki

- **Anki's FSRS parameters**. If you used FSRS in Anki, its parameters and each card's memory state are not imported. A card keeps its interval, due date and review log, and takes the default ease.
- **Progress from shared decks**. A deck you downloaded and never studied has no history to bring, so its cards start as new.
- **Styling**. Custom CSS, fonts and colours are simplified away.
- **Code**. JavaScript and add-ons never run, and are not kept.
- **Anything online**. Remote images, embedded pages and iframes are not fetched.

- **Video.**
- **Flags.** Anki's card flags are not carried over.
- **The repeated question.** Anki shows the question again on the answer side; JustFlip! flips the card in place, so that copy is dropped. Cloze cards are the exception, because there the repeated sentence is the answer.

GOTCHA

An Anki cloze note is several cards

A deck that shows 300 notes in Anki can arrive as 700 cards. That isn't duplication: each cloze number is a card, in Anki and in JustFlip!. The count on the import sheet is the number of cards.

GOTCHA

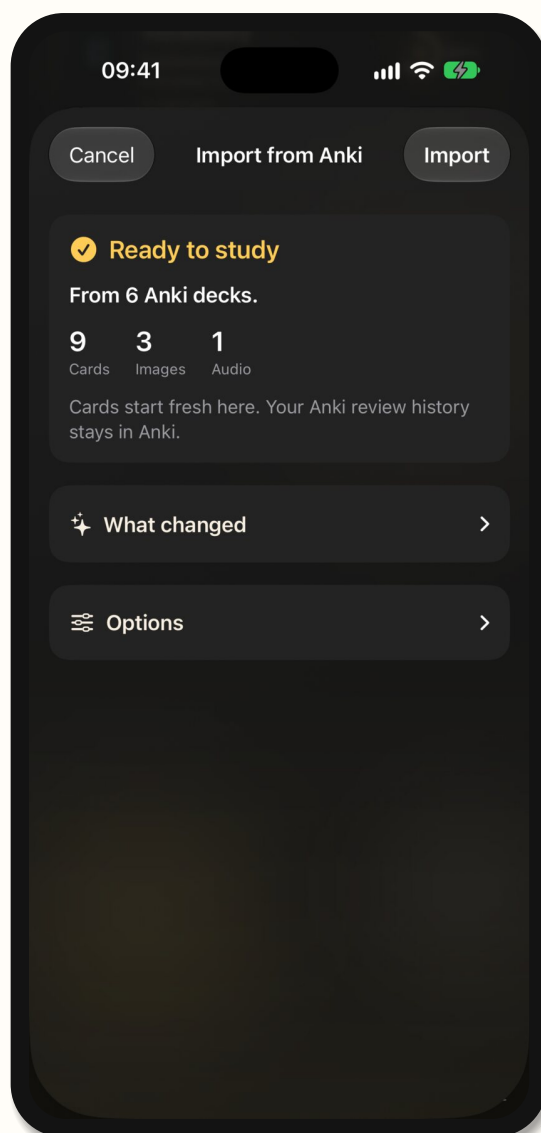
Imported cards have no language

Anki doesn't store which language a field is in, so every imported card starts with its **Language** set to **None** — and a side with no language is never read aloud (Chapter 3). If you want to listen to an imported deck, set the language on its cards.

The import sheet

Importing a single Anki file from the **Add or import** menu, from Files or by dragging opens **Import from Anki**. It reads the package first — **Checking the package...**, **Unpacking...**, **Reading cards...** — then shows **Ready to study**: how many Anki decks, **Cards**, **Images** and **Audio** it found.

If the package contains cards you have studied, the sheet also shows **Keep Anki progress**, on by default. With it on, those cards keep their Anki schedule and review history. Turn it off and every card starts fresh.



The Import from Anki sheet: the summary, What changed and Options.

Under **What changed** is the import report: one plain sentence for each thing worth knowing before you commit. For example:

- 240 cards keep their Anki schedule and review history. (Or, for a shared deck or with **Keep Anki progress** off: Cards start fresh here. Your Anki review history stays in Anki.)
- Answers no longer repeat the question — JustFlip keeps it on screen while you flip.
- 12 images could not be read and were left out.
- 3 cards had nothing on their question side and were skipped.
- 2 fields came from Anki add-ons and were left out.

Nothing is written *into* your cards. A missing picture is simply missing, and the report is the only place that says so.

Under **Options** are the **Decks** the import will create, and one choice — **If you already have these cards:**

| Option | Cards you already imported from this package |
|-------------------------------|---|
| Add a new copy | Left alone; the whole package is added again, as new decks. The default |
| Skip the ones I have | Kept as they are; only new cards are added |
| Update them, keep my progress | Their text, pictures and tags are refreshed from the file; your schedule is untouched |

JustFlip! remembers which Anki note and card each imported card came from, so matching works even after you edit the question in JustFlip!. Tap **Import** to add the cards.

💡 TIP

Updating a deck you still study in Anki

Keep working in Anki, export again, and import with **Update them, keep my progress**. Corrections come across, new notes are added, and your JustFlip! schedule stays yours.

⚠️ GOTCHA

The quick import skips the choice

Two Anki routes import straight away, with no sheet and always as a new copy: **Import cards** from an interest's own menu, and several Anki files chosen at once. To skip or update cards you already have, import one file at a time from the **Add or import** menu.

— 5.3

Spreadsheets (CSV)

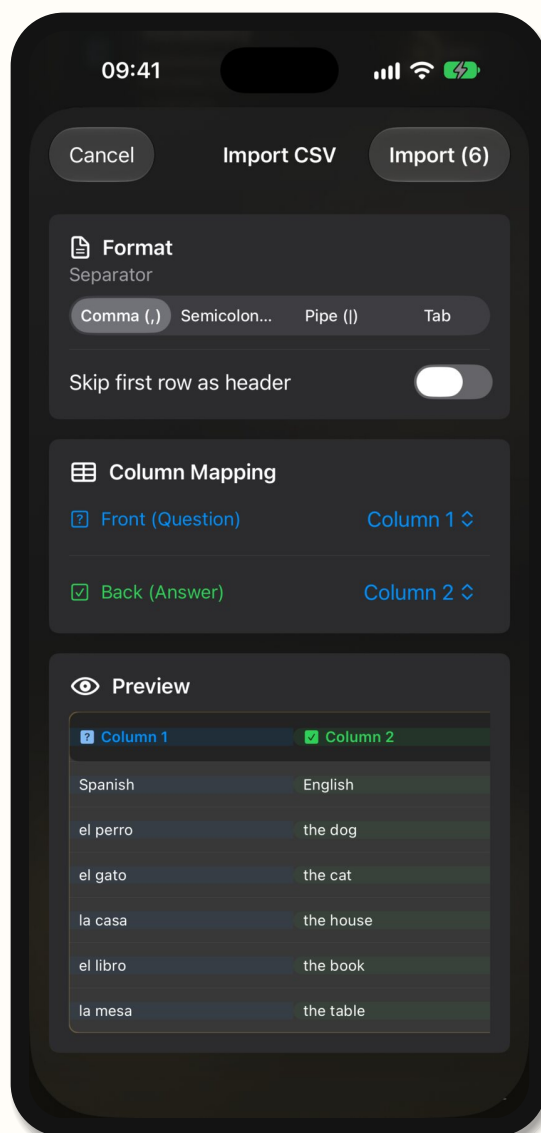
A CSV file is the simplest way to move a list into JustFlip!: a vocabulary list, a glossary, an export from another app. Each row is one card; one column is the question, another the answer.

```
Question,Answer
el perro,the dog
el gato,the cat
"la casa, el hogar",the home
```

After **Continue**, **Import CSV** shows a live preview:

- **Separator** — comma, semicolon, pipe or tab. JustFlip! guesses it from the first rows; change it if the columns look wrong.
- **Skip first row as header** — off at first. Turn it on when your first row holds column titles.
- **Column Mapping** — pick which column is **Front (Question)** and which is **Back (Answer)**. Other columns are ignored.
- **Preview** — the first rows as they will be read.

Tap **Import (N)** when it looks right.



The Import CSV preview with the separator, header switch, column mapping and a preview of the rows.

A few details that save a second attempt:

- Put a field in double quotes when it contains the separator or a line break; write a quote inside it as `"`.
- Text can use the card markup from Chapter 3 — bold, maths, cloze. A `{{c1:...}}` in a CSV cell stays **one** card with all its blanks; CSV cards are never split the way Anki cloze notes are.
- A row with an empty question is skipped. A row with an empty answer is imported as a card with no answer.
- CSV cards have no language, no pictures and no tags.

⚠ GOTCHA

The header row becomes a card

Skip first row as header starts off. Forget it, and your column titles become a card called “Question” whose answer is “Answer”. Check the preview’s first row before you import.

 GOTCHA

A CSV never updates anything

Every CSV import creates a **new** deck, even when a deck of the same name already exists — you end up with two. To change cards you imported from a spreadsheet, edit them in JustFlip!, or delete the old deck before importing the corrected file.

— 5.4

Decks made with AI

The easiest deck to learn from is the one made from *your* material: your notes, a chapter, a lecture transcript. JustFlip! doesn't talk to any AI itself. Instead, the website gives your AI the instructions for writing a JustFlip! deck file, and you import the result.

| Page | For | You get |
|-----------|---|--|
| AI Prompt | Any chat AI — ChatGPT, Claude, Gemini | A text-only .flashcards file |
| AI Skill | A coding agent that can read files on your computer | A .flashcards.zip , with pictures and sound |

A chat AI can only hand back text, so the AI Prompt page asks for a text-only deck. A coding agent can open your local images and audio and pack them into a zip, with descriptions, licences and even image occlusion.

Import the file like any other. The file names its own interest and decks, so there is no setup sheet: JustFlip! uses an interest with that name if you have one, and creates it otherwise. A deck file can also set each deck's language, so the cards are ready to be read aloud.

 TIP

Review before you learn

An AI can be confidently wrong. Skim a new deck once before your first review, and fix or delete anything doubtful. Ten minutes of editing beats weeks of reviewing a wrong answer.

— 5.5

Paste cards

Sometimes the cards are already on your clipboard — a chat AI's reply, a column from a spreadsheet, a list in Notes. Choose **Add or import** → **Paste cards**. As its **How it works** note explains, you copy the cards — one per line, question and answer separated by a comma — and tap Paste. JustFlip! finds the cards inside what you copied, including inside a chat AI's code block, and ignores the text around them.

A pasted list goes through the same **Import Cards** and **Import CSV** sheets as a CSV file, into a deck named **Pasted cards** unless you change it. A pasted deck file — the JSON an AI writes from the AI Prompt page — is imported like a **.flashcards** file. Nothing leaves your device.

— 5.6

Curated decks

The **Decks** page on the website is a small library of ready-made decks — languages, music, mathematics, programming and science — in every language the app speaks. Tap **Download deck**, then open the file with JustFlip!. They are ordinary **.flashcards** and **.flashcards.zip** files, so everything in Importing the same file again applies to them too.

— 5.7

Importing the same file again

Deck files — **.flashcards** and **.flashcards.zip** from an AI, the curated library or your own editor — are designed to be imported again and again. Fix a typo in the file, add ten cards, import it: your deck is updated instead of doubled.

This is how JustFlip! matches them up:

1. **The interest** is the one with the file's interest name. Letter case and stray spaces don't matter.
2. **The deck** is the one in that interest with *exactly* the file's deck name.
3. **Each card** is matched by its **question text**, exactly as written. A match is updated in place — its answer, pictures and sounds are replaced from the file, and its progress is kept. A card with no match is added.

Cards that are in your deck but not in the file are left alone; an import never deletes anything.

⚠ GOTCHA

Two cards, one question

Because cards are matched by their question, two cards in one deck with the same question text — “Name this note.”, “Translate:” — end up as a single card, even in a brand-new import. Give every card its own question, or move the shared prompt into the deck name.

⚠ GOTCHA

Picture-only cards are added every time

A card with no question text at all — only a picture — can't be matched, so it is never merged. That keeps a deck of “What is this?” pictures intact, but it also means that importing the file again adds those cards a second time. In a deck file, leave the **q** field out entirely for such cards: an empty **"q": ""** counts as a question text and merges with every other empty one.

⚠ GOTCHA**Your edits don't survive a re-import**

Updating a card replaces its content with the file's. If you corrected an answer in JustFlip!, make the same fix in the file — or the next import puts the old answer back. And if you rename the deck in JustFlip!, the file no longer finds it: the next import creates a fresh deck under the old name.

Anki packages follow their own rule — the choice in the import sheet. CSV files are never matched at all.

— 5.8

Exporting and sharing

To take an interest with you, press and hold it (right-click on a Mac) and choose **Export archive**. On a Mac, **File > Export Interest...** (⌘⌘E) does the same for the selected interest. JustFlip! writes one file, *Interest name.flashcards.zip*, and asks where to save it.

The archive holds everything in that interest: every deck and card, the pictures and sounds, and **your full review progress**. Save it to Files or iCloud Drive, AirDrop it, or send it like any other file.

Importing an archive restores exactly that interest. Its interest, decks and cards are matched by the hidden identifiers the archive carries, not by their names, so nothing is doubled — renamed decks are found too.

⚠ GOTCHA**An archive brings its schedule with it**

Importing an archive sets each card's schedule to the one saved in the archive. Import an old archive over an interest you are still studying, and those cards go back to where they were when you exported. Your review history is merged, not duplicated. Cards you added after the export stay — and cards you deleted after it come back.

i GOOD TO KNOW**Sharing a deck with someone**

An archive also contains your progress, and whoever imports it gets your schedule for those cards. For a clean copy, share the original deck file — the *.flashcards* or *.flashcards.zip* you imported — instead.

The same menu has **Export statistics**, as a **Spreadsheet (CSV)** or **Full Data (JSON)**. Those files are for reading and analysis, not for importing back (Chapter 9). For a backup of your whole library, see Chapter 10.

— 5.9

When an import surprises you

| What you see | Why, and what to do |
|---------------------------------------|--|
| Fewer cards than rows or notes | Cards with the same question text merged (deck files), or rows with an empty question were skipped (CSV) |
| More cards than Anki notes | Each cloze number is its own card — that's expected |
| The deck appeared twice | A CSV always makes a new deck; an Anki import made with Add a new copy adds new decks |
| Picture-only cards doubled | They can't be matched on re-import; delete the extras, or import into a fresh deck |
| Imported cards stay silent | Anki and CSV cards have no language — set one on the cards (Chapter 3) |
| The first card is "Question / Answer" | Turn on Skip first row as header |
| All the text sits in one column | Change the Separator in the CSV preview |
| A picture is missing | Check the Anki report, and remember that SVG isn't supported (Chapter 4) |
| My fix disappeared after an import | The file's version replaced it — fix the file too |
| A card's schedule jumped back | You imported an older archive of that interest |

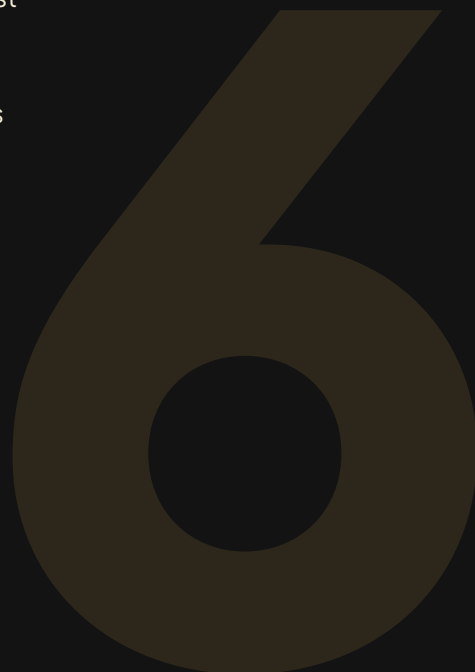
— CHAPTER 6

How scheduling works

You never have to plan a review. Every grade you give tells Just-Flip! how well you know a card, and the app works out when to show it next: soon if it slipped, much later if it was easy. This chapter opens the lid. You'll see what the stages mean, why intervals grow the way they do, and which controls let you steer the queue without cheating your memory.

— IN THIS CHAPTER

- The five stages a card passes through, and what moves it on
- Intervals and ease in plain words, with the exact maths for the curious
- What “due” means, and how JustFlip! decides what comes first
- Give one subject more of your time with review priorities
- Postpone a card, a deck or a whole interest, and bring it back
- Track skills that flashcards can't grade, with progress trackers



— 6.1

The idea in one minute

Memory fades on a curve. Right after you learn something you forget it quickly, and each time you remember it again the curve gets flatter. Spaced repetition makes use of that: it shows you a card just before you would have forgotten it. Each successful recall pushes the next review further out.

In JustFlip! every card carries three numbers:

| Number | What it means |
|-----------------|--|
| Interval | How long until the card comes back, from minutes to months |
| Ease | How fast the interval grows for this card. It starts at 2.5 |
| Due date | The moment the interval runs out and the card is ready again |

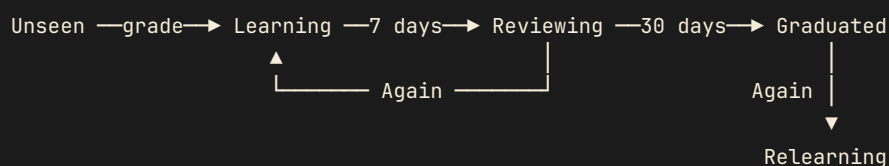
Your grade after each flip changes the ease and the interval, and the due date follows. The grade buttons show the interval each choice would give, so nothing happens behind your back. After you grade, a short **Next:** ... hint confirms when you'll see the card again.

— 6.2

The five stages

Every card is in one of five stages. The stage is a label that describes the card's interval. It doesn't decide the interval.

| Stage | Meaning | Typical interval |
|-------------------|--|-----------------------|
| Unseen | Never studied | — |
| Learning | Freshly learned, or forgotten from Reviewing | minutes to a few days |
| Reviewing | The interval has reached 7 days | one to four weeks |
| Graduated | The interval has reached 30 days | months |
| Relearning | A Graduated card you forgot | short steps again |



What moves a card between stages:

- **Any grade** takes an Unseen card into Learning.

