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ATSPELLER FOR ATARIWRITERTM HOME MANAGEMENT

Check spelling directly with ATARIWRITERTM
(ages 12 and up)

by R. Stanley Kistler

Requires: ATARIWRITERTM Cartridge

Diskette version (1) One or two ATARI 810
or 1050 Disk Drives

32K RAM

(APX-20262)

Edition A

CONSUMER-WRITTEN PROGRAMS FOR

ATARI
HOME COMPUTERS

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ATARI Program Exchange

ATSPELLER FOR ATARIWRITER™

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ATSPELLER for ATARIWRITERtm

by

R. Stanley Kistler

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Introduction

OVERVIEW

ATSPELLER FOR ATARIWRITER is a dictionary for your ATARIWRITER cartridge. It allows you to check the words in a document that you're editing with ATARIWRITER. You find spelling errors by comparing your words with a dictionary diskette that contains over 30,000 words. And it does this checking while the ATARIWRITER cartridge is still in the computer!

In addition, the program allows you to create your own dictionaries with words that aren't in the basic dictionary. It isn't necessary to boot a separate program to check the spelling, and you can continue to make changes in the text using ATARIWRITER after you've checked the document for spelling.

Technically, ATSPELLER for ATARIWRITER is a bundled software package designed specifically for the ATARIWRITER cartridge.

PROGRAM FEATURES

The ATSPELLER FOR ATARIWRITER program can check each word in your file (once it's loaded into memory using the "LOAD file" command, or created using the "CREATE File" command). It looks up the word in a basic dictionary that contains over 30,000 words.

In addition, the program allows you to create additional dictionary files (it even helps you to create them) for words that don't appear in the basic dictionary. For example, you might want to add some foreign words, legal terms, brand names, or other expressions you use often.

If the word is found in the dictionaries, it's

considered to be spelled correctly. If the word isn't found in the dictionaries, it's considered to be incorrectly spelled. If a word is incorrectly spelled, you have the option of correcting the word or just having the program report that it found a questionable word (either by printing it on the TV screen, or on the TV screen and the printer).

Of course the ATSPELLER FOR ATARIWRITER program can't tell you whether you've used the word correctly in the context of your writing. It won't point out that you used "loose" when you should have used "lose," for example.

EFFECT ON ATARIWRITER DOCUMENT SIZE

It certainly is true that you can't get something for nothing—it's true of ATSPELLER, too. What it costs you is approximately one-half of the text buffer available for use with ATARIWRITER. This means that you can write half as much in your file as you could without ATSPELLER FOR ATARIWRITER. Using the program, you have room for a document with approximately 10,000 characters in it.

Don't forget that ATARIWRITER also allows you to chain files for printing, so that there really isn't a limit on the total document size that ATSPELLER FOR ATARIWRITER can handle. If you have a file that's larger than 10,000 characters, just use ATARIWRITER to split it into two separate files. You can then check each piece separately using ATARIWRITER.

REQUIRED ACCESSORIES

32 RAM

ATARIWRITER Cartridge

One or two ATARI 810 or 1050 Disk Drives

OPTIONAL ACCESSORIES

ATARI printer or equivalent printer

Diskette(s) containing text files

CONTACTING THE AUTHOR

**Users wishing to contact the author may write to
him at:**

**1150 Norumbega Dr.
Monrovia, CA 91016**

Important Notice

It's a good idea to make a backup copy of the ATSPELLER FOR ATARIWRITER dictionary diskette before you begin to work with the program.

To duplicate the diskette, call the DISK Operating System (DOS) menu and select option J, Duplicate Disk. Insert the source diskette (the dictionary diskette) and the destination diskette in two separate drives and let the duplication process go on automatically. (Note: This option copies sector by sector. Therefore, when the duplication is complete, any files previously stored on the destination diskette will have been destroyed.)

For more information on duplicating a diskette, see Section 4 of the Disk Operating System II Reference Manual that comes with your Atari disk drive (Atari Publication C016347).

