
READ.ME FILE FOR PROGRAM DISKETTE

1. INTRODUCTION

Welcome to Spellbinder! Spellbinder's READ.ME files consist of four parts:

1. Introduction -- this section explains the contents of this file.
2. New Features -- this section describes the newest changes which didn't make it into the printed documentation.
3. Hints and Tricks -- read this section to learn new ways to get the most out of Spellbinder.
4. Known Problems -- unfortunately, because of their complexity, all software programs contain bugs. Spellbinder is no different. Instead of keeping these limitations and problems hidden, we feel it is important to be up front and to suggest ways of working around the problems. The section titled "Known Problems" describes problems that we are aware of and suggestions for avoiding their affects.

2. NEW FEATURES

COMMAND:MA -- This command displays the memory available outside of the currently used edit, hold, and delete buffers. Since the total amount of memory available is limited, it is sometimes necessary to know how much space remains. Issue the command MA to display the amount of unused RAM available for additional edit, hold, and delete buffer space.

CURSOR SIZE IS CONFIGURABLE

It is now possible to configure the cursor using two values in internal configuration table 128. To access Table 128, clear the Spellbinder workspace and issue the command PS128 in the command mode. The following characters will appear in the workspace:

```
&128
 000 000 040 000 000 002 000 025 080 025 080 001 000 000 001 000
 006 007 000 000 000 000 000
   ^   ^
  (1) (2)
```

- (1) Top scan line of cursor
- (2) Bottom scan line of cursor.

Change the values marked as (1) and (2) using the following description to determine the correct values.

There are 8 (0-7) scan lines on CGA and EGA screens and 14 (0-13) on monochrome screens. The values 6 and 7 for (1) and (2) respectively will make the cursor look like an underline character on a color screen. The values 12 and 13 will make the cursor look like an underline character on a monochrome screen.

After you have changed these values, install this table by issuing the command T/PS and then XS to make the change permanent.

KEY TO GO FROM COMMAND TO EDIT MODE

It is now possible to specify the key used to make the transition from Command mode to Edit mode. Follow the previous instructions for fetching the internal configuration Table 128. Next change the value indicated in the sample below to specify desired key. After making this change, install and save the new table using the T/PS and XS commands as described in the previous section.

```
&128
 000 000 040 000 000 002 000 025 080 025 080 001 000 000 001 000
 006 007 013 000 000 000 000
```

^
Character Code for Command to Edit mode.

Use the following table to determine the correct value. For example, if that value was set to 13, typing Enter would cause Spellbinder to change from Command to Edit mode. Keep in mind that no matter what value is used in Table 128, the standard Ctrl-Q will always cause Spellbinder to change from Command mode to Edit mode.

Val	Key
---	-----
000	none
001	Ctrl-A
002	Ctrl-B
003	Ctrl-C
004	Ctrl-D
005	Ctrl-E
006	Ctrl-F
007	Ctrl-G
008	Ctrl-H
009	Ctrl-I
010	Ctrl-J
011	Ctrl-K
012	Ctrl-L
013	Ctrl-M, Enter
014	Ctrl-N
015	Ctrl-O
016	Ctrl-P
017	Ctrl-Q
018	Ctrl-R
019	Ctrl-S
020	Ctrl-T
021	Ctrl-U

022 Ctrl-V
023 Ctrl-W
024 Ctrl-X
025 Ctrl-Y
026 Ctrl-Z
027 Escape
127 Delete

3. TRICKS AND HINTS

New in Spellbinder version 6.1 is the ability to execute multiple commands from the DOS command line. A common application of this feature is to automatically load several files into different edit buffers upon starting Spellbinder.

For example to read the files SAMPLE.TXT, TESTING.DOC, and REVIEW.TXT into edit buffers 1, 2 and 3 respectively issue the following DOS command line commands.

```
SB B:SAMPLE.TXT "EN" "R" "B:TESTING.DOC" "EN" "R" "B:REVIEW.TXT"
```

The above command-line executes Spellbinder (SB), reads the file B:SAMPLE, moves to the next edit buffer (EN), reads the file B:TESTING.DOC, moves to the next edit buffer and reads B:REVIEW.TXT.