- **Hard, Good or Easy** move a card up once its new interval crosses a threshold: 7 days makes it Reviewing, 30 days makes it Graduated. Stages follow the interval, so an Easy grade on a new card doesn't graduate it on the spot. It still has to earn its 30 days.
- **Again** sends a Learning or Reviewing card back to Learning, and a Graduated card to Relearning. Either way the interval drops to 5 minutes.

The Statistics screen counts your cards by stage, under **Collection: New, Learning** (which includes Relearning), **Reviewing** and **Graduated**. Chapter 9 covers the rest of that screen.

GOOD TO KNOW

Mastery is not the same as Graduated

The **Mastery** percentage on a deck or an interest counts the cards whose *last* grade was Good or Easy. It isn't the share of Graduated cards. A deck can show high mastery after one good session, long before anything graduates. Mastery tells you how you did recently. The stages tell you how settled the knowledge is.

— 6.3

Intervals and ease

The first grade

A card you have never graded, or one you just forgot, starts from fixed first steps:

| Grade | Next review |
|-------|---------------|
| Again | in 5 minutes |
| Hard | in 20 minutes |
| Good | in 1 day |
| Easy | in 4 days |

Every grade after that

From then on, each grade works from the interval the card already has:

- **Again** starts over: 5 minutes, and a lower ease.
- **Hard** grows the interval a little, by 20 %, and lowers the ease.
- **Good** multiplies the interval by the card's ease: about 2.5x for a typical card.
- **Easy** multiplies by the ease *and* a bonus of 1.3, and raises the ease.

Ease is the card's own growth rate. Every Hard and Again makes a card grow more slowly from then on. Every Easy makes it grow faster. Ease never drops below 1.3 or rises above 3.5, so a difficult card still moves forward, just in smaller steps.

Here is a new card that you answer **Good** every time:

| Review | Interval | Stage after it |
|--------|---------------|----------------|
| 1st | 1 day | Learning |
| 2nd | 2.5 days | Learning |
| 3rd | about 6 days | Learning |
| 4th | about 16 days | Reviewing |
| 5th | about 39 days | Graduated |

Five successful reviews spread over about two months, and the card comes back only every month or more.

💡 TIP

Why the days wobble

Intervals of two days or more get a small random nudge of up to $\pm 10\%$. Cards you learned together on the same evening would otherwise come back together forever, as one big lump in your calendar. The nudge spreads them over neighbouring days. The grade buttons always show the interval before the nudge, so the real date can differ by a day or so.

📌 GOOD TO KNOW

Under the hood: the SM-2 variant

JustFlip! uses a variant of SM-2, the algorithm behind SuperMemo and Anki. With ease E and current interval I , a grade first updates the ease, clamped between 1.3 and 3.5:

$$E' = \min(3.5, \max(1.3, E + \Delta)), \quad \Delta \in \{-0.20, -0.15, 0, +0.15\}$$

for Again, Hard, Good and Easy. Then the new interval for a card that is already under way is:

$$I_{\text{hard}} = \max(1.2 I, 1 \text{ hour})$$

$$I_{\text{good}} = \max(E' I, 1 \text{ day})$$

$$I_{\text{easy}} = \max(1.3 E' I, 4 \text{ days})$$

Again always gives 5 minutes. Intervals of two days or more are then multiplied by a random factor:

$$I_{\text{final}} = I \times (1 + u), \quad u \in [-0.1, 0.1]$$

Smart Schedule (Pro)

Under **Settings › Behavior**, the **Smart Schedule** switch (marked **BETA**) replaces the SM-2 intervals with **FSRS-5**, a modern scheduler. FSRS schedules each review for the moment your chance of remembering the card drops to about 90 %. The aim is fewer reviews for the same retention. It only changes the intervals for Hard, Good and Easy. Again still brings a card back after 5 minutes.

JustFlip! keeps its SM-2 values up to date either way, so you can switch Smart Schedule off at any time and nothing is lost. It is a Pro feature. Without Pro, tapping the switch opens the Pro screen instead.

— 6.4

What “due” means

A card is **due** once its due date has passed, unless you retired it or postponed it. Retired cards (Chapter 2) and postponed cards (see Postponing) keep their schedule. They just don’t come up while they are set aside.

Cards you have never studied aren’t due. They are **new**. The **Today** session mixes the two: first the due cards, then fresh ones from your daily allowance. The defaults are 20 **Cards per session** and 10 **New cards per day**, both under **Settings › Behavior**.

Which cards come first

In the Today session and in the Decks screen’s review menu, JustFlip! builds the queue like this:

1. **Oldest first.** Cards that became due on an earlier day come before cards that became due later.
2. **A daily shuffle inside each day.** Cards due on the same day are mixed in an order that changes every day. That way a short session doesn’t always pick the same front slice of a big backlog.
3. **Decks take turns.** Each deck’s cards are merged with the others in turns, weighted by priority (see Review priorities).
4. **New cards last**, up to what is left of your daily allowance and the session size.
5. **Image occlusion siblings are spaced apart**, so two cards from the same picture don’t come up back to back.

A review you start from a single deck’s card list shuffles that deck’s due cards.

GOTCHA

Again doesn’t repeat the card in the same session

A card you grade **Again** is due again in 5 minutes, but it doesn’t reappear later in the session you’re in. You’ll meet it in your next session. If you want a second try straight away, finish the session and start another one after a few minutes.

Urgency

Interests and decks also get an **urgency** score, which drives the coloured indicator in the lists and the **By Urgency** sort. It blends several signals. The biggest ones are the share of cards due and how overdue the oldest card is. Smaller ones are how long ago you studied the deck, low mastery, and a few new cards. Retired and postponed cards don't count. For a few hours after you study a deck its urgency stays at zero, so the indicator doesn't flare up because of 5-minute re-queues.

Settings › Review pace changes how quickly urgency climbs: **Relaxed** (slowly, with smaller first batches), **Steady** (the default) or **Intense** (quickly, with the full queue visible). Review pace never changes the intervals themselves.

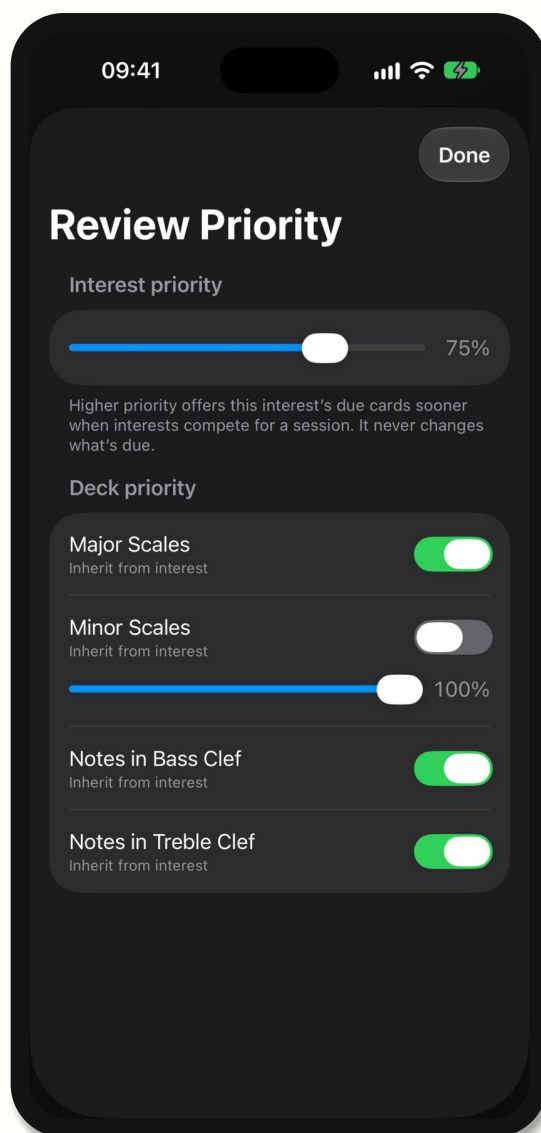
— 6.5

Review priorities

When you have more due cards than time, priority decides whose cards you see first. Every interest has a **Learning priority** from 0 % to 100 %, in steps of 5 %. It starts at **75 %**. Each deck **Inherit from interest** by default, or sets its own value.

Set it in any of three places:

- **An interest:** press and hold it in the Interests list, choose **Edit Interest** and move the **Learning priority** slider.
- **A deck:** press and hold it, choose **Edit Deck**, switch off **Inherit from interest** and move the slider.
- **All of an interest's decks at once:** on the Decks screen, open the **Deck options** menu (the folder icon) and choose **Review Priority**. The sheet shows the **Interest priority** slider and, under **Deck priority**, one row for each deck.



The Review Priority sheet: the interest slider on top, then one row per deck with its own Inherit from interest switch.

How the mix works

Priority changes the *order* of the queue, not its contents. Think of each deck as dealing its due cards in turns. A deck with twice the priority deals twice as often:

| Deck | Priority | Order of its cards in the session |
|-----------|----------|-----------------------------------|
| Spanish | 100 % | 1st, 3rd, 4th, 6th, 7th ... |
| Chemistry | 50 % | 2nd, 5th, 8th ... |

With the default of 75 % everywhere, decks simply alternate, one card each. A higher priority wins more of a capped session, and a lower one gets pushed towards the end.

 GOTCHA**Priority never hides a card**

Even at 0 % a deck's due cards are still due. They are only offered after everything else. Due counts on the widget, in Today and on the Decks screen stay exactly the same when you move a slider. Priority only matters when a session is capped: in Today and in the Decks screen's review menu. A review of a single deck has nothing to compete with.

 6.6

Postponing

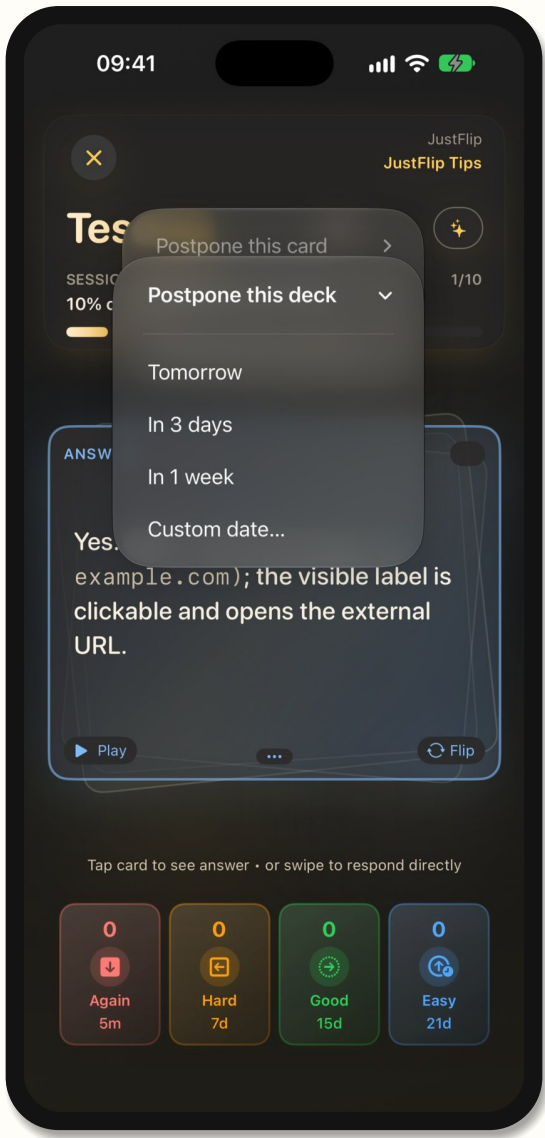
Sometimes a card isn't wrong, it's just not the right moment: exam week for another subject, a holiday, a deck you'll get back to next month. Grading Again or Hard would damage its schedule. **Postponing** puts it on hold instead, without touching the schedule at all.

How to postpone

During any review, tap the **Postpone** button (the clock icon at the top of the review screen). Choose the scope:

- Postpone this card
- Postpone this deck
- Postpone this interest

Then choose for how long: **Tomorrow**, **In 3 days**, **In 1 week**, or **Custom date...** to pick a day under **Resume on**. A hold lasts until the start of that day, so "Tomorrow" means all of tomorrow, not 24 hours from now.



The Postpone menu during a review, with the card, deck and interest options.

The held cards leave the running session right away. If you postpone the deck or interest of a single-deck review, the session ends, because there is nothing left to review.

What a hold does

A hold is a pure filter. Nothing is graded, the interval and ease stay as they are, and the card’s history doesn’t change. While the hold lasts:

| Where | Postponed cards |
|--|---------------------------------|
| Today, the widget, due counts and the forecast | left out |
| Due Cards and Struggling Cards | left out |
| New Cards (Decks screen menu) | left out, even if never studied |
| All Cards | included |

If a card, its deck and its interest are all on hold, the latest date wins.

How to release a hold

Holds end by themselves on the date you chose. To end one early, open the Decks screen of that interest and choose **Deck options** › **Review Priority**. While anything is on hold, the sheet has a **Postponed** section with the number of held cards and a button for each active hold:

- Resume this interest now
- Resume *deck name* now, one for each held deck

⚠ GOTCHA

A single card can't be resumed early

The Postponed section lists interest and deck holds only. A hold on a single card counts in the total but has no Resume button. It simply runs out on its date. To shorten it, open the deck's **All Cards** review, which ignores holds. When the card comes up, postpone it again with **Tomorrow**.

💡 TIP

All Cards is the cram mode

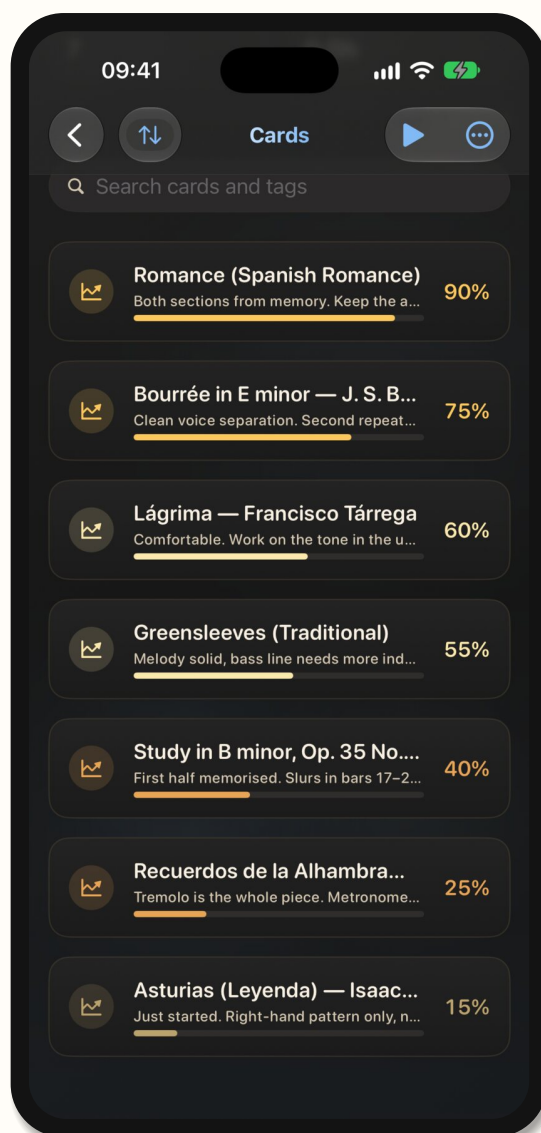
All Cards deliberately includes retired and postponed cards. Use it the night before an exam, or when you want to go through a postponed deck anyway. Your grades there count like any others.

— 6.7

Progress trackers (Pro)

Some skills don't fit on a flashcard: a piece you're practising on the piano, a climbing technique, a book you're working through. A **progress tracker** is a special card with a name, optional notes and a progress bar that you set yourself.

To add one, open a deck, tap the **More actions** menu and choose **Add Progress Tracker**. The first time, a short introduction explains the idea. Give the tracker a name (**What are you tracking?**) and, if you like, notes. Later, tap the tracker and move the **Progress** slider, from 0 to 100 in steps of five, to match how far along you feel.



A deck of progress trackers, each with its own progress bar and percentage.

What a tracker does and doesn't do:

- It is **never reviewed**. Trackers stay out of every review session, Today, due counts, the Statistics stages and Speak Cards.
- It **doesn't count towards your streak**. Nobody quizzes you, so there is nothing to count.
- It **does count towards deck mastery**. A flashcard adds 1 to the deck's mastery when its last grade was Good or Easy. A tracker adds its own progress: 60 % adds 0.6. A deck that holds only trackers shows their average progress as its mastery.

GOTCHA

Trackers are self-judged

A tracker says exactly what you tell it, nothing more. That is the point, but it also means a tracker set to 100 % pulls a deck's mastery up as much as a card you really know. Be honest with the slider.

Progress trackers are a Pro feature. Without Pro, the menu item carries a lock and opens the Pro

screen. Trackers you already have are kept safe. In their place the deck shows a single row saying how many trackers it holds, and they come back as soon as Pro is active again.

— 6.8

Retired cards

Retiring a card (“I know this, stop testing me”) takes it out of Due and Struggling without deleting its history. It is explained in Chapter 2. For scheduling, remember two things:

- A retired card keeps its interval, ease and due date. Reactivate it and it picks up exactly where it stopped.
- A retired card still counts towards mastery, but it no longer counts towards urgency or due counts.

— 6.9

Quick reference

| Setting or value | Where | Default |
|--|---|--|
| First steps (Again / Hard / Good / Easy) | built in | 5 min / 20 min / 1 day / 4 days |
| Starting ease | built in | 2.5 (range 1.3–3.5) |
| Reviewing / Graduated | built in | interval ≥ 7 / ≥ 30 days |
| Cards per session | Settings › Behavior | 20 |
| New cards per day | Settings › Behavior | 10 |
| Smart Schedule (Pro) | Settings › Behavior | off |
| Review pace | Settings › Review pace | Steady |
| Learning priority | Edit Interest / Edit Deck / Review Priority | 75 %, decks inherit |
| Postpone | review screen, clock icon | — |
| Retire suggestion | results screen | interval ≥ 90 days and 4 correct in a row |

— CHAPTER 7

Learning by ear

Your ears can study while your eyes are busy. JustFlip! reads any card aloud, with a voice that matches the card's language. With Speak Cards it reads a whole deck, question, pause, answer, while you walk, cook or commute. The voices are Apple's own, and a few minutes spent picking good ones makes every card sound better.