Getting started

To use the ATSPELLER FOR ATARIWRITER program, take the following steps:

1. Be sure that your computer is turned off, and then insert the ATARIWRITER cartridge in the cartridge slot of your computer.
2. Turn on your disk drive and wait for the BUSY light to go out.
3. When the BUSY light goes out, insert the diskette marked ATSPELLER FOR ATARIWRITER Program Disk into your disk drive (drive 1 if you have more than one disk drive).
4. Turn on your TV and your computer. ATSPELLER FOR ATARIWRITER will automatically load into computer memory and be available for you to use whenever you wish. You see the ATARIWRITER menu on the screen.
5. Use ATARIWRITER as you normally would to prepare or edit a text (see the ATARIWRITER manual). When you're ready to check a file that you've loaded into memory using the ATSPELLER FOR ATARIWRITER program, follow the instructions in this manual.

If you use a printer driver with the ATARIWRITER cartridge (Available from the Atari Program Exchange as program APX-20223), see the "Using a Printer Driver" section of this manual for instructions on how to prepare a version of the ATSPELLER FOR ATARIWRITER program including the printer driver you normally use. (Note: a printer driver is normally used when you don't have one of the four printers supported by the ATARIWRITER cartridge. See the ATARIWRITER Manual and the APX Catalog for more information.)

Using ATSPELLER FOR ATARIWRITER

You really can't tell the difference when ATSPELLER FOR ATARIWRITER is loaded in your computer. All the features of ATARIWRITER are still available. You can edit files, load files, delete files, create files, format disks, do an index of the files on your disk, and print files just the way you normally do.

The only difference is that you can write only half as much of your text in each file. The program takes up some of the space you use for your writing.

When you want to check the spelling of a letter (or any other text that you've written with ATARIWRITER), load that file into computer memory. Use the L command from the main menu of ATARIWRITER. (If you already have the file in memory, you won't have to load it.)

Once you've loaded the text you want to check into computer memory, return to the menu of ATARIWRITER. (If you're editing a file, or have created a file, press the ESC key to return to the ATARIWRITER menu.)

Next, press the A key. The ATSPELLER FOR ATARIWRITER menu shown in Figure 1 (below) appears on your screen. You're now ready to use the features of the ATSPELLER FOR ATARIWRITER program described in the following sections of this manual.

ATSPELLER

SPELLING OPTIONS

CORRECT Errors

HIGHLIGHT Errors

PRINT Errors

OTHER COMMANDS

DICTIONARY Search

LOAD Personal Dictionary

RETURN to ATARIWRITER

SAVE Personal Dictionary

SELECT LETTER _

Figure 1 ATSPELLER FOR
ATARIWRITER menu

To make a selection from the ATSPELLER FOR ATARIWRITER menu, just press the appropriate key. You don't have to press the RETURN key after you make your selection. To return to ATARIWRITER, just press the R key, and the ATARIWRITER menu appears on your screen.

SPELLING OPTIONS

The three different spelling options available on ATSPELLER FOR ATARIWRITER are illustrated in Figure 1. You can correct spelling errors, highlight spelling errors, or print the spelling errors on your printer.

A word is considered to be spelled incorrectly if it isn't found in the dictionary. This doesn't mean that the word isn't correctly spelled. It just may not be in the dictionary. For example, the program will probably highlight your name as a misspelling. For this reason, the ATSPELLER FOR ATARIWRITER program lets you create and maintain your own personal dictionary files (see the Personal Dictionary Section of this manual). These files can include names you use often.

The program displays the text in your file on your screen for any of the spelling options. It's almost exactly the same as it appears when you're editing the text. As each word in the file is checked, it's printed on your screen, and the text scrolls upward as the document is checked for spelling.

However, there's one very important difference. ATSPELLER FOR ATARIWRITER program displays every word in normal video (white letters on a blue background) UNLESS the word isn't found in the dictionary file. Then it's shown in reverse video (blue letters on a white background). If you have some words already in reverse video (which tells ATARIWRITER to underline the words as they're printed), the program DOES NOT remove the reverse video. It just shows the word in normal video as it checks for spelling.

