SPELL-IT!

SPELLING CHECKER

VERSION 1.50

FOR THE

ATARI ST

BY

FRONTIER SOFTWARE

WELCOME

Welcome to this, the SPELL-IT! manual. The purpose of this manual is to show you how to get the best from SPELL-IT!.

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INTRODUCTION

How many times have you thought that a page of text typed into your favourite ST word processor had no misspellings, only to find dozens when you print out the text? Having bad spellings in your documents looks sloppy, is very annoying and worst of all, makes you seem very unprofessional. Your written words represent you in the world outside your house or office and therefore you want them to be as well presented as possible. Much of this presentation process is handled by your word processor. However most word processors don't mind in the least if you type a sentence such as:

'Mary had a little l(wb'

Unless you were having a very bad day, you'd probably pick up such mistakes at the first read through. However the less obvious mistakes (both typing and spelling) can reach the finished document without being caught and corrected. This is where spell checking programs, such as Spell-IT! come in.

SPELL-IT! HOW DOES IT WORK?

When you finish entering your latest masterpiece, it can be saved to disk in the usual fashion. Your document is then loaded into Spell-IT!. The program will then check each of the words in your text against its 30,000+ word dictionary at the rate of over 2,000 words per minute until all of the words have been checked.

Spell-IT! will then show you each word that it doesn't recognise in the context of its surrounding text. You can then decide whether to correct the word or add it to Spell-IT!'s user dictionary. In this way, you can supplement Spell-IT!'s dictionary with unusual words that you use frequently in your documents. After Spell-IT! has taken you through all the unknown words, you can save your corrected document back to disk ready to be loaded into your word processor for printing.

LOADING SPELL-IT!

Loading Spell-IT! is simply a question of displaying the disk directory on the desktop. Then just double click on the square icon marked SPELL-IT.PRG.

EXAMPLE SESSION WITH SPELL-IT!

On the Spell-IT! disk you might have noticed a file called 'EXAMPLE.DOC'. This file contains an example document which we are about to progress through, so that you can get practice at using Spell-IT! Follow these steps to spell check the example:

1. Load Spell-IT! by double clicking on the square icon marked SPELL-IT.PRG.
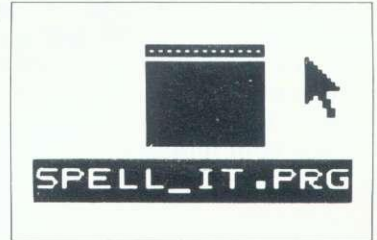
1. LOAD SPELL-IT!

2. Position your mouse on the File menu and select 'Load' from this menu with a single click.

2. SELECT LOAD

3. A file selector dialog will be displayed. Point the mouse at the name 'EXAMPLE.DOC' in the small window inside the selector and click the mouse button to select the example file. Then click on the 'OK' box to load the file.

3. LOAD EXAMPLE.DOC

4. The example file will be loaded and the mouse symbol will change from an arrow to a busy bee. During this time, Spell-IT! will sort the file in two stages or 'passes'. When the file has been sorted, the mouse symbol will return to being an arrow.
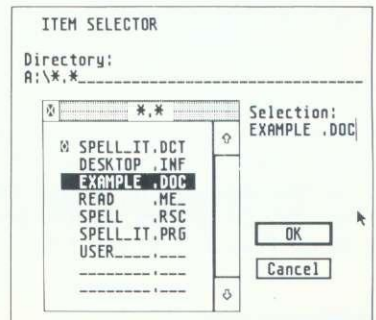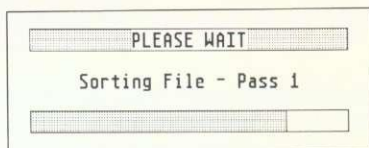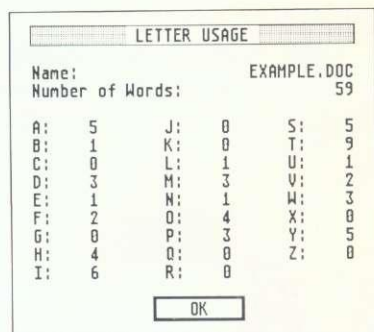
```
┌────────────────────────────────┐
│ ▓▓▓▓▓▓▓▓▓  PLEASE WAIT  ▓▓▓▓▓▓▓▓│
│                                │
│      Sorting File - Pass 1     │
│                                │
│ ▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒          │
└────────────────────────────────┘
```