— IN THIS CHAPTER

- Hear a single card with its Play button
- Listen to a whole deck hands-free with Speak Cards
- Keep listening with the screen locked
- Choose a voice for each language, and download better ones
- Understand why the card language decides everything
- Know how cloze cards and spoken hints sound

— 7.1

It all starts with the language

Before anything is read aloud, JustFlip! needs to know *which* language a side is in. Each side of a card has its own **Language** picker in the card editor (Chapter 3). The Spanish word on the front gets a Spanish voice, and its English meaning on the back an English one.

The picker offers these languages: English, English (US), English (UK), Czech, Spanish, French, German, Italian, Portuguese, Portuguese (Brazil), Chinese (Simplified), Chinese (Traditional), Japanese, Korean, Arabic, Russian and Hindi.

GOTCHA

“None” means silent

The first entry in the picker reads **None (system default)**, but there is no default voice behind it. A side set to None is **never spoken**: it gets no Play button, and Speak Cards skips it. The same goes for a language that has no voice installed on your device. When a card stays quiet, check its language first.

TIP

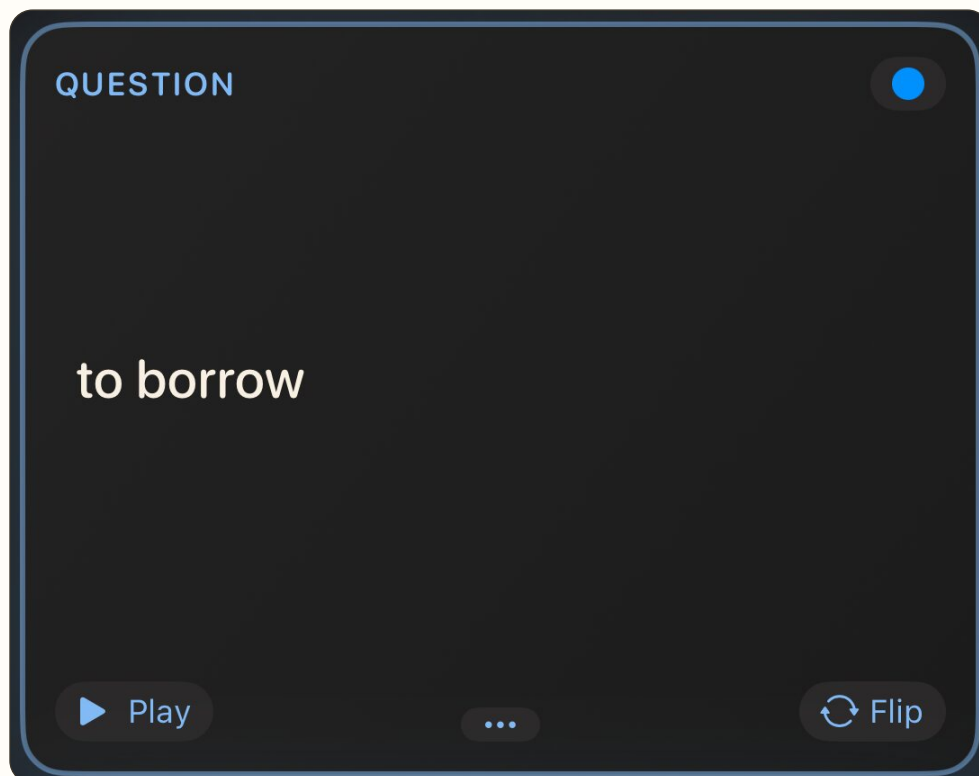
Imported decks

A deck you import (Chapter 5) brings the languages set in the file. If a whole imported deck is silent, its cards probably arrived without a language. Set the language on each side in the card editor.

— 7.2

The Play button

Whenever a side has text and a voice for its language, a small **Play** button sits in the bottom-left corner of the card. Tap it to hear that side. It turns into **Stop** while it speaks, so tap it again to stop. The button appears on cards in the card list and during a review. It is free.



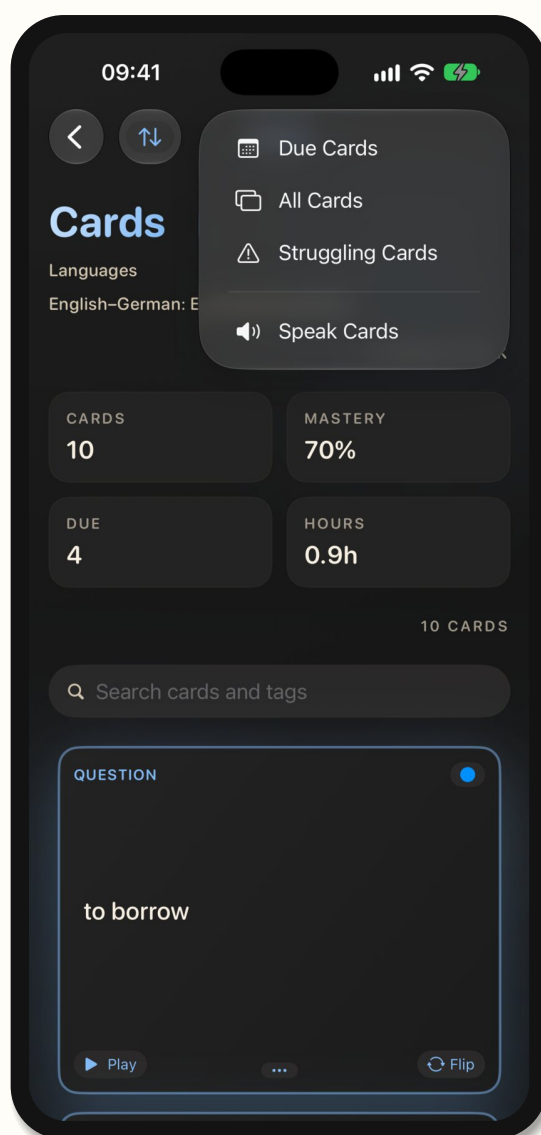
A vocabulary card with the Play button in its bottom-left corner.

If the side also has a sound file (Chapter 4), an **Audio** button appears next to the Play button. The two are separate: Play reads the text with a synthetic voice, and Audio plays the sound file. Starting one stops the other.

— 7.3

Speak Cards (Pro)

Speak Cards reads a deck to you from start to finish, with no hands needed. Open a deck, tap the play button at the top of the card list and choose **Speak Cards**. To start part-way through, press and hold a card and choose **Speak from Here**.



The card list's play menu, with Speak Cards below the review modes.

For every card, JustFlip!:

1. **reads the question,**
2. **waits four seconds,** your moment to answer in your head,
3. **reads the answer,**
4. **plays a short chime,** then moves on to the next card.

While it plays, the card list follows along. The card being read is flipped to its answer during the answer phase and turned back afterwards. The play button at the top turns into a stop button (**Stop speaking cards**). Tap it to end the session.

Speak Cards reads the cards **in the order the list shows them**. Use the sort menu (**Original order**, **Alphabetically**, **By Progress**, **By Urgency** or **Shuffle**) before you start to change what you hear first. The voice speaks at the standard system speed. There are no settings for the pause, the speed or which side is read: every card is always read question first, then answer.

i GOOD TO KNOW**Listening isn't reviewing**

Speak Cards is a way to soak up a deck, not a test. Nothing is graded, your schedule doesn't change, and the session doesn't count towards your streak or statistics. Progress trackers are skipped. Use it alongside your reviews, not instead of them.

Which cards are read

A card is read only when **both** sides can be spoken: each has text, and each has a language with a voice installed. Other cards are skipped without a word, and the session goes on. If no card in the deck qualifies, JustFlip! tells you: **No speakable cards available. Both sides need text and a supported TTS language.**

⚠ GOTCHA**Sound files and plain pictures are silent**

Speak Cards reads text. It doesn't play the sound files on a card, and a picture is silent unless you gave it a spoken hint (Chapter 3). A card whose answer is only a picture or a sound has no text to read, so the whole card is skipped.

Pro and free

Speak Cards and background listening are part of JustFlip! Pro. Without Pro, **Speak Cards** and **Speak from Here** still appear, with a lock, and tapping them opens the Pro screen. The Play button on a card and choosing voices in Settings are free for everyone.

7.4**Listening with the screen locked**

Once Speak Cards is playing, you can lock your iPhone or switch to another app. The reading continues in the background, pauses and chimes included, so the phone can stay in your pocket.

⚠ GOTCHA**A phone call ends the session**

When something else takes over the audio, such as a call, an alarm, or another app that starts playing, the session **stops**. It doesn't pick up again when the call ends. Open the deck and choose **Speak from Here** on the card where you left off.

There are no play and pause controls on the Lock Screen or in Control Centre. To stop, open JustFlip! and tap the stop button in the card list.

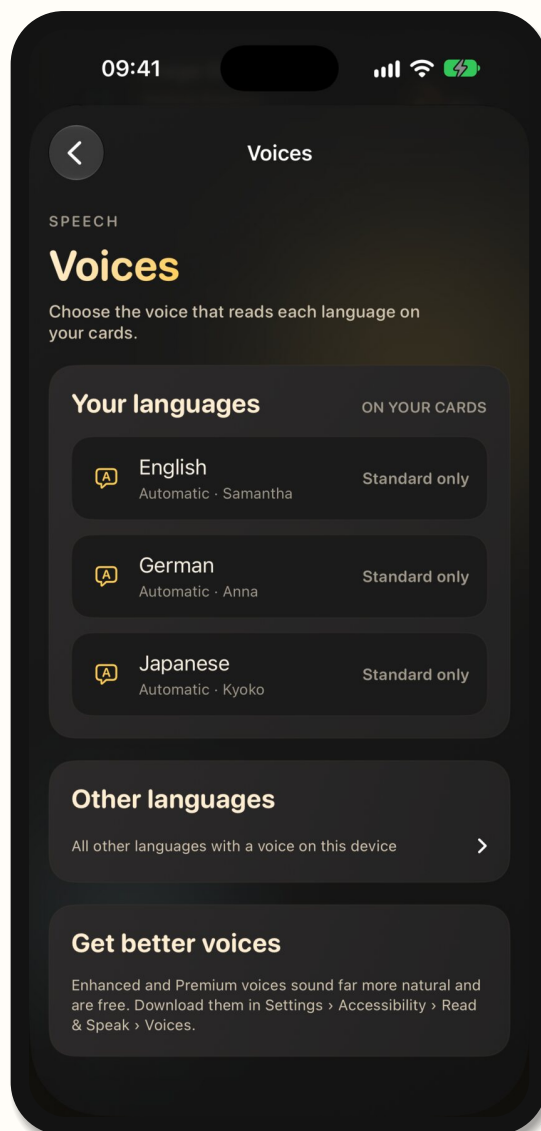
i GOOD TO KNOW**Lock Screen card display**

JustFlip! also includes a Live Activity that shows the card being read on the Lock Screen and in the Dynamic Island. It is switched off in the current version while its updates are made reliable, and it will return in an update. Listening in the background works without it.

— 7.5

Choosing voices

Go to **Settings › Speech › Voices**. JustFlip! picks a voice **for each language separately**. The row's subtitle summarises your choices, for example “English: Automatic · German: Anna”.



The Voices screen: your card languages on top, each with the voice that will read it.

The screen has two lists:

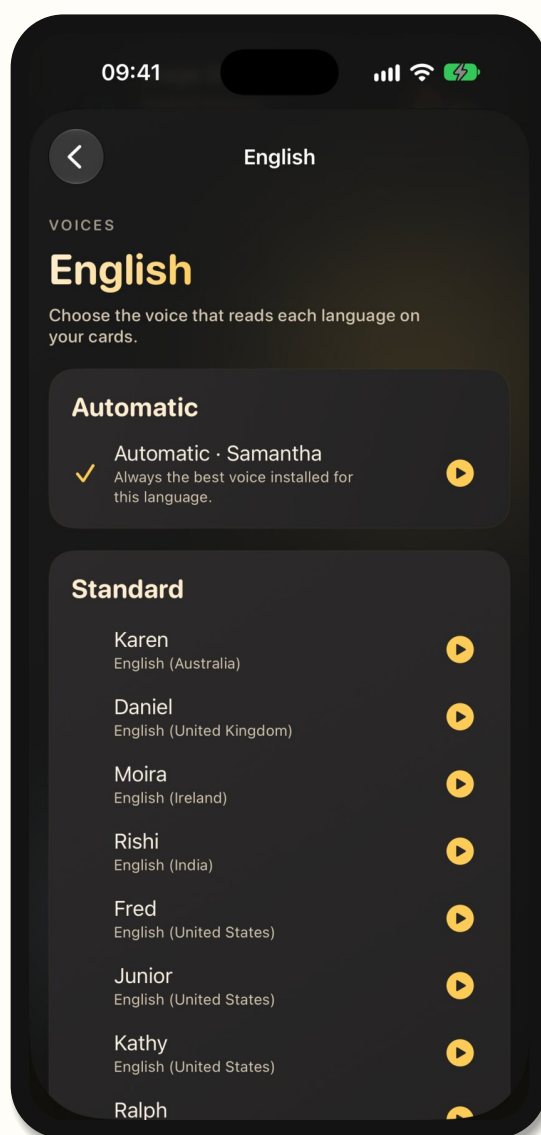
- **Your languages:** the languages set on your cards. Each row shows the voice that will actually speak.
- **Other languages:** every other language with a voice on this device, folded away until you need it.

A language whose best installed voice is basic quality is marked **Standard only**. That's your cue to download a better one (see Getting better voices).

Tap a language to see its voices:

- **Automatic**, at the top, shown with the voice it currently picks.
- Every installed voice for that language, grouped as **Premium**, **Enhanced** and **Standard**.

A checkmark marks your choice. Every row has a small **play button** to hear a sample first. The sample is a random card side from your own cards in that language, so you hear what the voice will really read. If none of your cards uses the language yet, the voice introduces itself with its name and its language. Tap the button again to stop.



One language's voices, grouped by quality, each with a preview button.

What Automatic picks

Automatic always takes the best voice installed for the language: Premium first, then Enhanced, then Standard. When several voices share the best quality, it prefers the one iOS itself uses for that language, then a voice from your region (a US English voice on a US iPhone), and it leaves the retro-sounding Eloquence voices for last. Download a better voice and Automatic starts using it straight away, with nothing to change in JustFlip!.

TIP

Leave most languages on Automatic

Automatic keeps improving as you install voices. Pick a specific voice only when you have a clear favourite, such as a particular accent.

GOTCHA

A voice only reads its own language

The voice you choose for Czech reads Czech sides, and only those. It never reads the English side of the same card. That side uses the English choice. The choice is made per language, not per variant, so a British voice chosen for English also reads sides set to English (US). If you delete a chosen voice from your device, that language quietly goes back to Automatic.

GOOD TO KNOW

Voices you won't find in the list

The novelty voices (Albert, Bahh, Bells and friends) and your Personal Voice are never offered, and Automatic never picks them. Novelty voices make poor teachers, and your Personal Voice stays yours.

— 7.6

Getting better voices

The voices that come with iOS are serviceable, but the **Enhanced** and **Premium** voices sound far more natural, and they are free. On iPhone and iPad, download them in the system Settings app:

Settings › **Accessibility** › **Read & Speak** › **Voices**

Choose a language, then a voice, and tap to download it. Premium voices are larger files, so use Wi-Fi. When the download finishes, go back to JustFlip!. The new voice appears under **Settings** › **Speech** › **Voices** and Automatic takes it at once. JustFlip! can't open that settings page for you, which is why the Voices screen spells out the path under **Get better voices**.

— 7.7

Cloze cards out loud

A cloze card (Chapter 3) mustn't give away its own answer, so its question is read with each blank replaced:

- by the word “**blank**” in the card's language: “blank” in English, “Lücke” in German, “espacio en blanco” in Spanish, “prázdné místo” in Czech, and so on;
- or by the **hint**, if the blank has one: `{{c1::Paris::city}}` is read as “city”.

YOU WRITE

The capital of France
is `{{c1::Paris}}`.



ON THE CARD

QUESTION

The capital of France is [...].

Flip

The voice says: “The capital of France is blank.”

On the answer side, the whole sentence is read with the blanks filled in. In Speak Cards the answer phase reads the revealed sentence and then any extra notes from the answer side.

GOTCHA

A cloze card speaks with one voice

The answer of a cloze card lives inside its question, so Speak Cards reads the answer phase, notes included, with the *question* side's language and voice. An answer side set to another language doesn't change that. Write notes on a cloze card in the same language as the sentence.

— 7.8

Making cards sound right

When the voice stumbles over an abbreviation, a symbol or a formula, a **spoken hint** tells it what to say instead: `[i0S]{eye oh ess},$c^2${c squared}`. Hints work in exactly four places, and the braces are shown on the card anywhere else. Chapter 3 explains them in full, in the section *Tell the voice what to say*.

Everything in this chapter uses your hints: the Play button, Speak Cards and the voice previews.

— 7.9

When a card stays silent

| Symptom | Likely cause | Fix |
|---------------------------------|--------------------------------------|--|
| No Play button on a side | the side has no language, or no text | set the side's Language in the card editor |
| No Play button, language is set | no voice installed for it | download one in iOS Settings › Accessibility › Read & Speak › Voices |
| Speak Cards skips a card | one side can't be spoken | give both sides text and a language |
| Speak Cards is locked | it's a Pro feature | the Play button on each card stays free |
| The wrong accent | Automatic picked another variant | choose a voice under Settings › Speech › Voices |
| Listening stopped by itself | a call or another app took the audio | restart with Speak from Here |
| A cloze reads "blank" | that's by design | add a hint, <code>{{c1:...:hint}}</code> , to hear the hint instead |

— CHAPTER 8

JustFlip! everywhere

Your library lives in iCloud, so it follows you from device to device. Each device plays to its strengths: a roomy split view on iPad, a menu bar and one-handed keyboard grading on the Mac, a quick review on your wrist, and a count of what's due on your Home Screen before you've even opened the app.

