

Max-10 Spelling Checker Manual

as of 19/7/88

The Max-10 Spelling Checker is an integral part of Max-10. It works from within the program, so you never have to save your file and exit Max-10 to use it. It comes with a dictionary with about 35,000 words, which you can add to as you find words that are missing.

Other features of the Max-10 Speller include the ability to scroll through the dictionary in both directions, and at several speeds. You may also look up any word in the dictionary, and paste words from the dictionary into your document.

All or just part of your document may be checked for spelling. If there is a checkmark beside "Check All Text" in the Search+ menu, then the entire document will be spell-checked. Otherwise, the Speller looks at only the area that is selected when you start up the Speller. If nothing was selected, the area from the flashing "insertion point" to the end of the document is checked.

To start up the Speller on a 512K CoCo, just click on Spelling Checker... in the Search+ menu. The Speller was preloaded when you started up Max-10.

With a 128K CoCo, the Max-10 program disk must be inserted into disk drive 0 first, as the Speller is stored on disk. The same disk must be put back in drive 0 to exit the Speller. (Don't worry, Max-10 will remind you if you forget!)

Once the Speller is running, you will notice several things on the screen. The Text Window at the top of the screen shows part of the document. You can scroll through the document with the scroll bar, but you cannot directly edit or select the text in this window. When the Speller finds a word it can't identify, it shows you the unknown word in context in the document and highlighted.

The Speller's control panel holds several buttons and a TextEdit box. You can type into the TextEdit box, and use the pointer to click and select in exactly the same way as if you were editing text in Max-10. You can even Cut, Copy, and Paste using the Ctrl key equivalents listed in the Edit menu.

The Exit button is used to save a file of words to be added to your main dictionary later, and to exit the Speller and get back to Max-10. If any new words have been saved by using the Add button, the Speller will ask if you want to save these as an ASCII file before exiting the Speller. If you come back to the Speller before exiting Max-10, the new words will still be saved. However, saving the new word list (with a 128K CoCo only) or exiting Max-10 will cause the list to be erased.

The new words list is added to by clicking on the Add button. Whatever is currently in the TextEdit box will

be added, unless the new words buffer is full. The new words buffer will hold about 2000 words with 512K of memory, and 75 words with 128K of memory. As long as the new words list is in memory, it acts as an auxiliary dictionary, so the Speller will never stumble across the same new word twice, as long as you click on the Add button when the word is first found. Because saving the new words list erases it with 128K of memory, don't save the list till you are completely through checking your document.

The **Lookup** button is boldly outlined, indicating that it can be activated by pressing the Enter key. When it is clicked (or you press Enter) the word in the TextEdit box will be looked up in the dictionary.

If the dictionary has not yet been opened, insert the dictionary disk into the proper drive (the Configure program can be used to set which one-- Max-10 comes preconfigured to use the same file you are using to save and load your documents). A file menu box pops up-- select the file DICT/TXT or any new dictionary you have created. The Speller's dictionary format is compatible with that of Spell'n'Fix, or an alphabetically sorted list of words, each followed by a return character. Using any other files may cause unpredictable results, or even crash the program. If you can't find a dictionary, click on Cancel, insert a different disk, and click on **Lookup** again. (By the way, this Dictionary opening procedure also applies to the **Find** button.)

If the Dictionary is not yet on the screen, it will pop up in the Text Window. The dictionary will be

searched for the word in the TextEdit box, or the next word in the dictionary if it can't be found. A message appears just above the TextEdit box in the Speller control panel to inform you if it was found or not, and the next 5 words in the dictionary appear in the Dictionary window. If you hold down the Shift key while pressing Enter or clicking on the **Lookup** button, only the first few letters of the text will be looked for-- this should put you a bit ahead of the word in the dictionary.

If you move the mouse pointer over the words in the dictionary, you'll see that each is highlighted as if it was a menu entry. By pressing the mouse button over one of the words, that word is transferred to the TextEdit box. You can now move it to the Clipboard if you wish (by using the Ctrl C Copy equivalent) and paste it into your document, modify it in the TextEdit box and use the **Add** button to add the new word to the new word buffer, or use the **Fix** or **Fix All** buttons to replace a misspelled word with it. (These buttons are described later in the section on spell checking.)

The **Hide** button is obvious: it removes the Dictionary window from the screen, replacing it with the Text Window.