4. FILE BEING SORTED

5. Pull down the File menu and select the 'Letter Usage' option by clicking on it. The number of words in the file will be displayed. This screen will also display the number of words beginning with the letter A, B, C etc. To exit from this screen press the return key, or click your mouse in the OK box.

```
┌────────────────────────────────────┐
│ ▓▓▓▓▓▓▓▓▓  LETTER USAGE  ▓▓▓▓▓▓▓▓▓▓│
│ Name:                   EXAMPLE.DOC │
│ Number of Words:                 59 │
│                                     │
│ A:  5      J:  0      S:  5         │
│ B:  1      K:  0      T:  9         │
│ C:  0      L:  1      U:  1         │
│ D:  3      M:  3      V:  2         │
│ E:  1      N:  1      W:  3         │
│ F:  2      O:  4      X:  0         │
│ G:  0      P:  3      Y:  5         │
│ H:  4      Q:  0      Z:  0         │
│ I:  6      R:  0                    │
│                  ┌──────┐           │
│                  │  OK  │           │
│                  └──────┘           │
└────────────────────────────────────┘
```

5. LETTER USAGE

6. Pull down the Dictionary menu and select the 'Spell Check' option. You will be asked to place the Spell-IT! dictionary disk in the drive. Since it is already there, press return. Spell-IT! will then proceed to load each letter from its dictionary until the entire file is checked. It will commence by checking words beginning with the letter A, then B, then C etc. As each letter is checked it will appear in turn at the top right hand corner of the screen.

```
┌────────────────────────────────┐
│                                │
│        Letter : k              │
│             🐝                 │
│                                │
└────────────────────────────────┘
```
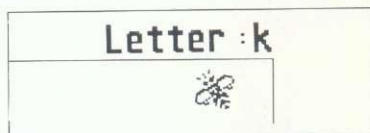
6. SPELL CHECKING

7. When the spell check is complete, Spell-IT! will display the number of unknown words in the document. These may be misspelt words, or words which are simply not in Spell-IT!'s 30,000 word dictionary.

```
┌────────────────────────────────┐
│ ▓▓▓▓▓▓▓  UNKNOWN WORDS  ▓▓▓▓▓▓▓│
│                                │
│ Unknown words:              4  │
│          ┌──────┐              │
│          │  OK  │▸             │
│          └──────┘              │
└────────────────────────────────┘
```
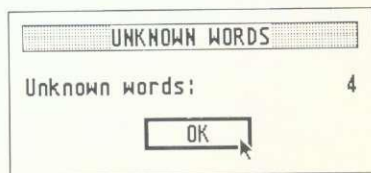
7. UNKNOWN WORDS

8. Pull down the Dictionary menu and select the 'In Context' option (this option is dealt with in more detail on the following page). Each unknown word will be displayed within its sentence.

a) You may choose to leave the word unchanged if it is spelt correctly. This word may be unique to the document, or alternatively may not actually be a word. Some word processors, for example ST Writer, include characters at the start of a file which are not words, but are formatting instructions to the word processor.

b) You may also choose to correct the word. You can do this by simply typing the correct spelling over the old one and then pressing the return key.

c) Your last choice is to add the word to the user dictionary. In this way Spell-IT! can be taught new words.

On your first run through using the EXAMPLE.DOC file, you can press SKIP on each word, while you are getting used to how the program works. Proceed through each unknown word. At any point you can leave this section of Spell-IT! by clicking on the ABORT box.

WORD IN CONTEXT

spellings, only to find dozens when you print out the text?

Havign

bad spellings in your document s looks sloppy, is very annoy

Accept, Correct, Add or Skip the word.

| Accept/Correct | ABORT |
| Add | Skip |
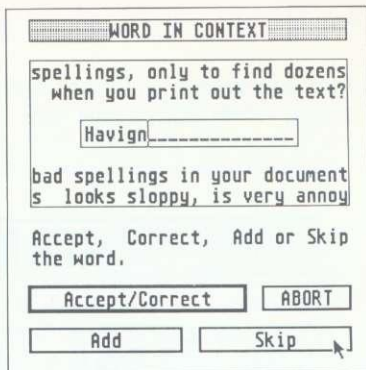
8. WORD IN CONTEXT

9. If you have changed your original word processed file, you can now save it back to disk, using the 'Save' or 'Save As' options from the File menu.

Desk **File** Dictionary Help
Load
Letter Usage

Save
Save As...

Quit

9. SAVE CHANGED FILE

10. If you have added any new words to your dictionary on the Spell-IT! disk, you should save this dictionary using the 'Save User Dict' option from the Dictionary menu.

Desk File **Dictionary** Help
Spell Check

In Context...

Save User Dict
Set Marker

10. SAVE USER DICTIONARY

THE 'WORD IN CONTEXT' DIALOG

When you select 'In Context' from the Dictionary menu, you are presented with a dialog which looks like this:

```
┌──────────────────────────────────────────────┐
│ ▓▓▓▓▓▓▓▓▓▓▓▓▓ WORD IN CONTEXT ▓▓▓▓▓▓▓▓▓▓▓▓▓   │
│                                                │
│ ┌────────────────────────────────────────────┐│
│ │ spellings, only to find dozens               ││
│ │    when you print out the text?              ││
│ │                                              ││
│ │    ┌──────────────────────────────┐          ││
│ │    │ Havign_____ │          ││
│ │    └──────────────────────────────┘          ││
│ │                                              ││
│ │ bad spellings in your document               ││
│ │ s   looks sloppy, is very annoy              ││
│ └────────────────────────────────────────────┘│
│                                                │
│ Accept,  Correct,  Add or Skip                 │
│ the word.                                      │
│                                                │
│ ┌─────────────────────────┐  ┌──────────────┐ │
│ │    Accept/Correct        │  │    ABORT     │ │
│ └─────────────────────────┘  └──────────────┘ │
│ ┌─────────────────────────┐  ┌──────────────┐ │
│ │         Add              │  │    Skip    ▶ │ │
│ └─────────────────────────┘  └──────────────┘ │
└──────────────────────────────────────────────┘
```