— IN THIS CHAPTER

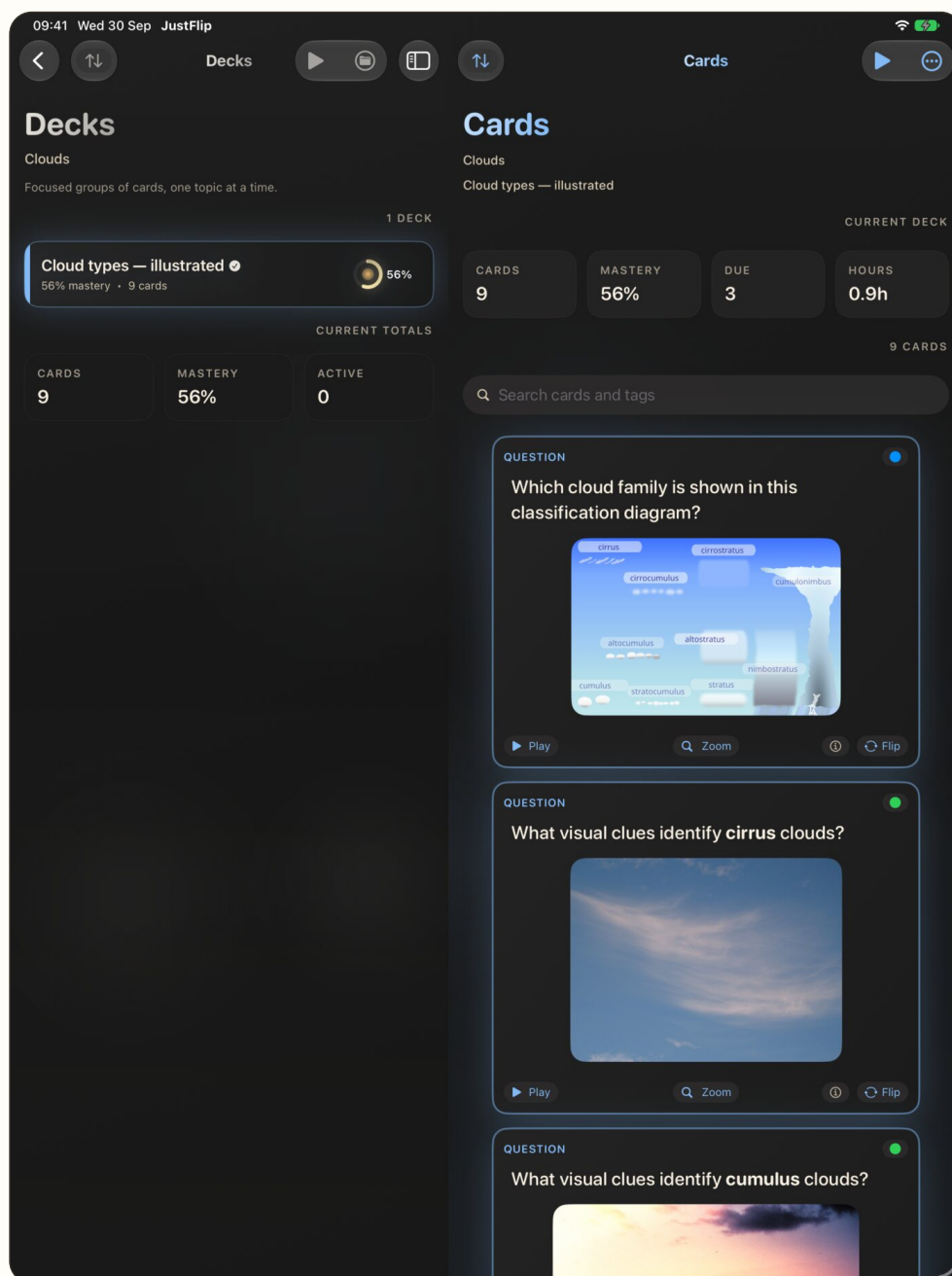
- Work in the iPad and Mac split views, and drag decks in from Files or Finder
- Review from the keyboard, with the complete shortcut reference
- Review on Apple Watch, and understand why the watch needs your iPhone
- Add the Cards Due widget to your Home Screen or Lock Screen
- Ask Siri what's due, or start a review without touching the screen
- Find any card from Spotlight, and keep private decks out of it



— 8.1

iPad

On iPad, JustFlip! uses a two-column layout, like the Settings app. The **sidebar** on the left holds your Interests and, once you pick one, that interest's Decks. The **detail column** on the right shows the cards of the deck you selected. You browse on the left and study on the right, without losing your place.



JustFlip! on iPad: the decks of one interest in the sidebar, that deck's cards in the detail column.

The layout follows the way you hold the iPad:

- **With room to spare** (landscape, or a large iPad in portrait), both columns sit side by side.

- **When space is tight** (a smaller iPad in portrait, or JustFlip! next to another app), the cards get the whole screen. The sidebar slides in when you tap the sidebar button in the top corner or swipe in from the left edge.

JustFlip! also works in Split View and Slide Over next to another app, and the columns adjust to the space they get. It runs in a single window, so you can't open two JustFlip! windows side by side.

Drag and drop

Drag and drop works in two ways:

- **Import a file by dropping it.** Drag a `.flashcards` or `.flashcards.zip` file, a CSV spreadsheet or an Anki `.apkg` package from the Files app (or from another app in Split View) onto JustFlip!. You can drop it anywhere in the window, and the import starts as if you had opened the file. Chapter 5 explains what each format brings in.
- **Reorder your library.** Interests, decks and cards can all be rearranged by dragging. For interests, choose **Reorder** from the menu at the top of the Interests screen. For decks and cards, choose **Edit** from the list's menu. Then drag the rows by their handles and tap **Done** when you're finished.

💡 TIP

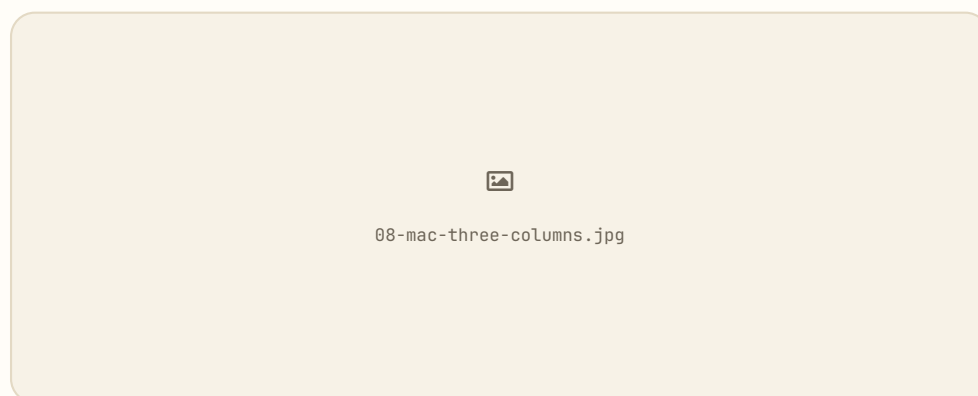
A pointer and a keyboard help

With a trackpad or mouse, the grade buttons lift when you hover over them. With a hardware keyboard, the review shortcuts in the keyboard reference work on iPad exactly as they do on the Mac.

— 8.2

Mac

On the Mac, JustFlip! uses the full width of a desktop window with three columns: **Interests**, **Decks** and **Cards**. Make the window narrower and the Interests column tucks away behind the sidebar button, so the decks and cards keep enough room. In a very narrow window only the cards stay on screen. Widen the window again and all three columns come back.



JustFlip! on the Mac. Three columns: interests, decks and the card list.

The menu bar

JustFlip! adds its own commands to the top of the **File** menu:

| Command | Shortcut | What it does |
|----------------------------|----------|---|
| Import Cards... | ⌘I | Opens a file picker for any importable file |
| Import Interest Archive... | — | The same file picker, under the name you might look for |
| Export Interest... | ⌘E | Exports the selected interest as an archive |
| Export Statistics... | — | Exports the selected interest's statistics |

Both import commands open the same picker. JustFlip! works out the format from the file itself, so it doesn't matter which one you choose. The rest of the menu bar (About, Hide, Quit, Edit, Window, Help) is the standard Mac menu bar.

⚠ GOTCHA

Export needs a selected interest

Export Interest... and **Export Statistics...** act on the interest that is selected in the sidebar. If no interest is selected, they do nothing at all: no error, no dialog. Click an interest first, then choose the command.

ℹ GOOD TO KNOW

Menu names are in English

For now, the four File-menu commands above are in English whatever language the app is set to. Everything else in JustFlip! follows your language.

A few things work differently from other Mac apps:

- **There is no ⌘, for Settings.** Open Settings from the gear button at the top of the Interests column, then choose **Settings**.
- **There is no ⌘F.** To search all your cards, use the magnifying glass button at the top of the Interests column.
- **No key starts a review.** Click a review button to begin, then use the keyboard for the rest.

Drag and drop from Finder works as it does on iPad: drop a deck file anywhere in the window to import it.

8.3

Keyboard shortcuts

The review shortcuts work on the Mac and on an iPad with a hardware keyboard. They are built for one hand: flip with the Space bar, grade with the number keys, and never reach for the pointer.

| Key | Action | Where it works |
|--------|--------------------------|--|
| Space | Flip the card | During a review |
| Space | Reveal the hidden region | During an image occlusion review |
| 1 | Grade Again | During a review |
| 2 | Grade Hard | During a review |
| 3 | Grade Good | During a review |
| 4 | Grade Easy | During a review |
| Return | Check your typed answer | During a review with Type Answers on |
| ⌘I | Import Cards... | Mac, anywhere (File menu) |
| ⌘E | Export Interest... | Mac, with an interest selected (File menu) |

The number keys are plain digits, not ⌘-digits. That keeps grading to a single key press.

⚠ GOTCHA

Three reasons a key does nothing

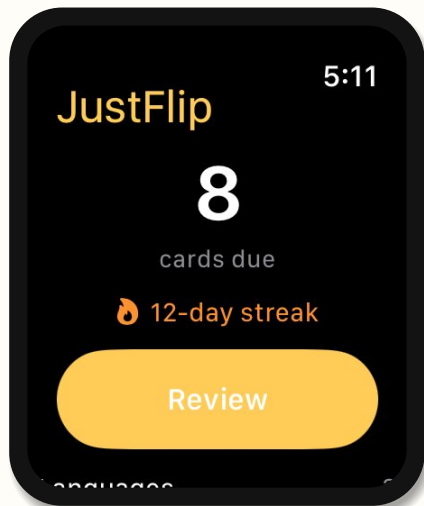
Each of these is intentional, and each one looks like a bug when you don't know about it:

1. **You're typing an answer.** While the **Type your answer** field has focus, Space and 1–4 type characters instead. Otherwise typing "3" would grade the card Good. Return still checks the answer.
2. **You turned on Stricter grading.** With **Settings > Behavior > Stricter grading** on, flipping the card removes the Good and Easy buttons, and keys 3 and 4 go with them. It is off by default.
3. **The occlusion answer is still hidden.** On an image occlusion card the grade keys only work after you have revealed the answer with Space.

 8.4

Apple Watch

The watch app is a small, focused companion. It shows how many cards are due and lets you review them from your wrist. You'll find it handy in a queue, on a walk, or anywhere you can't take out your phone.



The watch Today screen: cards due, your streak, the Review button and a line per interest.

The watch's Today screen shows:

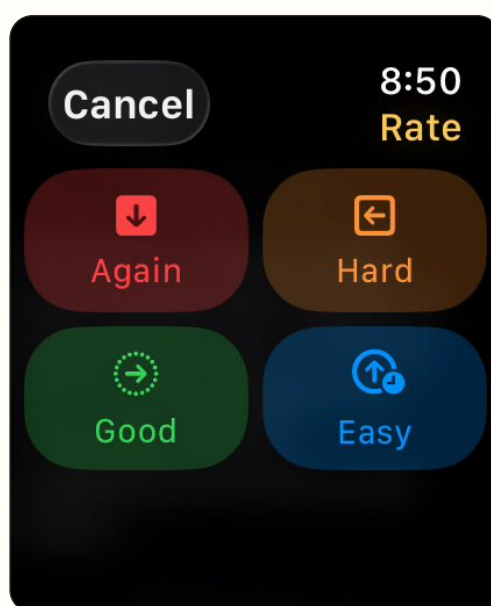
- the number of **cards due**,
- your **streak**, when you have one,
- the **Review** button,
- up to four of your interests, each with its due count.

The first time you open it, the watch has nothing to show yet. It asks you to **Open JustFlip on your iPhone to sync your cards**. Open the iPhone app once, and the watch fills in.

Reviewing on the wrist

1. Tap **Review**.
2. Read the question. Tap the card, or **Show answer**, to flip it.
3. **Press and hold the card** to rate it. The four grades appear as a grid, with the same colours and symbols as on your iPhone: Again, Hard, Good and Easy. Pick one, and the next card follows on its own.
4. When the queue is done, the watch says **Nice work** and tells you how many cards you reviewed.

Why press and hold instead of four buttons? The watch screen is small. Four buttons would push the answer, the very thing you're judging, off the screen. Holding the card keeps the whole display for the card itself. The first card of your first session explains the gesture once, and a small **Hold to rate** hint stays under the card after that. You can rate a card from the question side too, when you know it at a glance.



Rating a card on Apple Watch: press and hold the card, then pick a grade.

What the watch shows

The iPhone prepares each card for the watch, so it looks the way it does on the phone: bold, italic and code, formulas, photos and diagrams, shrunk to fit your wrist.

- **Cloze cards** work. The blanks show as **[...]**, or as the hint if you gave one. The back shows the sentence with the blanks filled in, plus any notes from the answer side.
- **Flags** show as a soft colour behind the deck name at the top of the card. You can see them on the watch, but you set them on the iPhone.
- **Code and tables** appear in a plain monospaced font, without syntax colours.

What the watch leaves on your iPhone

Some cards don't fit on a wrist, so JustFlip! doesn't send them to the watch at all. That's better than showing a card without the part it tests. These cards stay on your iPhone:

- cards with **audio** or a **PDF** on either side,
- **progress trackers**, which you grade on a slider, not with four buttons,
- cards with more than **280 characters** on either side,
- cards whose photo or diagram is too big to send, or too detailed to read at wrist size.

The watch also carries at most **60 cards** at a time. Whenever cards stay behind, the Today screen says so, for example “12 cards need your iPhone”. If none of your due cards can be reviewed on the watch, you'll see **Review on your iPhone** where the Review button would be.

Your iPhone keeps the schedule

The watch doesn't schedule anything itself. Your **iPhone** is the only device that decides when each card comes back. The watch keeps a copy of the cards your iPhone last sent and a list of the grades you've given. It sends those grades back to your iPhone, which updates the schedule. Your iPhone then syncs with iCloud, so your other devices catch up.

In everyday use, you won't notice any of this: with your iPhone nearby, a grade reaches it within seconds. You'll notice it when the two are apart.

GOTCHA

Grades wait for your iPhone

Review on the watch with your iPhone out of reach, and the grades wait on the watch. The Today screen shows them, for example “3 syncing to iPhone”, until your iPhone receives them. Nothing is lost. Grades are delivered when the two reconnect, and each is applied only once.

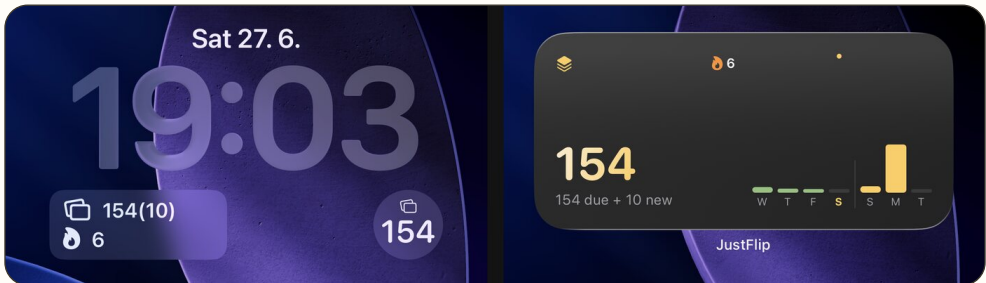
Until then, the iPhone, the widget and your other devices still show those cards as due. The next interval also counts from the moment your iPhone receives the grade, not from when you gave it. After a long review away from your phone, some cards may come back a few hours later than usual.

The watch app has a dark design only, like most watch apps.

8.5

The home-screen widget

The **Cards Due** widget shows what’s waiting for you without opening the app. Tap it and JustFlip! opens straight into today’s review.



The Cards Due widget on the Lock Screen (left) and, in its medium size, on the Home Screen (right).

It comes in three Home Screen sizes and three Lock Screen sizes:

| Size | Shows |
|--------------------------|--|
| Small | The number of cards due, your streak, and the last seven days of reviews as small green bars |
| Medium | The same count, the due-and-new split, and a timeline: recent days in green, upcoming days in gold |
| Large | Everything above, your best streak, and a fuller two-week timeline |
| Lock Screen, circular | The number of cards due, or a checkmark |
| Lock Screen, rectangular | Due and new cards, and your streak |
| Lock Screen, inline | A one-line summary next to the clock |

When there’s nothing left to do, the widget says **All caught up**, and it tells you when the next cards are due, for example “Next tomorrow · 12”.

To add it:

1. Touch and hold an empty spot on your Home Screen until the apps jiggle.
2. Tap **Edit**, then **Add Widget**.
3. Search for **JustFlip**, choose **Cards Due**, swipe to the size you want, and tap **Add Widget**.

For the Lock Screen, touch and hold the Lock Screen, tap **Customise**, choose the Lock Screen, and add Cards Due from the widget list.

⚠ GOTCHA**The widget shows what this device last saw**

The widget doesn't read your library directly. It shows a summary that the app saves on this device whenever you open it, leave it or finish a review. The widget updates itself at midnight and when the next cards come due. But if you review on your iPad or Mac, the iPhone widget catches up only after you next open JustFlip! on the iPhone.

The widget is for iPhone and iPad. It uses the JustFlip! gold whatever theme you've chosen in the app, and follows your device's light or dark setting.