The three different spelling options are as follows:

1. CORRECT Errors

With this option, the ATSPELLER FOR ATARIWRITER program stops each time it encounters a word that it doesn't find in the dictionary. When it stops, it gives you the option to correct the word, search the dictionary, or leave the word unchanged. Type C to choose this option.

Follow the instructions in this prompt:

INSERT ATSPELLER DICTIONARY DISKETTE
IN DISK DRIVE 1, THEN PRESS RETURN

(Note that this prompt will say "DRIVE 2" in two-drive systems.)

The program displays these instructions in the message window (the three lines at the bottom of your TV screen).

C RETURN - CORRECT WORD CHOICE:
D RETURN - SEARCH DICTIONARY
RETURN - KEEP THIS SPELLING

Figure 2 Word Correction Options

Correcting a Word

To correct a word, press C and then the RETURN key. The following display appears in the message window:

ENTER CORRECTED WORD OR JUST RETURN
SPELLING: _

Figure 3 Prompt for a New Spelling

Type the word exactly as you want it in the text (using upper case, lower case, with or without inverse video). When you've entered the word, press the RETURN key.

If you've changed your mind, and don't want to correct the word, press the RETURN key without entering a new spelling and ATSPELLER FOR ATARIWRITER returns to the message shown in Figure 2.

If you enter a new spelling, the program prints this question:

ARE YOU SURE? (Y/N) _

Look at the word carefully, and if it's typed as you intended, press the Y key. If you've made a mistake and wish to type the word in again, press the N key. If you press N, the program prints the message shown in Figure 3 again. After you press the Y or N key, you must press the RETURN key.

Searching The Dictionary

If you're pretty sure that the word isn't spelled correctly, but you don't know how it should be spelled, you can search through the dictionary for the correct spelling. Type D and press the RETURN key. This prompt appears in the message window at the bottom of the screen:

SEARCH FOR _

Now enter as much of the word as you think you can spell correctly (but you must enter two or more letters). Suppose you're trying to spell "consciousness". You'd guess that it would start with "cons," even if you weren't sure about the rest. Type these four letters.

The program then searches through the dictionary to show you all the words that start with the letters you've given. The words appear on the top three lines of the TV screen, and three more words are printed on each line (for a total of nine words).

If there are more than nine words that start with the letters you've given, the program prints the first nine. Then this prompt appears:

RETURN TO CONTINUE SEARCH,C TO CANCEL

If you press the RETURN key, nine more words will be shown (if there are nine more that start with the combination of letters that you've given).

If you typed letters that don't begin any words in the dictionary, this message appears:

NOT FOUND

Press the RETURN key to start over.

If you press the C key, the "SEARCH FOR" prompt appears in the message window. When you finish searching through the dictionary, just press the RETURN key when the program asks you what to search for. The program returns to the correction menu shown in Figure 2.

The last nine words that were found remain on the top three lines of the display. You can then easily copy the spelling when you're correcting the word.

Leaving the Spelling the Same

If you check the word, and believe that it's correctly spelled, just press the RETURN key when the prompt shown in Figure 2 appears at the bottom of the screen. That does two things:

First, it keeps the spelling of the word as it is. Second, ATSPELLER FOR ATARIWRITER memorizes the word, so that, if you've used the same word again, it won't ask you again if it's correct.

After all the text has been checked, you have a chance to store the words that the program has "learned" in a personal dictionary file for later use.

2. HIGHLIGHT Errors

If you just want to check the words, but not correct them (for example, if you've made only a few changes and just want to check for a typing error), you can use the HIGHLIGHT Errors option. Type H. Words that aren't found in the dictionary are printed in inverse video (blue letters on a white background) as the text is printed on the screen.

In this option, the program won't stop and ask for correction when it finds an incorrect spelling, and it won't memorize the words as with the correct spelling errors option.

3. PRINT Errors

The PRINT Errors option is exactly like the HIGHLIGHT Errors Option above, except that each word that isn't found in the dictionary is also printed on the printer. The entire text isn't printed — only the misspelled words.