There are 6 "toggles" at the top right of the dictionary. These can be clicked or pressed with the mouse pointer to scroll through the dictionary at various speeds.

The A and Z toggles move through

the dictionary at about 1000 words per click, and the + and - toggles at about 100 words per click. Holding the mouse button down over them scrolls the dictionary continuously till the start or end is reached.

The two arrow toggles scroll forward or back one word at a time, or continuously if held down. The reverse-scroll toggle's speed tends to be slower than the forward-scroll toggle, however.

Spell Checking Documents:

The rest of the buttons are used during spell checking. First, a note on how Max-10's Speller spell-checks documents.

When you click on the Find button, the spell-check begins. The spell check proceeds through the selected part of the document, or the whole document (selecting the area to check was discussed earlier). The spell check starts with "a" and works through all the words in the document in alphabetical order. Any word that does not start with a letter or contains a number is rejected, as are words longer than 40 characters. Hyphenated words (such as spell-checker) are checked as 2 words. Apostrophes are considered part of a word. Words consisting of single letters are ignored.

As each unique spelling is found, it is looked up in the Dictionary. If not found there, the new words list is checked. On a 512K CoCo, all the words found are also stored in memory, and this list is checked before going to the disk dictionary: so the second time you check a

document, it could go up to 10x faster!

If the word is found, the Speller goes on to the next word. Otherwise, the word is assumed to be in error. A chime will sound, the word is displayed in the TextEdit box, and the first occurrence of the word is shown in the Text Window. A count of the number of occurrences of that word in the document is given to the right of the TextEdit box.

There are now several options you may take. To simply ignore the word, click on the Find button, which will cause the Speller to look for the next misspelled word. Holding down the Shift key while clicking on the Find button will restart the search at the letter "a". The Find button will also restart the search for a misspelled word if it was halted by holding down the Break key.

To add the word to the new words list, click on the Add button. This, in effect, adds the word to the dictionary as long as the new words list is in memory. When you are through with the document, you can save the list to disk, and use the dictionary editor program to add it to the main dictionary. Clicking on Add while holding down the Shift key activates Find after adding the new word to the list.

If you are unsure about the word, click on the Lookup button, and scroll through the dictionary till you see the proper word, or perhaps find a replacement word. Holding down the Shift key while clicking on the

Lookup button will use only the first few letters of the word, giving you a better chance of finding the "root" of the word. You can then click on the word, moving it to the TextEdit box, where it can be modified to fit.

If the error is obvious, you can just correct the word in the TextEdit box. In any case, whatever is in the TextEdit box is used to replace the words in your document. You might want to click on Lookup to make sure that the corrected word is in the dictionary.

The Next button skips to the next occurrence of the word in the document. This could be used to view all occurrences of the word, or to skip over some places where the word should not be corrected. Holding down the Shift key while clicking on Next will bring you back to the first occurrence of the word in the document.

The Fix button replaces the word presently highlighted with the corrected word in the TextEdit box. Capitalization is matched by the following method: If the first letter of the old word is capitalized, the first letter of the replacement will be capitalized. If both the first and the second letter are capitalized, the entire word will be capitalized. Otherwise, the word will be in lowercase. Click on Next to go to the next word to be fixed. Holding down the Shift key while clicking on Fix will also move you to the next occurrence of the misspelling in the document.

The Fix All button replaces all occurrences of the misspelled word

from the present displayed word to the end of the document.

The Undo button acts just like Undo in Max-10: it undoes the effect of the last Fix, Fix All, or Next button click.

List of Shift Button Effects:

Shift Lookup- Uses only the first half of the word in a search of the dictionary. This makes it easier to find the "root" of a word.

Shift Find- Restarts the search for the next misspelled word at "a". Otherwise, the search begins at the last word found.

Shift Add- Acts as if the Find button was clicked after the Add button: i.e. begins to search for the next misspelled word.

Shift Next- Goes back to the first occurrence of the word in the document.

Shift Fix- Acts as if Next was clicked after the Fix button was clicked. That is, it goes to the next occurrence of the word without showing you the fixed word.

Other Key Effects:

Enter- The effect is the same as clicking on Lookup. Holding down the Shift key has the same effect, too.

Break- This has several uses. It scrolls the document in the Text Window so that the highlighted word is visible, just like in the main Max-10 editor.

If a spell check is in progress, holding down the Break key will cause it to halt. Clicking on Find will resume the search.