WORD IN CONTEXT

Each unknown word is then shown in succession. For each word you have the following choices:

1. SKIP: By clicking on the SKIP box, you can leave this particular occurrence of the word unchanged. Further occurrences later in the document will then still be flagged so that you can make a decision as you run through them.

2. ACCEPT/CORRECT: To select the ACCEPT/CORRECT option, you should either click in the box with your mouse, or alternatively you can press return. Selecting ACCEPT/CORRECT will leave this occurrence of the word unchanged. If this same word is also used later in your document, it will not flag these further occurrences, they will ALL remain unchanged. This option will not, however, add the word to your user dictionary, as it assumes that the word is unique to this document (e.g. a surname).

3. ADD: By clicking on the ADD box, you can leave the word unchanged in your file and at the same time add the word to the Spell-IT! dictionary. This will also 'tick off' all other occurences so that you do not have to add the same word twice. After a word has been added, it is forever known to Spell-IT! and you will never have to teach it to Spell-IT! again. This will only happen providing you remember to save the dictionary to your disk at the end of your Spell-IT! session.

4. ABORT: By clicking on the ABORT box, you can leave the 'In Context' dialog at any time.

5. CORRECTIONS: The final choice is perhaps the most important one. This allows you to correct a misspelt word and then have Spell-IT! place it in the text for you. The editing box contains the misspelt word. Using the cursor keys you can move left and right in this box to edit the word until it is spelt correctly. You must then press the return key or click on the ACCEPT/CORRECT button. Spell-IT! will then place the new word into the text where the old word was, by following these rules:

   a) If the new word is the same length as the old, then a straight forward replacement will take place.

   b) If the new word is shorter than the old, the new word will be padded out with your chosen marking character (either * or & or $). This is selected using the Set Marker option from the Dictionary menu. For example, if the old word is 'THEMN' and the corrected word is 'THEM' it will be placed in the text as 'THEM*'.

   c) If the new word is longer than the last, as much of it as possible will be inserted in the text and the end will be marked. For example, if the word is 'THES' and the corrected word is 'THESE' then Spell-IT! will place this in the text as 'THE*'.

6. FINAL EDITING: You must save the corrected file to disk and then load it back into your word processor for final editing before printing. You must search through the document for the marker character and correct any words that have been marked.

THE MENUS IN DETAIL

DESK MENU

This is the standard menu which appears at the left of all of your GEM based programs. It contains the usual desk accessories along with an option labelled 'About Spell-IT!' which will give you details about Spell-IT!. This box also contains details of which version number this program is. Version 1.01 was released in October 1986, followed by version 1.50 in February 1987.

FILE MENU

The File menu has the following options:

LOAD: This will display a file selector dialog box. Choose the name of the document to be spell checked by double clicking ts name and it will be loaded into the ST's memory. There will be a short delay while Spell-IT! sorts the words in the file.

LETTER USAGE: After a file is loaded, this option will display the number of words in the document along with a breakdown of the number of words starting with each letter.

SAVE: After you have spell checked and corrected a file, you can save it back to disk, ready to load into your word processor for printing or further editing.

SAVE AS: gives you the option of saving the file with a different name from the original.

QUIT: This will leave Spell-IT! and return you to the desktop.

DICTIONARY MENU

The Dictionary menu has the following options:

SPELL CHECK: This option will start the actual spell checking after a document file has been loaded. You will be asked to place the Spell-IT! dictionary disk in the drive and then Spell-IT! will proceed to read the dictionary one section at a time. Letters which do not occur in the document will not be loaded to save time. For example if your document doesn't contain any words beginning with the letter P, then the P part of the dictionary will not be loaded. The current letter which Spell-IT! is checking will be displayed in the top right hand corner of the screen. When the spell check is completed, you will be told the number of words in your document that Spell-IT! doesn't know.

IN CONTEXT: This will take you through each unknown word in your document. You have the choice of correcting, leaving alone or adding the word to Spell-IT!'s dictionary. See the separate section on 'Word In Context' for more details.

SAVE USER DICT: If you add any words to Spell-IT!'s dictionary, use this option to save the new user dictionary back to the dictionary disk. This will mean that any words that are added once will always be known by Spell-IT!.

SET WORD MARKER: This allows you to select the character that will be used to mark unknown words in your text. More detail is in the 'In Context' section.