First make sure your printer (and your interface module, if you're using one) are turned on, and the printer is switched to the ONLINE position. Type P to choose this option.

If you don't have a printer, or it isn't turned on when you press the P key, the message "PRINTER DID NOT RESPOND" appears in the message window and the request is ignored. If you forgot to turn on your printer or interface module, type P again after you've checked the printer. The questionable words are printed in lower case, one

word per line.

COMMON PROMPTS AND MESSAGES FOR SPELLING OPTIONS

If you're using one of the three spelling checking options discussed above, you see several messages from time to time, as follows:

NO FILE IN MEMORY

This message is printed if you haven't loaded a text to check. To load a text file, use the RETURN to ATARIWRITER option, and then select L for LOAD file from ATARIWRITER.

INSERT ATSPELLER DICTIONARY DISKETTE IN DISK DRIVE x, THEN PRESS RETURN

Figure 4 Dictionary request message

To check the text for spelling, the program needs its dictionary diskette. When you see the prompt above, insert the diskette marked "ATSPELLER FOR ATARIWRITER Dictionary Disk" in the disk drive indicated in the message (the "x" above will be replaced by the number of the disk drive), and press the RETURN key. If you insert the wrong diskette, the program asks for it until you insert the correct one.

While the program is checking the words for spelling, this message appears in the space at the bottom of the screen:

PRESS ESC TO RETURN TO MENU

To stop the checking, press the ESC key. The

program returns to the main menu (Figure 1).

After the program checks all the words, it displays this message:

xxxx WORDS IN DOCUMENT
PRESS RETURN TO CONTINUE

The x's are replaced with the number of words found in the text. The number of words is approximate, since numbers are also counted as words. When you press the RETURN key, the main menu (Figure 1) reappears.

DICTIONARY SEARCH

To choose the DICTIONARY Search option, press the "D" key (see Figure 1). The program first prompts you to insert the ATSPELLER FOR ATARIWRITER Dictionary Diskette in drive 1 (or drive 2 in a two-drive system), and press the RETURN key. After you insert the dictionary diskette, the program asks what letters to search for.

Now enter as much of the word as you think you can spell correctly (at least two letters). The program searches through the dictionary and shows you all the words in the basic dictionary (and any Personal Dictionary Files that you've loaded) that start with those letters.

If there are more than 63 words beginning with the letters you've specified, the program fills the screen with the words. Then it pauses and displays this message:

RETURN TO CONTINUE SEARCH, C TO CANCEL

If you want to continue listing words, press the RETURN key. If you press the "C" key, the

"SEARCH FOR" prompt appears in the message window.

If the program can't find any words beginning with those letters, the message "NOT FOUND" appears. After all the words from the dictionaries have been displayed, you see the "SEARCH FOR" prompt in the message window. If you're finished searching through the dictionary, press the RETURN key. ATSPELLER FOR ATARIWRITER returns to the main menu (Figure 1).

LOADING A PERSONAL DICTIONARY FILE

To load your own personal dictionary, type L when the menu shown in Figure 1 is on the screen. ATSPELLER FOR ATARIWRITER checks to see if there's enough space available for a personal dictionary in computer memory. If not, the program displays this message:

NO ROOM TO LOAD DICTIONARY WORDS

The program prompts you for another command from the menu.

If there is enough room for your personal dictionary, you see this prompt:

ENTER PERSONAL DICTIONARY FILE
NAME
FILE:

Figure 5. Personal Dictionary
File Name Request

Type the name of the file that contains your list of words and press the RETURN key.

Note. DO NOT include the disk drive in the file name (D: or D1:, for example). You MAY NOT load a list of words from a cassette file.

If you've changed your mind, and you don't want to load a personal dictionary file, just press the RETURN key when the prompt asks for the file name.

After you've typed the file name, the program instructs you as follows:

INSERT PERSONAL DICTIONARY DISKETTE
IN
DRIVE 1, THEN PRESS RETURN

Figure 6 Request for
Personal Dictionary Diskette

If you make a mistake and request a file that's not on the diskette, you see this message:

FILE NOT FOUND

The program returns to the menu (Figure 1).