— 8.6

Siri and Shortcuts

JustFlip! gives Siri and the Shortcuts app two actions. You don't need to set anything up: they're available as soon as you've opened the app once.

| Action | What happens | Opens the app? |
|-------------------------------|--|----------------|
| How Many Cards Are Due | Siri tells you how many cards are due and how many new cards are ready | No |
| Start Review | JustFlip! opens and starts today's review | Yes |

In English, you can say:

- “How many cards are due in JustFlip?”
- “What's due in JustFlip?”
- “Cards due in JustFlip”
- “Start a review in JustFlip”
- “Review my cards in JustFlip”
- “Study with JustFlip”

A typical answer is “You have 14 cards due for review.” or “Nothing is due, but 5 new cards are ready.” When everything is done, Siri tells you you're all caught up.

Both actions also appear in the **Shortcuts** app. Search for JustFlip there to add one to a shortcut of your own, or to put it on your Home Screen.

⚠ GOTCHA**Siri phrases need a Siri language**

The spoken phrases work in English, German, Spanish, French, Italian, Japanese, Korean and Brazilian Portuguese. Siri doesn't support Czech, so Czech has no phrases. On a Czech device you can still run both actions from the Shortcuts app, and the answer is in Czech.

i GOOD TO KNOW**The count comes from the widget's summary**

“How Many Cards Are Due” answers instantly, without opening the app. It reads the same saved summary as the widget, so the same rule applies: it knows what this device knew the last time you used JustFlip! here.

— 8.7

Spotlight

JustFlip! adds your cards to Spotlight, the search on your device. Swipe down on the Home Screen, type a few letters of a question, and the card appears under JustFlip!. Tap it, and JustFlip! opens that card's deck, scrolls to the card and highlights it for a moment with a ring.

Spotlight looks at:

- the card's **question** and **answer**,
- its **tags**,
- the **deck** and **interest** names.

A picture-only card, with no text, is found by its image **description**. That's one more reason to write one (Chapter 11).

i GOOD TO KNOW**Spotlight matches the start of a word**

Spotlight looks for words that *begin* with what you type. “photo” finds “photosynthesis”, but “synthesis” doesn't. It ignores letter case and accents, but not typos. To find a word in the middle of another, use the search inside the app instead: the magnifying glass on the Interests screen, **Search Cards**, finds text anywhere.

Keeping decks out of search

Everything is searchable to start with. To keep an interest or a deck out of Spotlight, turn off **Include in device search**:

- **For an interest**: touch and hold the interest (or right-click on the Mac), choose **Edit Interest**, and turn off the switch. Every deck in that interest disappears from search.
- **For a single deck**: touch and hold the deck, choose **Edit Deck**, and turn off the switch. The other decks in that interest stay searchable.

The same switch appears when you create an interest or a deck, and when an import creates a new interest. When you import into an interest you already have, the new cards follow that interest's setting.

 GOTCHA**The interest switch wins**

A card appears in Spotlight only if **both** its interest and its deck are included. Turn off the interest, and none of its decks appear, whatever their own switches say. There's no per-card switch. To keep a few cards private, move them into a deck of their own and switch that deck off.

The index stays on this device. Nothing leaves it, and the switch isn't included when you export or share a deck: whoever receives the deck decides for themselves.

 8.8

What's new

After an update that brings new features, a gold **What's new** button appears in the bottom corner of the main screen. It stays for about five seconds (fifteen with VoiceOver, which also announces it), then fades away. Tap it to open the **What's new** sheet, which lists what changed in each release.

You see the button once per feature release, whether you tap it or not. Bug-fix updates don't show it, and neither does a fresh install. You haven't missed anything yet.

Missed it? The sheet is always a tap away: tap the gear button at the top of the Interests screen and choose **What's new**.

The sheet loads the News page from just-flip.app, in your app's language, so it needs an internet connection. Offline, it says **Couldn't load the news** and offers **Try again** and **Open in Browser**. You can also read the same page any time at <https://just-flip.app/news/>.

— CHAPTER 9

Statistics and Ask AI

Every grade you give is a small piece of evidence about your memory. JustFlip! keeps all of it, and this chapter shows you how to read it: the numbers you see every day, the deeper Statistics screen, and Ask AI, which turns what you know and what you keep missing into a briefing for the chat AI of your choice.

— IN THIS CHAPTER

- Understand due counts, mastery and streaks, and how each one is worked out
- Read retention, the activity heatmap, the deck ranking and the forecast
- Tell “learning better” apart from “just reviewing more”
- Brief ChatGPT, Claude or Gemini with an Ask AI study report
- Export your statistics as a spreadsheet or as full JSON data



— 9.1

The numbers you see every day

You don't need the Statistics screen to know how you are doing. Three numbers appear throughout the app, and all of them are free.

| Number | Where you see it | What it means |
|----------------|---------------------------------|---|
| Due | Today, deck rows, the card list | Cards whose next review date has arrived |
| Mastery | Interest and deck rows | The share of cards whose <i>latest</i> grade was Good or Easy |
| Streak | Today, as “N days in a row” | Days in a row with at least one review |

Due

A card is due when its scheduled review date has passed. Today adds up the due cards across all your interests, together with any new cards the day allows, and gives you an estimate such as “About 6 min”. When nothing is due, Today says **All caught up** and shows a small **Next 7 days** strip, so you can see tomorrow's workload coming. How due dates are chosen is the subject of Chapter 6.

Mastery

A deck's mastery counts every card whose **most recent** grade was Good or Easy and divides by the number of cards in the deck. Cards you have never reviewed count too, as not yet mastered, so a freshly imported deck starts at 0 %. An interest's mastery is the average of its decks' mastery, with every deck weighing the same whatever its size.

i GOOD TO KNOW

Mastery moves both ways

Because only the latest grade counts, mastery is a snapshot, not a trophy. Press Again on a card you knew last week and that card stops counting until you get it right again. That is the point: the number tells you what you know today.

Streak

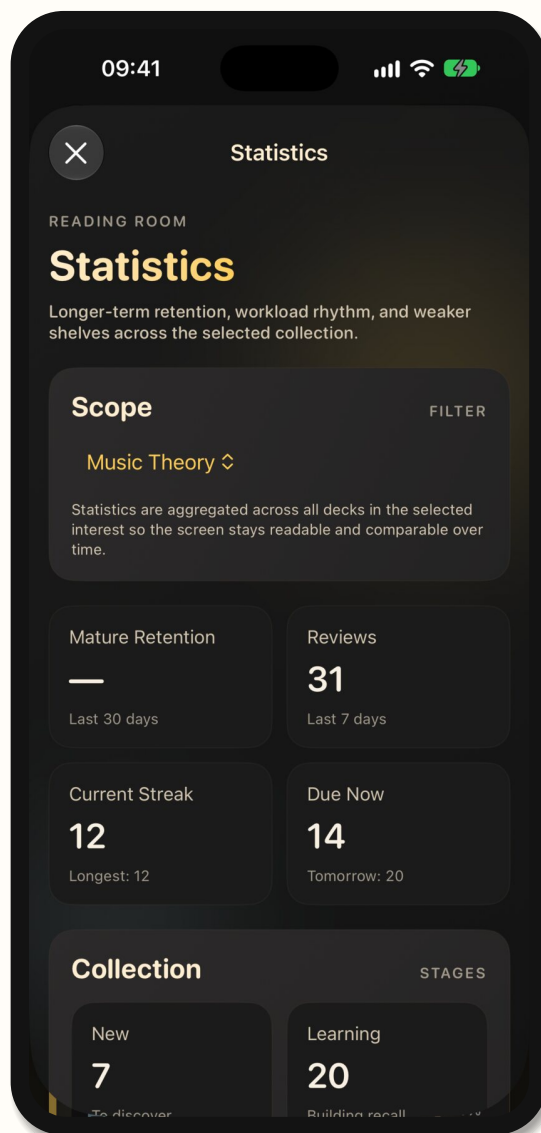
Your streak counts the days on which you reviewed at least one card. One card is enough. You also get a grace day: if you haven't reviewed yet today, yesterday's streak still stands until the day is over.

JustFlip! is kind about the odd missed day. Up to **two missed days** inside your current streak are bridged automatically, so a single busy day doesn't wipe out a month-long habit. The bridged days themselves don't add to the count. If you would like a nudge before a streak lapses, turn on **Streak rescue** under **Settings > Reminders**. It sends one evening reminder when you haven't reviewed yet that day.

— 9.2

Opening Statistics (Pro)

The full Statistics screen is a **Pro** feature. Open it from the **Settings** menu (the gear icon) at the top of the Interests list, then choose **Statistics**. Without Pro, the menu item wears a lock and opens the Pro screen instead. A Pro free trial unlocks it too.



The Statistics screen: the interest picker, the four summary tiles and the collection stages.

Statistics always looks at **one interest at a time**. Pick it under **Scope** at the top. Everything below it, from the summary tiles to the forecast, adds up all the decks in that interest. That keeps the numbers comparable over time. To compare two subjects, switch the picker back and forth.

The screen refreshes on its own after you review, so you can keep it open on an iPad or Mac next to a study session.

The summary tiles

| Tile | What it shows |
|------------------|---|
| Mature Retention | How often you remembered <i>mature</i> cards over the Last 30 days (see Retention) |
| Reviews | How many reviews you did in the Last 7 days, today included |
| Current Streak | Your streak in this interest, plus your longest ever |
| Due Now | Cards due right now, plus how many fall due tomorrow |

The streak here is worked out the same way as on Today, but only from reviews in the selected interest. It can be shorter than your Today streak, which counts every interest.

Collection stages

Under **Collection**, every card in the interest is sorted into one of four stages:

| Stage | Caption | Meaning |
|-----------|-----------------|---|
| New | To discover | Never reviewed |
| Learning | Building recall | Being learned, or relearned after a lapse |
| Reviewing | Reinforcing | In the regular review cycle |
| Graduated | Mastered | Intervals of 30 days and more |

A healthy collection drifts to the right over the weeks. Chapter 6 explains how a card moves between stages.

GOTCHA

Due Now is not the same as Today

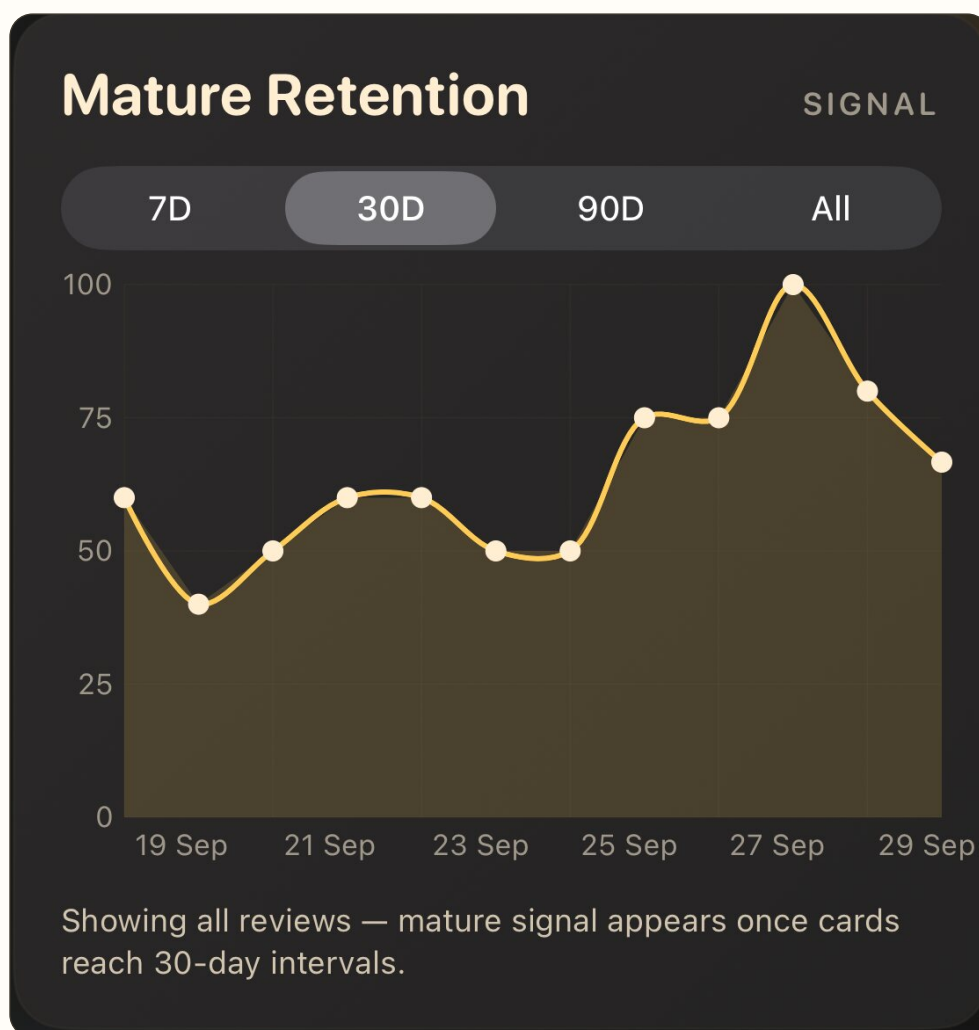
Due Now counts **every** card in the interest whose review date has passed, including cards you have postponed. Today only offers what fits into a session: postponed cards stay out, and **Cards per session** and **New cards per day** cap the rest. A big Due Now next to a short Today session is normal, not a bug.

— 9.3

Retention: overall and mature

Retention answers one question: *when a card came up, did you remember it?* A review counts as remembered when you graded it **Good or Easy**. Again and Hard both count as not remembered.

The **Mature Retention** chart plots that rate per day. Choose the window with the segmented control: 7D, 30D, 90D or All.



The retention chart over 90 days. Each point is one day's share of remembered mature reviews.

Mature is the important word. A review counts as mature when the card had already reached an interval of **at least 30 days** before you answered it. New cards are easy to “remember”: you saw them a minute ago. A card you last saw a month ago is the real test of long-term memory, and that is what the mature line shows.

In the first weeks you won't have mature reviews yet. The chart then falls back to **overall retention**, every review of every card, and the caption under it says so: “Showing all reviews — mature signal appears once cards reach 30-day intervals.” Once your first cards cross the 30-day line, the chart switches to the mature signal by itself. If there are no reviews at all in the window, you will see **Not enough mature reviews yet**.

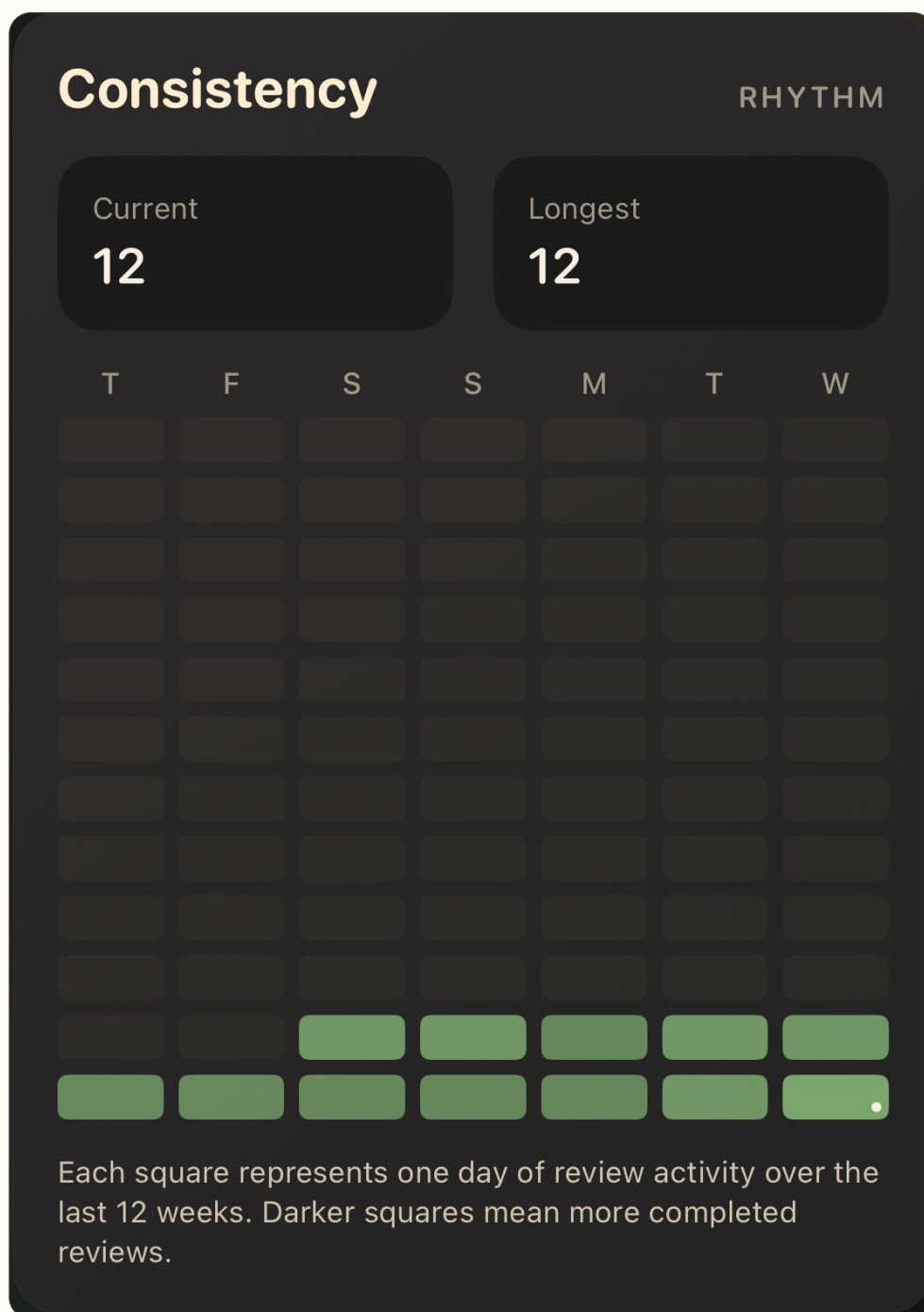
 TIP**Read the trend, not the dot**

A single day can swing from 60 % to 100 % on three reviews. Choose **30D** or **90D** and look at the shape of the line. A flat line in the 80s and 90s means your schedule is doing its job.

 9.4

Consistency: streaks and the heatmap

The **Consistency** section shows your **Current** and **Longest** streak for the interest, above a heatmap of the **last 12 weeks**. Every square is one day, and a darker square means more reviews that day, measured against your busiest day in the window. Today's square has a small dot.