The Dictionary Editor:

On the same disk as your Dictionary, you will find a program called DICTEDIT. This BASIC program is designed to let you add words to the supplied dictionary, as well as "clean up" old dictionaries, remove unwanted words, etc. It will also allow you to manipulate dictionaries as large as a full disk, even if you have only one disk drive!

The most common use of DICTEDIT will be to add the new word list files generated by the Speller to your main dictionary. Other functions are self-evident or related, and will be discussed later.

First, you should clean up the new word files by loading them into Max-10 with Load Ascii... This will allow you to delete any unwanted words, and add any missing cases of words (i.e. laminate, lamination, laminations, laminates, laminated....). When the list is fixed up, save it with Save Ascii... Note: it will be much easier to load the file into the Editor if you don't use lowercase letters in the filename!

Once you have one or more files of words that you want to add to the main dictionary, run DICTEDIT and select "Load New Words". You can load several files, as any unique words in the additional files will also be stored. A count of the words in the buffer is given to you after each file is loaded. The buffer can hold 20K of characters, or about 2000 words. You can empty the buffer by re-running the program or using the menu command "Empty Buffer" supplied.

A word about filenames: DICTEDIT always assumes that a file will be in drive 0 unless you tell it otherwise (with a colon followed by the drive number at the end of the filename). If you don't supply a file extension, DICTEDIT supplies the extension TXT. For example, DICT/TXT:2 is a complete filename. Note that the "2" must follow the "/TXT".

Now that you have the words loaded, you'll want to add them to your dictionary. Select the "Add Words" menu command, and specify the old dictionary filename (including the drive, if it's not in drive 0). Then do the same for the new dictionary file.

You will probably need to use two disks to add words to the dictionary: one for the old dictionary, and one for the new copy with the new words added. Unfortunately, it isn't possible to just "tack" the new words onto the end of the dictionary: a new one must be made. When adding words to the supplied dictionary, for example, you cannot put the old and new files on the same disk-- there won't be enough room. The supplied dictionary has about 35,000 words and requires 42 granules of disk space. (In case you want to know that works out to less than 3 characters to store each word!)

Another important note is that a dictionary will work best if it is written to a completely blank disk. A dictionary that was written to a disk with other files already in place can nearly double the time it takes to run a spell-check!

This need for two disks could create a problem for users who only have one disk drive. To fix this the Editor is capable of working with 2 disks in one drive, by swapping disks. The output file is stored in memory, and the disks are swapped every 65,000 characters to write the accumulated data to the destination disk.

The Editor will automatically detect a situation where you might need to swap disk, and ask you if you want to work with only one disk (if you had a very small dictionary, you could get away with it), or whether you want to use 2, and swap. If you want to swap, the Editor prompts you on which disk to put into the drive, and chimes to alert you.h to swap disks, and follow the instructions the Editor gives you. It should requires 2 or 3 swaps to finish up the dictionary processing.

WARNING: Be very careful when swapping disks! The Editor has no way to tell which disk is in the drive, and could easily destroy both disks. To be safe, put a write protect tab on the disk containing the source (or old) dictionary.

Once the dictionary is done, the Editor supplies a count of the number of words in the new dictionary. There is also a function in the main menu that counts words in an existing dictionary, but it is rather slow: it can take over 80 seconds to count the words in a 35,000 word dictionary.

Another function the Editor can perform is deleting the words loaded from "new word" files. This allows you to remove unwanted words from your dictionary, by the following method:

Create the needed "new word" file by clicking on the words as they appear in the dictionary window in the Speller, then clicking on the Add button to add them to the list. Then select "Delete Words" in the DICTEDIT program, and follow the same procedure as the "Add Words" function.

The third dictionary operation copies one dictionary to another without adding any words: this is useful for compressing old dictionaries (i.e. Spell'n'Fix dictionaries or sorted lists of words separated with carriage returns (13)). The new dictionary will be 10% to 30% smaller than the original Spell'n'Fix dictionary, and a whopping 1/3 the size of the old list of words. You could use the list of "new words" in memory to create a new dictionary directly (why, I don't know).

This "copy" operation also removes words that the Speller cannot "see", which includes any word that contains a character other than A to Z or an apostrophe.

This cleanup also applies to the words loaded into the buffer from "new word" files. Words in the "new words" files should be separated by a space, tab or carriage return, but do not need to be in alphabetical order. It's not a good idea to simply shove in whole documents, though, as you will have no control over what words end up in the dictionary.