After all the words in the personal dictionary have been loaded into memory, you see this message:

xxx WORDS LOADED FROM DICTIONARY

The "xxx" is replaced with the number of words loaded from the file. The program returns to the menu (Figure 1). These words are now available, for use with one of the spelling options.

Suppose you're loading your personal dictionary file, and you already have a large document in memory. If there are more words in the file than there is space to load them, the following message appears.

MEMORY FULL INCOMPLETE DICTIONARY LOAD

You may load more than one personal dictionary into memory at the same time using the LOAD Personal Dictionary option (but the files must be loaded one at a time). If you load more than one file into memory, all the words are available. (The new words won't replace the ones loaded previously.)

RETURNING TO ATARIWRITER

After you've finished checking the spelling, you may select the RETURN to ATARIWRITER option from the menu (Figure 1). Type R to see the ATARIWRITER menu. However, before you return to ATARIWRITER, there are a few items to consider:

1. The words loaded from a personal dictionary file won't be available when you return to ATSPELLER FOR ATARIWRITER. They must be loaded again.
2. Any words "learned" by ATSPELLER FOR ATARIWRITER will also be forgotten. It's a good idea to save the words (using the SAVE Personal Dictionary command) before returning to ATARIWRITER.
3. Any information that was in the "fail-safe" buffer (see the ATARIWRITER manual) is lost when you're using ATSPELLER FOR ATARIWRITER. Ordinarily with ATARIWRITER, when you delete a line you can recover it with the OPTION INSERT key combination. You can't do this when you're using ATSPELLER FOR ATARIWRITER.
4. There's no limit on how many times you may go back and forth between ATARIWRITER and ATSPELLER FOR ATARIWRITER. You may load

many files with ATARIWRITER, then use the
ATSPELLER FOR ATARIWRITER program to check
each one for spelling.

SAVING A PERSONAL DICTIONARY FILE

Suppose you chose the CORRECT Spelling Errors option and checked a document for spelling. You told the program that some of the highlighted words were correct. ATSPELLER FOR ATARIWRITER automatically "learns" those words. You can add them to your personal dictionary.

To save the new words with the old, choose option S from the menu (Figure 1). ATSPELLER FOR ATARIWRITER first sees if there are any words in memory to store. If not, it displays this message:

NO WORDS IN MEMORY TO SAVE

The program returns to the menu shown in Figure 1.

If there are words in memory to store, the program prompts you for the file to store the words in, as follows:

PERSONAL DICTIONARY SAVE FILE NAME?
FILE:

Figure 7 Personal Dictionary
Save File Name

DO NOT include the disk drive designation (D: or D2:, for example). You MAY NOT save the personal dictionary words on a cassette.

Next, you're instructed to place the diskette in the appropriate disk drive and press the RETURN key. ATSPELLER FOR ATARIWRITER always prompts you to insert the Personal Dictionary diskette in drive 1.

The program checks to see if the file already

exists on the diskette. If it does, the program asks this question:

REPLACE EXISTING FILE? (Y/N) _.

If you say no (by typing N), ATSPPELLER FOR ATARIWRITER returns to the main menu (Figure 1). If you type Y, the file is deleted. After you type Y or N, you must press the RETURN key.

Caution: a deleted file is really gone. There's no way to recover it!

Once the file has been opened, all the old words that were loaded from a personal dictionary file or files are stored in it. Then the program asks if you want to select the "learned" words to store in the file, as follows:

SELECT WHICH WORDS TO STORE? (Y/N) _

Figure 8 Choosing which words to store

If you say no (by typing N and pressing the RETURN key), ATSPPELLER FOR ATARIWRITER stores all the words it learned.

If you type Y and press the RETURN key, ATSPPELLER FOR ATARIWRITER displays the words it has learned, one at a time, on the screen. Then it prompts you for permission to store the word:

STORE WORD? (Y/N) _

Type Y and press the RETURN key to store the word. Stored words scroll up the screen.