The Consistency heatmap: 12 weeks of review days, darker squares for busier days.

Look for gaps and clumps, not for colour. Ten minutes every day beats an hour every Sunday, because spaced repetition depends on seeing cards close to their due date.

i GOOD TO KNOW

Longest can look shorter than Current

Longest is the best run of *consecutive* days you have ever had, without the two bridged days that protect **Current**. So a current streak that has survived a missed day can be longer than your “longest”. Both numbers are right; they just measure slightly different things.

 9.5

Deck Comparison

Deck Comparison ranks the decks in the interest by retention, with the **lowest at the top**. This bar counts every review you have ever done in the deck, not just the last 30 days, so it changes slowly. Under the chart, the first four decks list how many cards are due now and the total number of lapses, the times a card you knew was forgotten again.

The deck at the top is where your effort goes furthest. It usually means one of three things:

1. **The cards are unclear.** Two possible answers, or too much on one card. Chapter 3 has the fixes.
2. **The material builds on something you haven't learned.** This is exactly what Ask AI is for.
3. **You are rushing it.** You added more new cards than you can absorb. Lower **New cards per day** for a while.

 9.6

Upcoming Review Forecast

The forecast is a bar chart of how many cards fall due on each of the next **7D** or **30D**, based on the schedule as it stands now. Cards that are already overdue are added to today's bar, so a backlog never disappears from view. Retired cards are left out.

A spike two weeks out is normal after a big import or a busy week of new cards. If you see one coming, spread it: review a little extra over the days before it.

⚠ GOTCHA

The forecast only knows today's schedule

Every grade you give moves a card's due date, so the forecast is a projection, not a promise. Cards you get wrong come back sooner and make tomorrow busier than the chart said.

 9.7

Reading the numbers honestly

It is easy to feel productive and learn little. The Statistics screen is built to answer a harder question: *am I learning better, or just reviewing more?* A few rules of thumb:

- **Reviews up, mature retention down.** You are adding faster than you can consolidate. Slow down on new cards; the backlog will thank you.
- **Mature retention steady, reviews steady.** This is the goal. The schedule is doing its job; keep going.
- **High overall retention, but no mature signal yet.** Nothing is wrong. Your cards simply haven't reached 30-day intervals. Give it a month.

- **One deck far below the others.** That deck has a card problem or a prerequisite problem, not a willpower problem. See Deck Comparison.
- **A long streak with thin squares.** One card a day keeps the streak alive, but not the schedule. Watch **Due Now** too.

 GOTCHA

Grade honestly, or the numbers lie

Every figure in this chapter is built from your grades. Press Good on a card you half-remembered and you inflate mastery, retention and the intervals together, and the card comes back later than it should. Hard is not a failure; it is information.

— 9.8

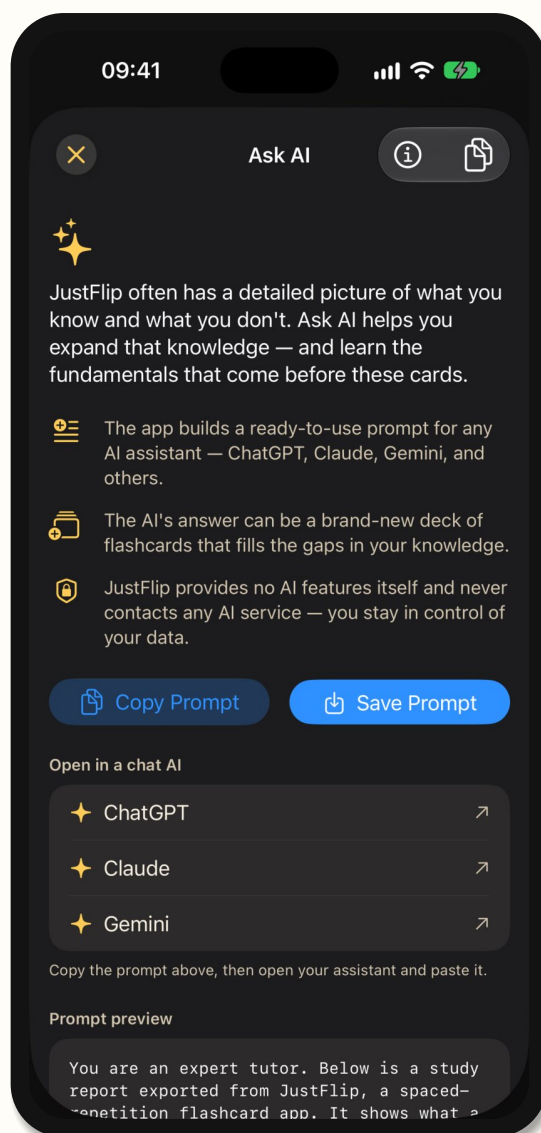
Ask AI: brief your own tutor

After a few weeks, JustFlip! knows something no chat AI does: which of your cards you have mastered and which ones you keep missing. **Ask AI** turns that into a ready-made prompt, a study report with instructions, that you paste into ChatGPT, Claude, Gemini or any other assistant.

Where to find it

| From | Choose | Scope |
|---|--------------------------------|-----------------------------|
| A card in the card list (long-press or right-click) | Ask AI | That card |
| The sparkles button at the top of a review | Ask AI About Card | The card on screen |
| The sparkles button at the top of a review | Ask AI About Deck (Pro) | That card's whole deck |
| A deck in the deck list (long-press or right-click) | Ask AI (Pro) | The whole deck |
| The results screen after a review | Ask AI | The cards from that session |

Single cards and session reports are free. Deck reports are **Pro**: without Pro, those menu items show a lock and open the Pro screen.



The Ask AI sheet: Copy Prompt and Save Prompt, the Open in a chat AI links, and the prompt preview.

What goes into the report

A **deck report** sorts your cards by their history:

- **Cards you struggle with:** cards with at least one lapse, a low ease, or still being learned. They are listed worst first, each with its answer and a line of stats, for example “failed 4 of 6 review(s) · 2 lapse(s) · ease 1.8 · avg 21s to answer”. The report includes up to 25 of them.
- **Cards you have mastered:** listed by question only, as context, so the AI doesn’t waste your time re-teaching them (up to 60).
- **A fresh deck** with no history yet is listed card by card, and the AI is asked to infer the topic and teach its foundations.

A **card report** covers one card: its question and answer, and your history with it. A **session report** lists the cards from the review you just finished, with the grade you gave each one.

What it asks the AI for

The instructions are the same idea at every scope:

1. **Teach the prerequisites.** Your mistakes often point to background knowledge the deck doesn't cover, so the AI is asked to teach it from the ground up.
2. **Explain the misconceptions** your wrong answers suggest.
3. **Recommend sources**, each with a direct link, preferring official documentation and reputable references.
4. **Optionally, write new flashcards** for the gaps, as CSV (`question,answer`) in a code block, ready to import.

The prompt itself is in English, which chat models follow most reliably, but it asks the AI to **reply in your device's language**, and to write any new flashcards in the language of the deck.

Sending it

The sheet gives you **Copy Prompt** and **Save Prompt**, which saves a `.txt` file. Under **Open in a chat AI**, the ChatGPT, Claude and Gemini rows open the assistant at a new conversation, in its app if you have it installed or in the browser. They don't carry your prompt: copy first, then open, then paste. The **Prompt preview** at the bottom shows exactly what you are about to share.

TIP

Close the loop

When the AI writes you new cards, copy its reply, go back to the Interests list and choose **Add or import** › **Paste cards**. JustFlip! finds the CSV inside the reply, even inside a code block, and shows you a preview. You pick the deck before anything is saved.

GOOD TO KNOW

JustFlip! never talks to an AI

Ask AI has no AI inside it. JustFlip! only assembles text on your device, and it never contacts an AI service. The report leaves the app only when **you** copy or save it. What happens after that is between you and the service you paste it into, so read the preview first if your cards hold anything private.

GOTCHA

Picture-only cards arrive as a placeholder

The report is plain text. A card with no text on one side, only an image or audio, reaches the AI as "(no text — this card uses an image, audio, or PDF)". Progress trackers are left out of deck reports altogether. If a deck is mostly pictures, add a line of text to the cards that matter.

— 9.9

Exporting your statistics

For your own spreadsheets and charts, you can export the full statistics of an interest. The export is free.

- **iPhone and iPad:** long-press an interest in the Interests list and choose **Export statistics**, then **Spreadsheet (CSV)** or **Full Data (JSON)**. Pick where to save the file.
- **Mac:** right-click an interest for the same menu, or select an interest and choose **File › Export Statistics...**, which saves the CSV.

The files are named after the interest, for example `Spanish.flashcards-stats.csv`.

The CSV: one row per card

| Column | Contents |
|----------------------------------|--|
| <code>interest, deck</code> | Where the card lives |
| <code>question, answer</code> | The card's text |
| <code>state</code> | <code>unseen, learning, reviewing, relearning</code> or <code>graduated</code> |
| <code>ease_factor</code> | The card's ease (2.5 for a new card) |
| <code>interval_days</code> | The current interval, in days |
| <code>due_date</code> | Next review, as an ISO 8601 date and time |
| <code>lapses</code> | Times the card was forgotten after being learned |
| <code>streak</code> | Correct answers in a row |
| <code>total_reviews</code> | All recorded reviews |
| <code>success_rate</code> | Share of Good or Easy answers, from 0 to 1 |
| <code>avg_review_time_sec</code> | Average time to answer |
| <code>last_reviewed</code> | Time of the last review, empty if never |

The JSON: everything

The JSON export has the same per-card fields, plus a stage summary for each deck, every study session with its start, end, card count and success rate, and each card's full **history**: every review with its time, grade, answer time, and the interval and ease before and after. Use it when you want to chart your own forgetting curve.

 GOTCHA**Statistics exports are one-way**

A statistics file is for reading, not for restoring. JustFlip! can't import it back, and it contains no pictures or sounds. To move or back up an interest *with* its progress, use **Export archive** instead; see Chapter 10.

— CHAPTER 10

Sync, backups and your data

Cards can be rewritten or imported again. Your learning progress can't: every grade, every interval, every streak day exists only because you put in the time. So JustFlip! protects it in three separate layers, each one covering a failure the others can't. This chapter explains what each layer does, where to find it, and what to do when something looks wrong.

— IN THIS CHAPTER

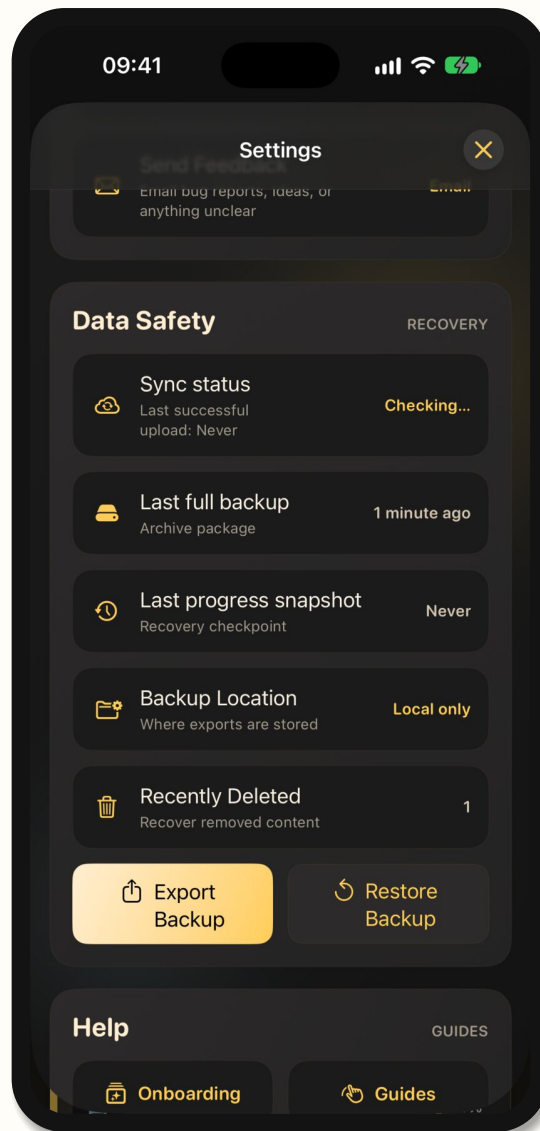
- Understand the three layers: iCloud sync, automatic backups and manual export
- Read the sync status and the iCloud Sync screen
- Find, restore and understand your automatic backups
- Know what deleting does, and what Recently Deleted holds
- Export an archive of an interest, progress included
- Work through a checklist when sync seems stuck

— 10.1

Three layers of safety

| Layer | What it is | What it protects you from |
|----------------------|---|---|
| 1. iCloud sync | Your library, kept the same on every device | A lost, broken or replaced device |
| 2. Automatic backups | Regular snapshots that JustFlip! takes on its own | Mistakes that sync would copy everywhere |
| 3. Manual export | Archive files you save wherever you like | Everything else, including leaving iCloud |

All three live in **Settings › Data Safety**. Open Settings from the gear icon at the top of the Interests list and scroll to the **Data Safety** section.



Settings › Data Safety: Sync status, the last full backup and progress snapshot, Backup Location, Recently Deleted, and the Export Backup and Restore Backup buttons.

⚠ GOTCHA

Sync is not a backup

Sync makes every device match. That includes your mistakes: delete an interest on your iPad and it disappears from your iPhone and Mac within minutes. Sync has no undo of its own. That is exactly why layers 2 and 3 exist.

 10.2

iCloud sync

Sync is included for everyone, free and Pro. There is nothing to switch on inside JustFlip!: if your device is signed in to iCloud, your library syncs through your own iCloud account.

What syncs

- Interests, decks and cards, including pictures and sounds
- Your learning progress: every grade, interval, due date and lapse
- Retired and postponed cards, card flags, priorities and progress trackers
- Deletions, including what is waiting in Recently Deleted

Your **settings stay on each device**: the theme, the text size, voices, reminders, and daily limits such as **New cards per day**. That lets you have a quiet phone and a busy iPad. Apple Watch gets its cards from your iPhone rather than from iCloud (see Chapter 8).

How it behaves

- **Offline first.** Everything works without a connection. Your changes are saved on the device straight away and sent when you are back online.
- **In the background.** There is no sync button. Changes travel on their own, usually within seconds to a few minutes.
- **Last change wins.** If you edit the same card on two devices before they sync, the later edit is the one that stays.

TIP

A new device, the easy way

Install JustFlip! on the new device, sign in with the same Apple Account, and open the app. Your interests appear as they arrive; the empty list says so while it waits. A large library with lots of pictures can take a while on the first sync, so leave the app open on Wi-Fi.

 10.3

The sync status

The first row of Data Safety, **Sync status**, shows the state of iCloud on this device, with the time of the last successful upload underneath.

| Status | What it means |
|-------------|--|
| Checking... | JustFlip! is asking iCloud whether your account is available |
| Available | Your iCloud account is ready and sync can run |

| Status | What it means |
|-------------|---|
| Syncing... | Changes are being sent or received right now |
| Unavailable | No iCloud account is available on this device, so nothing syncs |
| Sync failed | iCloud reported an error the last time it tried |

Unavailable and **Sync failed** are shown in red.

GOOD TO KNOW

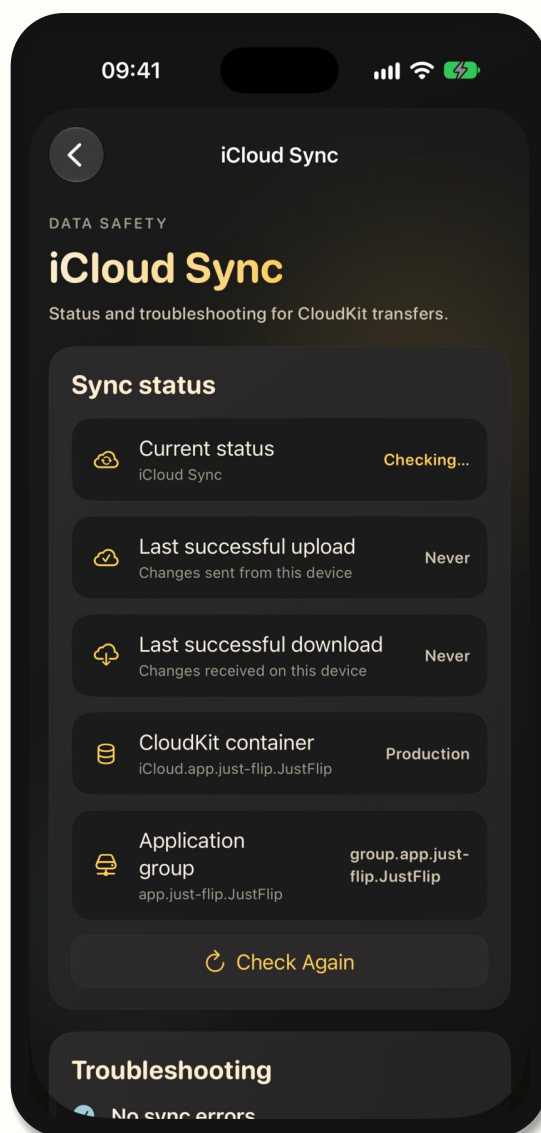
“Available” doesn’t mean “all uploaded”

Available only says that your account is ready. It doesn’t promise that every change has already reached iCloud. For that, look at the upload and download times on the iCloud Sync screen.

The iCloud Sync screen

Tap **Sync status** for the details:

- **Current status:** the state from the table above.
- **Last successful upload** and **Last successful download:** when iCloud last *confirmed* that changes were sent from, or received on, this device. A local save doesn’t count; only a confirmed transfer does.
- **Upload in progress**, while one is running.
- **Check Again:** asks iCloud once more whether your account is available.
- **Troubleshooting:** the last error iCloud reported, or **No sync errors**.
- **Recent Sync Activity:** a log of recent sync events on this device, useful when you contact support.



The iCloud Sync screen with the upload and download times, Check Again, and the recent activity log.

TIP

Compare two devices side by side

When a change made on one device never shows up on the other, open this screen on both. If one device's **Last successful upload** is older than the change, the problem is on that device: it hasn't sent it yet. If the upload is recent but the other device's **Last successful download** is old, the receiving device hasn't fetched it yet.