The above example explicitly issues each of the Read file commands to illustrate chaining Spellbinder commands on the DOS command line. For the particular application of loading several files upon loading Spellbinder, there is the following short-cut:

```
SB B:SAMPLE "EN" B:TESTING.DOC "EN" B:REVIEW.TXT
```

This series of commands takes advantage of the fact that when Spellbinder encounters a filename on the DOS command-line it automatically loads the contents of that file into the current workspace.

4. KNOWN PROBLEMS

-- Each time a macro clears the screen, seemingly random text is put into the delete buffer. This occurs because many Spellbinder macros use the delete commands during operation. You may not realize that this is happening unless you accidentally press the undelete key (Ctrl-N) immediately after running a macro.

DICTIONARY MAINTENANCE DOCUMENTATION

The speller's dictionary consists of two files named RAM.LEX and MAIN.LEX. The former, which contains several thousand commonly used English words, will always be loaded into memory, and is always consulted before the main list. You cannot modify RAM.LEX but you should not have to.

MAIN.LEX contains all of the words that the speller knows about. The main dictionary is relatively large and the speller will use it directly from the disk if there is not enough room to load it into memory. When you add or remove words, you are adding to or removing from MAIN.LEX.

If your auxiliary dictionary grows too large for the speller to load all at once, or if you need to work with a large specialized vocabulary as in the legal or medical fields, you can add words directly to the speller's main dictionary.

You can also remove words from the main dictionary. This would be appropriate if we have included variant spellings of a particular word and you want to ensure that only one particular spelling is accepted in your documents.

>>The MAINT.EXE Program<<

Preparing to Add or Delete Words

MAINT takes a list of the words you want to add or remove in the form of a standard ASCII text file. You can create such a list using your word processor, or you can use one of the speller's exception files or an auxiliary dictionary. When you are adding words, MAINT offers LEX.AUX as the default file containing the words to be added.

If you want the speller to recognize all variants of a particular word, you have to enter each of them. Similarly, removing a word affects only that word. It is all right if the list of words to add contains entries that are already in the dictionary--MAINT will not make duplicate entries.

MAINT requires that the word list you give it have only one word per line. The word list may not contain auto-correction entries, words containing foreign characters, words containing numbers, or words containing hyphens. The word list does not have to be alphabetized and upper, lower, or mixed case words are acceptable. All entries are currently assumed to be non-case sensitive. Word lists should be limited to about 12,500 words.

Running MAINT

Start MAINT by typing [maint<Enter>] at the Dos prompt. MAINT will prompt you for all of the information it needs, namely:

- Whether to add or remove words. Adding words (+) is the default; type [-] if you want to remove words.
- The name of the file containing the list of words you want to add or remove. The default for adding is LEX.AUX in the current directory.
- The (sub)directory where dictionary file MAIN.LEX is located if it is not in the current directory. Do not give the file name MAIN.LEX as part of your response; the path is all that is required, e.g. C:\WP\SPELLER.
- The (sub)directory where you want to send the new MAIN.LEX. By default, this will be the same place as the original MAIN.LEX. Specify a different directory if you don't want to replace the original dictionary, or if you are using floppies and there isn't enough room for another (possibly larger) copy of MAIN.LEX. Otherwise, press Enter to accept the default.

You can exit from MAINT at any of the prompts or while it is working by pressing the Esc key. (You might have to wait a little while before it is recognized if MAINT is working.) MAINT takes several minutes to update the dictionary no matter how few words you are adding because it has to rebuild the entire dictionary. You can keep track of its progress because it displays the current status, letter by letter, as it rebuilds the dictionary.

When MAINT finishes, the new dictionary will be named MAIN.LEX. Your original dictionary will be named MAIN.BAK; thus, if you make a mistake or anything goes wrong, you can easily recover. You can delete MAIN.BAK if you want to recover the space it uses.

How to Add More Than 12,500 Words at Once

As mentioned above, MAINT can normally only deal with word lists containing fewer than 12,500 words. This is because it has to sort the list and there is a limited amount of memory available.

If you can provide MAINT with an already sorted list, the 12,500 word limit does not apply and you can give any reasonable number of words. To ensure that MAINT does not attempt to sort the list, use the -s option when you start it, i.e. type: maint -s. If you do this, be sure that the word list you give is properly sorted in normal alphabetical order; otherwise, you risk destroying the integrity of the dictionary. We suggest that you convert everything to upper or lower case before sorting to obviate problems caused by capitalized words sorting to the beginning of the list. Since an inaccurate word list can cause problems when running MAINT -s, please use this function carefully.