Type N and press the RETURN key if you don't want to store the word. Words that aren't stored

are erased from the screen.

Several errors may occur when you specify a file name or write words to the personal dictionary file.

If the program can't find the specified file, it displays this message:

ERROR OPENING FILE

If you've specified a file name that you can't use (see the ATARIWRITER manual for a description of how to create a file name), this message appears:

FILE NAME ERROR

Finally, you might make an error while you're writing the words to the dictionary file. Your diskette might be unnotched or defective, or you might not have formatted it. You see this message:

ERROR WRITING DICTIONARY WORDS TO DISK

If the program notes any of these errors, it returns to the main menu (Figure 1).

Using a Printer Driver

If you have a printer other than the four choices available with ATARIWRITER, you can purchase a printer driver from the Atari Program Exchange (APX-20223). If you normally use one of the printer drivers, the instructions in this section of the manual show you how to prepare a special version of ATSPELLER FOR ATARIWRITER that includes the printer driver you use.

You make your special version of the ATSPELLER FOR ATARIWRITER using the ATARIWRITER cartridge. You can write less text than usual (approximately 1,800 bytes less) when you add the printer driver to ATSPELLER FOR ATARIWRITER.

To make a version of ATSPELLER FOR ATARIWRITER including a printer driver, follow the instructions given below.

1. Prepare a new copy of the system diskette. See the Disk Operating System II Reference Manual (Atari publication number C016347) section on "Creating a System Diskette" if you aren't sure how to prepare a system diskette. This publication comes with your Atari disk drive.
2. Turn off your computer and insert the ATARIWRITER cartridge in the cartridge slot of your computer. Turn on the disk drive (drive 1 if you have more than one). When the busy light goes out, insert the system diskette prepared in Step 1 in the disk drive. Turn on the computer and TV set (or monitor).
3. When the busy light goes out on the disk drive, remove the system diskette and insert the ATARIWRITER Printer Driver Diskette (APX-20223) in the disk drive.
4. Select the appropriate file name for the printer driver you need from the ATARIWRITER Printer Driver Manual (for example, if you have an Epson

MX-80 printer, the file name is EPSNMX80).

5. Load that file using the LOAD File option of the ATARIWRITER cartridge (see the ATARIWRITER Manual if you aren't sure how to load a file).
6. When the file is loaded and the disk drive stops spinning (the busy light goes out), remove the printer driver diskette and insert the ATSPELLER FOR ATARIWRITER Program diskette in the disk drive.
7. Choose the edit option of ATARIWRITER by pressing the "E" key. The information displayed on the screen won't make any sense to you at all. There will be multiple cursors, and many graphic symbols. Don't worry about it. That's normal.
8. Go to the end of the text (hold down the SELECT key and press the "B" key once).
9. Hold down the OPTION key and press the "L" key once.
10. In the message window at the bottom of the screen, the program prints this message:

LOAD DEVICE:FILENAME _

Enter this name:

ATSPELLR

Press the RETURN key.

11. When the file has loaded, press the escape key (ESC) to return to the ATARIWRITER Menu.
12. Remove the ATSPELLER FOR ATARIWRITER program diskette from the disk drive and put the system diskette prepared in Step 1 into the drive.

13. Press the "S" key (SAVE File option). When the "SAVE DEVICE:FILENAME" message appears in the message window at the bottom of the screen, enter the name:

AUTORUN.SYS

and press the RETURN key.

14. When the disk file has been stored, your new diskette is ready for use immediately. You may turn off the computer and turn it back on, and ATSPPELLER FOR ATARIWRITER with your printer driver included loads into computer memory. Use this new diskette just like the ATSPPELLER FOR ATARIWRITER Program Diskette (see the Getting Started section of this manual).