— 10.4

Automatic backups

JustFlip! backs up your library on its own. You will find two kinds in Data Safety:

| Backup | Row in Data Safety | Contents | Roughly how often | Kept |
|--------------------------|------------------------|---|-------------------|---------------|
| Full backup | Last full backup | One archive with every interest: cards, pictures, sounds and all progress | Weekly | The newest 10 |
| Progress snapshot | Last progress snapshot | Every interest with its progress, without pictures and sounds | Daily | The newest 30 |

On iPhone and iPad the system runs backups in the background, when it decides the moment is right. On the Mac, JustFlip! checks each time you bring the app to the front and catches up on anything overdue. A backup is skipped when nothing has changed since the previous one. When the oldest backup falls out of the “kept” count, it is deleted automatically.

The dates turn red when a backup is overdue: a full backup older than four weeks or a progress snapshot older than four days.

Export Backup: a full backup right now

Export Backup creates a full backup immediately and adds it to the list, for example before you try something risky. It writes a file named like `JustFlip-2026-09-30_14-05-12.justflip`.

Where backups are kept

The **Backup Location** row shows where your backups are stored:

- **iCloud Drive**: the backups are kept in JustFlip!’s iCloud Drive storage, apart from sync. A sync problem or a synced deletion doesn’t touch them.
- **Local only**: iCloud Drive isn’t available, so backups stay on this device. Tap the row to see why: **Not signed in to iCloud**, **iCloud Drive is disabled** or **Your iCloud storage quota is full**.

⚠ GOTCHA

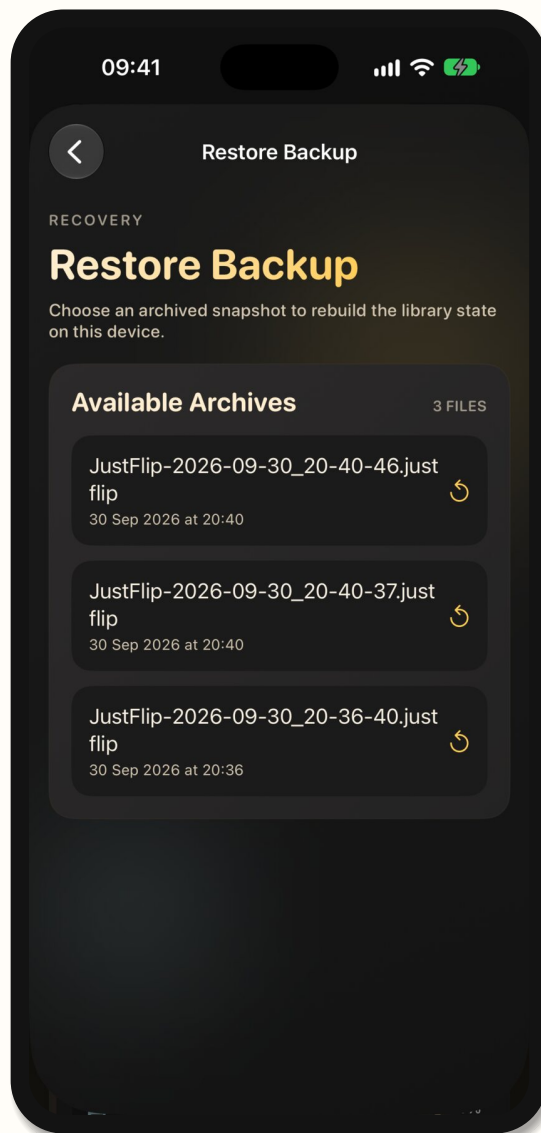
Local backups leave with the app

“Local storage works, but it will not travel across devices or survive an app removal,” as the app itself warns. If Backup Location says **Local only**, deleting JustFlip! deletes its backups too. Keep an exported archive somewhere safe as well.

— 10.5

Restoring a backup

Tap **Restore Backup** in Data Safety to see **Available Archives**, newest first, each with its file name and date. Tap one to restore it. A message confirms when it is done: “Restore completed. Interests have been merged.”



Restore Backup: the list of available archives, newest first.

A restore **merges**; it never wipes your library first:

- Interests, decks and cards in the backup are brought back. Anything that was created after the backup stays as it is.
- For each card in the backup, the **schedule is set back** to what it was when the backup was taken: learning stage, interval, due date, ease and lapses.
- Review **history is combined**. Reviews you did after the backup are kept, and restoring the same backup twice doesn't duplicate anything.

 GOTCHA**A restore starts the moment you tap**

There is no confirmation step: tapping a backup restores it. Pick the right date before you touch the list. And remember that the cards in it go back to their schedule *at that time*, so restoring an old backup to fix one deck also turns back the clock for every other card it contains.

 GOTCHA**After a restore, give your devices time**

A restore writes a lot of changes at once, and every other device has to receive them. Keep JustFlip! open on the device you restored, on Wi-Fi, until its **Last successful upload** is recent. Then open JustFlip! on your other devices and give them a few minutes before you start reviewing there.

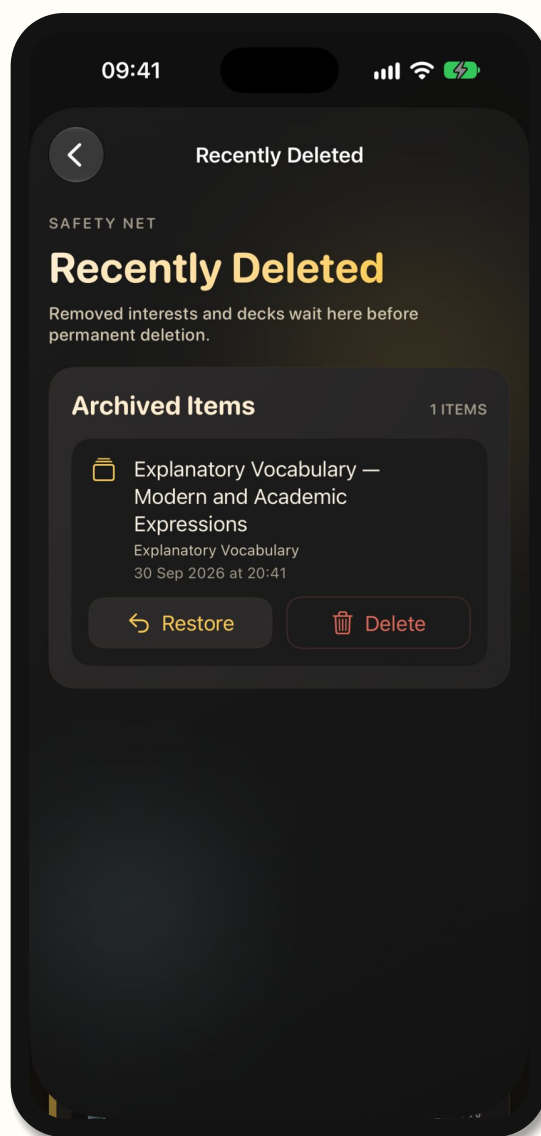
— 10.6

Deleting, and Recently Deleted

 GOTCHA**Deleting is permanent**

When you delete an interest, a deck or a card, it is gone straight away, on every device. Before you delete anything you might want back, choose **Export archive** from the interest's context menu. The archive keeps its decks, cards and progress, and you can import it again later. A card you only want out of your reviews is better retired than deleted (Chapter 2).

Settings › Data Safety › Recently Deleted holds interests and decks that JustFlip! set aside for you, such as the empty copy left behind after two interests or decks were merged. The row shows how many items are waiting, or **Empty**.



Recently Deleted, with an item and its Restore and Delete buttons.

Each item shows its name, the interest it belonged to, and when it was set aside. Two buttons:

- **Restore** brings it back with all its cards and progress.
- **Delete** removes it permanently, right away. This can't be undone.

After **30 days**, JustFlip! permanently deletes what is left.

— 10.7

Exporting an archive

The third layer is yours to control: an archive file you can keep in Files, on a drive, or in any cloud service.

| You want to... | Do this | You get |
|--|--|--|
| Keep or move one interest, with progress | Long-press the interest › Export archive | <code>Name.flashcards.zip</code> |
| Do the same on a Mac | Select the interest › File › Export Interest... (⌘⌘E) | <code>Name.flashcards.zip</code> |
| Back up the whole library now | Settings › Data Safety › Export Backup | a <code>.justflip</code> file among your backups |
| Analyse your numbers | Long-press › Export statistics | CSV or JSON (Chapter 9) |

An interest archive contains every deck and card of the interest, its pictures and sounds, **and your learning progress**. To bring it back, open the file with JustFlip! from Files, the share sheet or AirDrop, or on the Mac drop it on the window or use **File › Import Interest Archive...**. Importing works like a restore: it merges, so the same file can be opened twice without creating duplicates. Chapter 5 covers importing in detail.

⚠ GOTCHA

An archive carries your progress

Export archive always includes your learning progress. That is what you want for a backup. When you send the file to a friend, though, your due dates and history travel with it.

10.8

Duplicate interests from two devices

Interest names are unique in your library, ignoring letter case. But if two devices are both offline and you create an interest with the same name on each, for example “Spanish” on the iPhone on a flight and “spanish” on the iPad at home, both copies exist once the devices sync again.

JustFlip! notices this and **merges them automatically**: the decks from both copies are gathered under one interest, and you see a short message such as “Merged duplicate copies of ‘Spanish’ created on another device”. Names are compared without regard to letter case, accents and extra spaces. Every device picks the same surviving copy, so they all end up with the same single interest, and a deck that arrives later for the merged-away copy still finds its way to the right place.

— 10.9

Troubleshooting sync

When a change doesn't show up on another device, go through this list in order. Most problems end at step 3 or 4.

1. **Give it a few minutes.** Sync is not instant. Keep JustFlip! open on both devices for a minute or two.
2. **Check the status.** Open **Settings > Data Safety > Sync status** on both devices. **Unavailable** means no iCloud account is available; **Sync failed** shows the error under **Troubleshooting**. Tap **Check Again** after fixing anything.
3. **Same Apple Account.** Both devices must be signed in with the **same** Apple Account. In the system Settings, tap your name at the top to check.
4. **iCloud is on for JustFlip!** In the system Settings, go to your name > **iCloud** and make sure iCloud Drive is on and JustFlip! is allowed to use iCloud.
5. **Enough iCloud storage.** A full iCloud account stops sync. Check under your name > **iCloud > Manage Storage**, and free up space if needed.
6. **A working connection.** Make sure the device is online.
7. **Compare upload and download times** on the iCloud Sync screen, as described in The sync status, to find which device is behind.
8. **Restart and update.** Close and reopen JustFlip!, restart the device, and install any JustFlip! update. As a last step, sign out of iCloud and back in.
9. **Still stuck?** Use **Send Feedback** in Settings and mention what the **Recent Sync Activity** log shows.

 TIP

Before you try anything drastic

Before you delete and reinstall the app, or sign out of iCloud, tap **Export Backup** and export an archive of your most important interests. Then, whatever happens next, your progress is safe.

Accessibility and themes

JustFlip! is built on the accessibility settings you already use on your iPhone, iPad and Mac. You don't need to switch anything on in the app. VoiceOver, larger text, Reduce Motion and Increase Contrast simply work. On top of that, JustFlip! has its own text size and five themes, so the app reads comfortably and looks the way you like.

— IN THIS CHAPTER

- See which system settings JustFlip! follows, and what each one changes
- Review with VoiceOver: flipping, grading and hearing cloze blanks
- Set the text size, for the whole device or just for JustFlip!
- Choose a theme: JustFlip Light, JustFlip Dark, Mist, Mist Dark or System
- Write cards that work for every learner, whatever their eyes and ears

 11.1

It follows your settings

JustFlip! has no accessibility mode to switch on. It reads the settings in **Settings › Accessibility** on your device and adapts to them. This is what each one changes:

| System setting | What JustFlip! does |
|------------------------------|---|
| VoiceOver | Reads every card, button and chart, with named actions for flipping and grading |
| Larger Text | Scales the text in the app, including the text on your cards |
| Bold Text | Draws the app's text in a heavier weight |
| Reduce Motion | Stops the card from spinning when it flips, and calms other animations |
| Increase Contrast | Switches to higher-contrast colours and adds outlines where colour alone isn't enough |
| Differentiate Without Colour | Adds symbols, dots and outlines to indicators that otherwise use colour |
| Voice Control | Every button answers to its visible name, and the card to a few extra phrases |

The one accessibility setting inside the app is your **text size**, under **Settings › Appearance**. You can read more about it in Larger text.

GOOD TO KNOW

Our public accessibility report

We keep an honest, detailed report of what's implemented and what's still being tested, device by device, at <https://just-flip.app/accessibility/>. Apple's Accessibility Nutrition Labels on the App Store are published one category at a time, only after that category passes testing on real devices.

 11.2

VoiceOver

VoiceOver reads JustFlip! the way it reads Apple's own apps. Lists, forms and Settings use standard controls, and grouped items, such as a deck row or a statistic, are read as one item instead of a stream of fragments.

Cards and reviews

A card is **one item** for VoiceOver. It reads the side you're looking at, and a hint tells you to double-tap to flip it. After the flip, VoiceOver announces “Question” or “Answer”, so you always know which side you're on.

On a card, swipe up or down to reach its actions:

- **Flip card** turns the card over.
- **Show full content** opens a card that is too long to fit in a sheet where you can read all of it.
- **View image full screen** or **View diagram full screen** opens a picture or diagram at full size, where you can zoom.

The grade buttons are read with the grade first and the details after it: the grade, then when the card would come back, then how many times you've chosen that grade in this session. After each grade, VoiceOver tells you where you are, for example “Card 4 of 20”, and it announces **Practice Complete** at the end of the session.

YOU WRITE

The capital of France
is `{{c1::Paris}}`.



ON THE CARD

QUESTION

The capital of France is [...].

Flip

🔊 The voice says: “The capital of France is blank.”

Cloze blanks are never given away. On the question side, VoiceOver says “blank” where the hidden words are, or reads the hint if the blank has one. The answer only comes after the flip.

VoiceOver reads the rest of the card the way JustFlip!'s own voice does:

- **Spoken hints** are used. `[i0S]{eye oh ess}` is read as “eye oh ess” (Chapter 3).
- **Formulas** are read from their spoken hint, or from their TeX source when there's no hint.
- **Diagrams** are read as their labels, not their arrows.
- **Tables** are read row by row, cell by cell.
- **Pictures** are read from their description (see Writing accessible cards). A picture without a description is read simply as “Image”.
- **Flags** are read out as their names, for example “Red flag”.

Lists and actions

Touch-and-hold menus have VoiceOver actions too, so you don't need the gesture. On an interest row, swipe up or down for **Edit Interest**, **Import cards**, **Export archive**, **Export statistics** and **Delete**. A deck row offers **Edit Deck** and **Delete Deck**. In the tag field, VoiceOver confirms each tag as you add or remove it.

In Statistics, the charts can be explored point by point: each point is read with its date and its value.

On an image occlusion card, the picture offers **Zoom in**, **Zoom out** and **Reset zoom** as actions, in place of pinching.

On Apple Watch

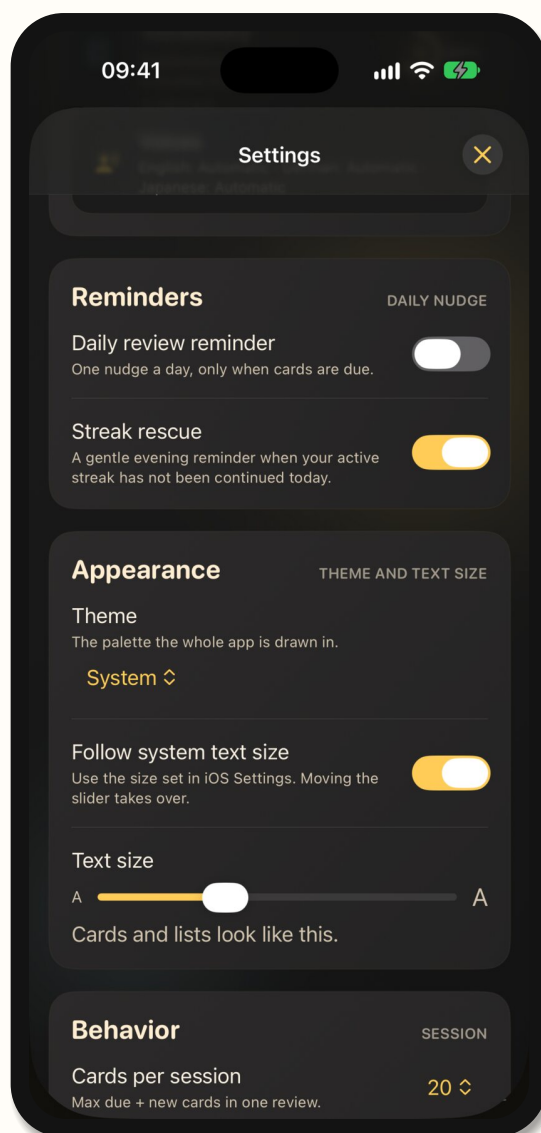
The watch reads each card as “Question” or “Answer” followed by its text. Rating a card on the watch normally means pressing and holding it (Chapter 8). VoiceOver can’t press and hold, so the four grades are also offered as actions on the card: swipe up or down to pick Again, Hard, Good or Easy.

— 11.3

Larger text

Out of the box, JustFlip! uses the text size you set for your whole device in **Settings › Accessibility › Display & Text Size › Larger Text**. Buttons, lists, statistics and the text on your cards all grow with it.

You can also give JustFlip! a size of its own, separate from the rest of the device. Go to **Settings › Appearance**:



The Appearance section in Settings: the theme menu, the Follow system text size switch and the Text size slider with its preview.

- **Follow system text size** is on by default. JustFlip! then uses the device's size.
- The **Text size** slider picks the size for JustFlip! alone. Moving it turns **Follow system text size** off for you. The line underneath it, “Cards and lists look like this.”, shows the size you're choosing.

The slider has ten steps, from the smallest system size up to the third accessibility size. The largest two sizes, which you can set in iOS, still work in JustFlip! when they come from your device setting. The slider just doesn't offer them. At those sizes, most cards no longer fit on the card, and you'd be opening almost every one in a separate sheet.

The last step of the welcome tour offers the same slider, so you can set a comfortable size before your first review.