A Few Words on Personal Dictionary Files

DESCRIPTION OF PERSONAL DICTIONARY FILE

A personal dictionary file is nothing more than a list of words that you can create (or ATSPELLER FOR ATARIWRITER helps you create) that don't appear in the basic dictionary of 30,000 words. You can enter each word in upper case, lower case, or even reverse video (blue letters on a white background). You may enter one word on each line, or more than one word on each line, provided that you leave one or more spaces between words. You don't have to put the words in alphabetic order.

Each word must start with a letter. The program ignores any words that start with a character other than A through Z (and a through z) when it loads your personal dictionary file. Also, you should not include any punctuation (? , ! , " , # , \$, % , & , @ , + , * , ^ , / , parenthesis, or any other nonalphabetic characters) in the words you enter in your personal dictionary file. The only exception is the single quotation mark (') used in contractions (can't, for example).

You can create many different personal dictionary files. You might have separate dictionary files for legal terms, medical terms, brand names, engineering terms, or computer terms (although most common computer terms are already in the basic 30,000 word dictionary.)

CREATING A PERSONAL DICTIONARY FILE

You can enter a list of words using ATARIWRITER, then save these words in a file on the disk. Then use ATSPELLER FOR ATARIWRITER (the LOAD Personal Dictionary command) to load this program to supplement the basic dictionary. Once these words are loaded, they're checked first whenever a

word is found in the text.

Each time you select the CORRECT Spelling Errors option, the program automatically learns the words that you tell it are correct (see the discussion of the CORRECT Spelling Errors option). This is one of the ways you can start the personal dictionary. After the checking is completed, you can use the SAVE Personal Dictionary option to store these words in a file on your diskette. You then load these words into memory before checking for spelling.

HOW MANY WORDS CAN I PUT IN MY PERSONAL DICTIONARY FILES?

That depends on how large a text file you want to check. For example, if you had a document that contained 4,000 characters, then you'd have room to load a personal dictionary file of over 650 eight-letter words. However, if your document was 10,000 characters long, your file would be too big to use any personal dictionary files.

You can get a good idea of how many characters are in your file by multiplying the number of sectors in the file by 125. Find the number of sectors in the file by choosing the "Index of Disk Files" from the ATARIWRITER menu.

TYPES OF WORDS TO STORE IN A PERSONAL DICTIONARY FILE

In general, you can use any word in a personal dictionary file. But it's not necessary to include some types of words: those containing a number, and possessive words (words that end with 's). If the word contains a number (for example, abc4), the program assumes that it's a "buzz" word, and doesn't mark it as incorrectly spelled. In addition, possessive words are automatically allowed. Therefore, if you add the word "Carl" to your personal dictionary file, the possessive (Carl's) is automatically considered correctly spelled.

Special keys

THE SYSTEM RESET KEY

Pressing the SYSTEM RESET key (or the RESET key on an XL computer) immediately returns you to ATARIWRITER. All the text in computer memory is retained. However, any words that were learned in a CORRECT Spelling Errors run or any words that were loaded from a personal dictionary file using the LOAD Personal Dictionary option are lost. In this way, using the SYSTEM RESET key is similar to using the RETURN TO ATARIWRITER option.

If you press the SYSTEM RESET key while you're using ATARIWRITER, it has exactly the same effect as if you hadn't loaded ATSPELLER FOR ATARIWRITER program into memory. ATSPELLER FOR ATARIWRITER is not erased from computer memory, and you can still use it.

THE BREAK KEY

When you're using ATSPELLER FOR ATARIWRITER, the BREAK key is disabled so that pressing it has no effect. If you press the BREAK key when you're using ATARIWRITER, it has exactly the same effect as if you hadn't loaded ATSPELLER FOR ATARIWRITER.

Advanced Technical Information

THE SPELLING DATA BASE

The words in the data base came from one of the spelling programs that are part of the RATFOR shell available from DECUS as a part of the VAX SIG (special interest group). Since there were over 43,000 words in this data base, the dictionary file was edited to produce a subset of words that would fit on the ATARI diskette. This list of words was supplemented by the 10,000 most commonly used words taken from the American Heritage Dictionary Word Frequency Book. Special attention was given to choosing the words most commonly used in general text applications. However, some compromises were necessary, but you can compensate for words you need using Personal Dictionary files.

SPELLING CONVENTIONS

Before looking up the word in the dictionary files, the programs checks for one of the special cases listed below. If the word fits into one of these, it's considered to be correct. This avoids nuisance errors that would cause many words to be flagged as incorrect. The conventions are as follows:

Any single letter word is considered correct.

Any word containing a number (for example, abc2) is considered a "buzz word." Buzz words are considered to be spelled correctly.

If a word ends in the possessive case (with an 's), the ending is removed before the word is checked. For this reason, it's not necessary to add possessive words to your personal dictionary file. (For example, if you add "Carl" to a Personal Dictionary File, the program won't flag the word "Carl's".

If no words have been marked as misspelled, you can't assume the text file has no errors. ATSPELLER FOR ATARIWRITER can't check for grammar, and it can't tell if the word is used correctly in its context.

THEORY OF PROGRAM OPERATION

The program starts by identifying the position of the words that were loaded into computer memory using ATARIWRITER (the LOAD File option). As it finds each word, it copies it into a special buffer for checking. It then converts the word to normal video, lower case, for checking.

If you have loaded a personal dictionary file (using the LOAD Personal Dictionary option), that list is checked to see if the word that was just found is there. If the word is there, ATSPELLER FOR ATARIWRITER won't look any further. The loaded Personal Dictionary is consulted first because looking through the computer memory for a word is much faster than searching the dictionary diskette.

If a word isn't found in the personal dictionary, a mini dictionary also contained in computer memory is consulted next. This dictionary contains the 100 most commonly used words in the English language taken from the American Heritage Dictionary Word Frequency Book. This cuts the time in looking up commonly used words, and increases the program execution speed.

If a word isn't found in either of the two dictionaries mentioned above, the program checks the words that have been "learned" (see the CORRECT Spelling Errors option) to see if the word is there. If it isn't, the program searches the ATSPELLER FOR ATARIWRITER Dictionary diskette for the word. Several techniques speed up this search, including multiple index files, compressed text (in five-bit form rather than normal eight-bit ASCII), and random access on the Dictionary diskette.

(INDEXB.DAT) and a dictionary file (WORDFILE.DAT). A primary index file is contained in the computer memory. The primary index file contains pointers for the first two-letter pairs into the secondary index file (INDEXB.DAT).

In operation, ATSPELLER FOR ATARIWRITER program first determines the first two letters in the word, and looks in the primary index table contained in computer memory to see if there are any entries for that letter pair. If there is an entry, the program points to that location in the secondary index file and begins reading entries. When it finds the proper match on the first four letters of the word, it then points to the proper location in the dictionary file and begins reading words. It continues until it finds the proper word, or until it has read past where the word should have been in proper alphabetic order.

PROGRAM EXECUTION SPEED

With the technique used to read the index files and dictionary, the maximum number of sector reads required to find a word is fifteen. The program reads up to five sectors from the secondary index file (INDEXB.DAT), and a maximum of ten sectors from the dictionary file (WORDFILE.DAT). The average number of reads required from the Dictionary diskette will be much less. The average word requires one read from the secondary index file and three reads from the dictionary file.

The maximum number of fifteen reads would require only about 0.10 seconds at the rate the ATARI serial bus operates. However, the time involved in positioning the heads, for the drive to acknowledge, and actual data transmission to take place is much greater. Based on timing runs on several different documents, an effective speed of 150 words per minute has been observed. Checking a typical letter (which normally contains 200 to 300 words) requires approximately one to two minutes.

Loading a Personal Dictionary file can have a dramatic effect on the time required to check a document. For example, the typical 200 word letter will contain only 50 to 75 unique words. If these were loaded from a Personal Dictionary file, the letter could be checked in less than five seconds.



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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

ATSPELLER FOR ATARIWRITER (262)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- Easy to use
- User-oriented (e.g., menus, prompts, clear language)
- Enjoyable
- Self-instructive
- Use (non-game programs)
- Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP



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[seal here]