GOTCHA

Big text doesn't shrink to fit

At the default size, JustFlip! shrinks a long card slightly so it fits (Chapter 3). With a larger text

size, it doesn't. Your card is drawn at exactly the size you asked for. Whatever doesn't fit fades out at the bottom, and the ●●● button (or VoiceOver's **Show full content** action) opens the rest. If that happens on most of your cards, split them into shorter ones. That's good for your memory anyway.

GOOD TO KNOW

What's still being worked on

Larger text support is nearly complete, but it hasn't been tested on devices at every size yet. The one known gap: at the very largest sizes, the heading and the grade buttons around the card on the review screen can run out of room. The card itself is fine. If you need the largest sizes, setting JustFlip!'s own text size one or two steps lower keeps the review screen tidy.

— 11.4

Motion, weight and contrast

Reduce Motion

With **Reduce Motion** on, the card no longer spins in 3D when you flip it. It changes sides in place, a little faster. The other movement in the app is calmed down too: cards flying off after a grade, the shimmer on loading lists, the welcome-tour illustrations, progress bars filling up and the review results.

Bold Text

Bold Text makes the app's text heavier, just as it does everywhere else on your device. Heavier text takes more room, so JustFlip! takes it into account when it works out whether a card fits.

Increase Contrast

With **Increase Contrast** on, JustFlip! switches to higher-contrast versions of its colours, in light and in dark. A few places add outlines that colour alone would otherwise carry:

- a card's **flag** gets an outline around its colour,
- on an **image occlusion** card, the region you're asked about gets extra emphasis,
- **diagrams**, on the card and full screen, use the higher-contrast colours too.

Every colour pair the app uses for text is measured against its background in light, dark and both Increase Contrast appearances, and each one clears a contrast ratio of 4.5:1.

Differentiate Without Colour

When **Differentiate Without Colour** is on, the small indicators that use colour gain a shape as well:

- the small indicators that show how urgent a card is and how you last graded it switch to distinct symbols,
- the activity heatmap in Statistics adds one, two or three dots for low, medium and high activity, and outlines today's square,
- image occlusion regions get extra emphasis, as with Increase Contrast.

Some things never rely on colour, whatever your settings: the grade buttons always carry a label and a symbol, and the selected flag in the flag picker is marked with a ring and a checkmark.

— 11.5

Voice Control and keyboards

Voice Control uses the names you see on screen, so “Tap Again”, “Tap Good” or “Tap Settings” work as you’d expect. A few controls answer to extra phrases:

| Say | Does |
|---|---|
| “Tap Flip card”, “Tap Turn card”, “Tap Show other side” or “Tap Flip” | Flips the card |
| “Tap Postpone” or “Tap Snooze” | Opens the postpone menu during a review |

Voice Control hasn’t yet been tested end to end on every device. The sliders and the touch-and-hold menus are the least tested parts. If a name doesn’t work there, “Show numbers” always does.

On a keyboard, a review needs no pointer at all: Space flips the card and the keys 1 to 4 grade it, on the Mac and on an iPad with a hardware keyboard. The full reference is in Chapter 8. JustFlip! uses standard buttons, menus and switches throughout, but **Full Keyboard Access** hasn’t been tested end to end yet.

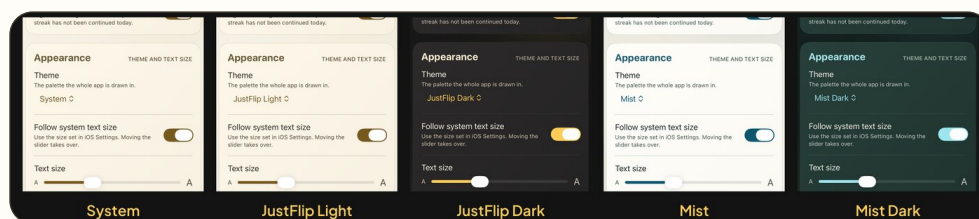
— 11.6

Themes

A theme is the colour palette the whole app is drawn in. Choose one under **Settings › Appearance › Theme**. The menu shows a small swatch of the theme you have now:

| Theme | What it looks like |
|----------------|--|
| System | The JustFlip! gold palette, light or dark to match your device. The default. |
| JustFlip Light | The gold palette, always light, whatever your device is set to |
| JustFlip Dark | The gold palette, always dark |

| Theme | What it looks like |
|-----------|---|
| Mist | A calm, mineral light palette with clear-water blue, juniper and sage |
| Mist Dark | Mist on deep ink-coloured surfaces |



The five themes side by side: System, JustFlip Light, JustFlip Dark, Mist and Mist Dark.

The change is instant: the whole app repaints as soon as you pick a theme, with no restart. Every theme has light or dark built in, so there's no separate light/dark switch. To follow the device's dark mode, pick **System**.

GOOD TO KNOW

Where themes don't reach

The theme is for the app itself. The home-screen widget keeps the JustFlip! gold and follows the device's light or dark setting. The Apple Watch app is always dark. The pictures on your cards are shown exactly as they are, in every theme.

GOTCHA

A pinned theme ignores dark mode

JustFlip Light and **Mist** stay light even when your device switches to dark mode at sunset, and the two dark themes stay dark in daylight. If JustFlip! doesn't follow your dark mode, check **Settings > Appearance > Theme**. Only **System** follows it.

11.7

Writing accessible cards

The app can only read out what's on your cards. These habits make a deck work for everyone who uses it, including you, when you listen with Speak Cards on a walk.

1. **Describe every picture.** When a side has a picture, the editor shows an **Image Description** field ("Describe the image (optional)"). VoiceOver reads it in place of the picture. Describe what the picture shows: "A small brown bird with a red breast on a fence post" says far more than "bird photo". On a "Which bird is this?" card, leave the name out, or the description gives the answer away (Chapter 4). The description also makes a picture-only card findable in Spotlight (Chapter 8). And it travels with the deck when you export and share it.

2. **Set the language of each side.** The **Language** picker decides which voice reads the side aloud with the speaker button and with Speak Cards (Chapter 7). A side without a language is never spoken by JustFlip!'s own voice.
3. **Add spoken hints where reading goes wrong.** A hint such as `$c^2${c squared}` fixes what JustFlip!'s voice says *and* what VoiceOver reads, in one go.
4. **Give cloze blanks a hint when context is thin.** With a hint, VoiceOver and the voice read the hint instead of just “blank”.
5. **Don't let colour carry the meaning.** Flags are named aloud, but what each colour *means* is up to you. If “red” means “exam next week”, put that in a tag too. Tags are text, so they can be read and searched.
6. **Label your diagrams well.** A diagram is read out as its labels, so “Start review → Card due?” says more than “A → B”.
7. **Keep cards short.** A short card fits at large text sizes and on the Apple Watch, and it's easier to remember too.

GOTCHA

The language is for the voice, not for VoiceOver

The **Language** picker controls JustFlip!'s own voice: the speaker button and Speak Cards. VoiceOver reads cards with the voice you've set in VoiceOver's own settings. For a card in another language, the speaker button on the card is the most reliable way to hear it pronounced properly.

— CHAPTER 12

Reference

Everything you might want to look up in a hurry: what to do when something looks wrong, what a word means, what Pro adds, and which file does what. Each entry points back to the chapter that explains it in full.

— IN THIS CHAPTER

- Fix the most common surprises with the troubleshooting table
- Look up any term in the glossary
- See at a glance what is free and what Pro adds
- Tell the file formats apart
- Find the keyboard shortcuts and the markup cheat sheet

12

— 12.1

Troubleshooting

Cards and reviews

| What you see | What to do | Chapter |
|---|---|---------|
| A card is never read aloud | Set the side's Language; a side set to None is never spoken | 3, 7 |
| A language is set, but there's no Play button | Download a voice in iOS Settings › Accessibility › Read & Speak › Voices | 7 |
| The card shows {...} braces | A spoken hint only works after brackets, maths or a picture; wrap the text in [...] | 3 |
| Good and Easy are missing after flipping | Settings › Behavior › Stricter grading is on; turn it off, or grade before flipping | 2 |
| A new deck's Due Cards finds nothing | Never-studied cards aren't due yet; use Today, New Cards or All Cards | 2 |
| An Again card didn't come back in the same session | By design: it is due in 5 minutes and comes up in your next session | 6 |
| Moving a priority slider didn't change the due counts | By design: priority only changes the order of a capped session | 6 |
| A postponed deck is still missing | Decks screen › Deck options › Review Priority › Resume | 6 |
| A single postponed card can't be resumed | It runs out on its date; or postpone it again to Tomorrow from All Cards | 6 |
| Keys 1–4 or Space do nothing | You're typing an answer, Stricter grading is on, or an occlusion answer isn't revealed yet | 8 |
| Long cards always open in a sheet | At larger text sizes cards don't shrink to fit; split them, or lower JustFlip!'s text size | 11 |
| No reminder arrives | Turn on Settings › Reminders › Daily review reminder , and allow notifications in iOS Settings | 2 |
| The guides no longer appear | Settings › Help › Guides shows them again | 1 |

Pictures, sound and editing

| What you see | What to do | Chapter |
|---|---|---------|
| A picture vanishes in dark mode | Give it a solid white or light background | 4 |
| A picture is missing after import | Check the Anki import report; SVG isn't supported | 4, 5 |
| A side's text vanished after replacing its picture or sound | It was saved on the Image or Audio tab; switch back to Text before saving | 4 |
| Speak Cards skips a card | Both sides need text and a language with an installed voice | 7 |
| Listening stopped by itself | A call or another app took the audio; restart with Speak from Here | 7 |

Importing

| What you see | What to do | Chapter |
|--|---|---------|
| Fewer cards than rows or notes | Cards with the same question merged (deck files), or rows with no question were skipped (CSV) | 5 |
| More cards than Anki notes | Each cloze number is its own card; that is expected | 5 |
| A deck appeared twice | A CSV always makes a new deck, and so does an Anki import with Add a new copy | 5 |
| Picture-only cards doubled after a re-import | They have no question to match on; delete the extras | 5 |
| The first card reads "Question / Answer" | Turn on Skip first row as header | 5 |
| All the text sits in one column | Change the Separator in the CSV preview | 5 |
| An edit disappeared after importing | The file's version replaced it; make the same fix in the file | 5 |
| A schedule jumped back, or deleted cards came back | An older interest archive was imported | 5, 10 |
| Imported cards went into the wrong deck | Two decks share a name; rename one | 1 |

| What you see | What to do | Chapter |
|------------------------------|---|---------|
| A new interest didn't appear | One with the same name already existed and was used instead | 1 |

Sync, devices and data

| What you see | What to do | Chapter |
|---|---|---------|
| Sync status says Unavailable | Sign in to iCloud and allow JustFlip! to use it | 10 |
| A change doesn't reach the other device | Compare the upload and download times on both devices' iCloud Sync screens | 10 |
| Backup Location says Local only | Keep an exported archive somewhere safe as well | 10 |
| Two interests with the same name appeared | JustFlip! merges them automatically after the next sync | 10 |
| The widget shows old counts | Open JustFlip! on that device; the widget knows what the app last saved there | 8 |
| The watch says Open JustFlip on your iPhone to sync your cards. | Open the iPhone app once | 8 |
| The watch shows "N syncing to iPhone" | Bring your iPhone within reach; the grades are delivered and applied once | 8 |
| A card is missing from Spotlight | Check Include in device search on its interest <i>and</i> its deck; search by the start of a word | 8 |
| JustFlip! ignores dark mode | The theme is pinned light or dark; pick System | 11 |
| The What's new sheet is empty | You're offline; use Try again or Open in Browser | 8 |
| The Statistics menu item shows a lock | Statistics is part of Pro, trial included | 9 |
| Restore finds no purchase | Use the Apple Account you bought Pro with | 1 |

— 12.2

Glossary

| Term | Meaning |
|----------------------|---|
| Interest | The top level of your library: a subject that holds decks |
| Deck | A focused group of cards inside an interest |
| Card | A question and an answer, each side with its own text, picture, sound and language |
| Today | The panel on the Interests screen that gathers due cards from every interest, plus new cards up to your daily allowance |
| Due | A card whose review time has arrived and that is neither retired nor postponed |
| New card | A card you have never studied |
| Struggling | A card whose last grade was Again or Hard, whatever its due date |
| Seen | The note JustFlip! makes the first time you flip a card while browsing; not a grade |
| Interval | How long until a card comes back, from minutes to months |
| Ease | A card's own growth rate for its interval; starts at 2.5, stays between 1.3 and 3.5 |
| Stage | Unseen, Learning, Reviewing (interval of 7 days or more), Graduated (30 days or more) or Relearning |
| Mastery | The share of a deck's cards whose last grade was Good or Easy; progress trackers add their own progress |
| Retention | The share of reviews graded Good or Easy |
| Mature review | A review of a card whose interval had already reached 30 days |
| Lapse | A card you had learned and then forgot |
| Leech | A card forgotten eight times or more; listed under These keep slipping away |
| Streak | Days in a row with at least one review; up to two missed days are bridged |
| Forecast | How many cards fall due on each coming day; overdue cards are added to today |

| Term | Meaning |
|--------------------------|--|
| Urgency | A score that blends due cards, how overdue they are, time since you studied and mastery |
| Retire | Take a card out of reviews while keeping its history; undo with Reactivate |
| Postpone | Set a card, deck or interest aside until a chosen day, without grading it |
| Review priority | A weight from 0 to 100 % (75 % by default) that decides whose cards come first in a capped session |
| Stricter grading | A setting that leaves only Again and Hard once you have flipped a card |
| Smart Schedule | The FSRS-5 scheduler (Pro, beta), which aims for about 90 % recall |
| Progress tracker | A card you rate yourself from 0 to 100, for skills a flashcard can't test (Pro) |
| Cloze | A fill-in-the-blank card written with <code>{{c1:...}}</code> |
| Spoken hint | <code>{...}</code> after a piece of a card, telling the voice what to say instead |
| Attachment marker | <code>![attachment:0]</code> , which places a picture inside the text |
| Image description | The text VoiceOver reads instead of a picture |
| Image occlusion | A picture with covered regions, each of which becomes its own card |
| Speak Cards | Hands-free listening to a whole deck: question, a four-second pause, answer, chime (Pro) |
| Automatic voice | The best installed voice for a language: Premium, then Enhanced, then Standard |
| Ask AI | A study-report prompt JustFlip! builds for you to paste into your own chat AI |
| Guide | A one-time coachmark explaining a control; replay them under Settings > Help > Guides |
| Starter library | The ready-made decks offered on first launch, and under Settings > Help > Library |
| Interest archive | A <code>.flashcards.zip</code> export of one interest, progress included |
| Full backup | A weekly <code>.justflip</code> archive of the whole library; the newest 10 are kept |

| Term | Meaning |
|---------------------------------|---|
| Progress snapshot | A daily backup of progress without media; the newest 30 are kept |
| Include in device search | The interest and deck switch that decides whether cards appear in Spotlight |

— 12.3

Free and Pro

JustFlip! is free to use, with no limit on cards. Pro removes the two library limits and adds a handful of power features. A free trial, where offered, unlocks the Pro features for its duration.

| Feature | Free | Pro | Chapter |
|---|------|-----------|---------|
| Interests | 3 | Unlimited | 1 |
| Decks per interest | 5 | Unlimited | 1 |
| Cards, formatting, pictures, sound, image occlusion | ✓ | ✓ | 3, 4 |
| Import and export (Anki, CSV, deck files, archives) | ✓ | ✓ | 5 |
| Reviews, priorities, postponing, retiring | ✓ | ✓ | 2, 6 |
| The Play button and choosing voices | ✓ | ✓ | 7 |
| Apple Watch, widget, Siri, Spotlight | ✓ | ✓ | 8 |
| iCloud sync, backups, restore | ✓ | ✓ | 10 |
| Themes and text size | ✓ | ✓ | 11 |
| Ask AI about a card or a session | ✓ | ✓ | 9 |
| Ask AI about a whole deck | — | ✓ | 9 |
| Speak Cards and listening in the background | — | ✓ | 7 |
| Statistics | — | ✓ | 9 |
| Progress trackers | — | ✓ | 6 |
| Smart Schedule (beta) | — | ✓ | 6 |

Plans, purchases and restoring are in Chapter 1.

12.4

File formats

| File | What it holds | Made by | Imports as |
|-------------------------------|---|--|--|
| .flashcards | A deck, text only | An AI, the Decks page, you | Updates the matching deck (by question text) |
| .flashcards.zip | A deck with pictures and sound — or an interest archive | The coding-agent skill, the Decks page, Export archive | A deck file updates by question; an archive restores its interest, progress included |
| .apkg, .colpkg | An Anki deck or collection | Anki | New decks, or skip / update what you already have |
| .csv | One card per row | Any spreadsheet | Always a new deck |
| .flashcards-stats.csv / .json | Statistics, for reading | Export statistics | Can't be imported |
| .justflip | A full backup of the library | Automatic backups, Export Backup | Settings › Data Safety › Restore Backup |

The content format for deck files, written for AI tools and deck authors, is published with the [AI prompt](#).

12.5

Keyboard shortcuts

On a Mac, and on an iPad with a hardware keyboard:

| Key | Action |
|---------------|--|
| Space | Flip the card, or reveal an occlusion region |
| 1 · 2 · 3 · 4 | Again · Hard · Good · Easy |
| Return | Check a typed answer |
| ⌘ I | Import Cards... (Mac) |
| ⌘ E | Export Interest... (Mac) |

The details, including why a key sometimes does nothing, are in Chapter 8.

— 12.6

Markup at a glance

| You write | You get |
|---|---|
| <code>**bold** · *italic* · `code`</code> | bold · <i>italic</i> · <code>code</code> |
| <code>{{c1::answer::hint}}</code> | A blank with an optional hint |
| <code>::: hero ... :::</code> | Very large, centred content |
| <code>\$x^2\$ · \$\$... \$\$</code> | Inline maths · a maths block |
| <code>```swift · ```mermaid</code> | Highlighted code · a diagram |
| <code> A B + --- --- </code> | A table, at most 2 × 5 |
| <code>![attachment:0]</code> | The side’s picture, here |
| <code>[shown]{spoken}</code> | Say something else aloud |

The full cheat sheet, with every rule, closes Chapter 3.



JustFlip!

just-flip.app