SPELL 'N FIX II (tm)

Color Computer Disk Version

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THE FINE PRINT

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SOME INTRODUCTORY COMMENTS (from the Author)

We humans are strange creatures. We value those things which take a lot of time, money, or effort to get; we tend to disregard things we get easily or cheaply. That's why I'd like to tell you a bit about SPELL 'N FIX II and why we are giving you a copy rather than selling it. I'll be quite frank about it.

SPELL 'N FIX II is the product of many thousands of hours of work. Just as the original SPELL 'N FIX was a milestone in its time, so this new 'II' version is a milestone today. We have compared its features with those of proofreading programs costing as much as $300 for other computers, and SPELL 'N FIX II does more than most of the expensive programs do.

We've been marketing the original SPELL 'N FIX program for over three years (even before the Color Computer). In that time, this program has won a loyal following of users worldwide.

Unfortunately, in all those years, we have made very very little money on it. Most of our income has gone back into some very expensive advertising. I would have made more money serving hamburgers or pumping gas. There, at least, the Government would be looking after me with its minimum wage laws!

Today, Star-Kits is at a crossroads. We simply cannot afford to sell SPELL 'N FIX II the same way as we did the original SPELL 'N FIX.

We could obviously cut our losses by simply walking away from the Color Computer market altogether. But we have some really great programs. We've spent many hours writing them, we're very proud of them, and we'd like to share them. Hence our unusual marketing scheme. We hope that, by giving SPELL 'N FIX II away to anyone who wants it, we will spread it around to many more people than might have it otherwise. Then we ask each user to decide what the program is worth to him, and send us that amount as a contribution.

The overall idea works like this:

To get a copy of SPELL 'N FIX II, you send us a disk and a stamped mailer that we can use to mail it back to you. We put a copy of the entire SPELL 'N FIX package on the disk and return it to you. To save money, we also put a short instruction manual on the disk as a text file, along with a short Basic program to print it out on a printer. You have to print your own manual from this file.

Along with the disk, we give you permission to make any copies or backups you want. If you wish, you can give them to other people with our full permission. (There are only three conditions to this — you must not make any changes to the program or manual, you must include a written or typed copyright notice on each copy exactly like the one on the original, and you must not sell, trade, or barter these copies. In other words, you may only give them away.) The people who get copies from you also have our permission to make more copies and give them away if they wish, but with the same three conditions.

After you have had a chance to use SPELL 'N FIX II for a while, we ask that you decide how much it is worth to you and then send us some money. (We'd obviously be most happy if you sent us a LOT of money, but even small contributions, if received from enough users, can make us feel better about taking such a

big gamble.) There are a lot of ways of deciding how much to send us, and we just ask that you be fair in your evaluation of SPELL 'N FIX II.

When you send a contribution, we suggest that you enclose a self-addressed stamped envelope so that we can let you know if we make any corrections or improvements to the program. (As an added inducement to get you to send us a LOT of money, those who contribute $25 or more will get an expanded SPELL 'N FIX II manual; those who contribute $50 or more will get the manual plus a disk with a larger, 40,000-word dictionary, and several other programs.)

Before doing anything else, be sure to make several backup copies of this disk using Disk Basic's BACKUP command.

You should keep backups of this disk for future use. For day-to-day use, however, you can delete those files you don't need at all times. For example, if you delete RUN-THIS, MANUAL, APPEND, ADDWORDS, SAMPLE, and BUILD, you will make enough room to put your text file, and perhaps even your text editor, on the same disk. (The SPELL 'N FIX II disk is completely full; unless you delete a few files from your working disk, you will not have room for a corrected file and will not be able to run the examples below.)

INTRODUCTION

SPELL 'N FIX (tm) is a program for checking text files for spelling and typographical errors. It would normally be used after you have used an editor or word processing program to generate some text. Before actually printing that text, you would save the text back on a disk and call SPELL 'N FIX to proofread that disk file.

SPELL 'N FIX then reads that file, and compares each word in the file against a dictionary file, to identify every word which does not appear in that dictionary. SPELL 'N FIX comes with a 20,000+ word dictionary file, and virtually all the words you are likely to use in a typical text file will probably appear in that dictionary file. Any word which does not appear in the dictionary is called a 'suspect' word.

In addition to just displaying or printing suspect words, SPELL 'N FIX has a number of additional functions, including the ability to actually correct mistakes in the text file.

Even though a dictionary file containing thousands of words is supplied with SPELL 'N FIX, it can obviously never be 100% complete. This is especially true if the text file being checked is full of technical jargon, abbreviations, or formulas and symbols which look to the program as though they might be valid words.

Hence SPELL 'N FIX gives you the option of adding new words to your dictionary. In this way you can customize your dictionary to include those words you use most often. Even if your writing style uses technical or foreign words, after the first few uses you will find your dictionary quickly adapting to your writing needs.

There are many different ways of implementing a spelling correction program, and different users have different opinions about how such a program should work. For that reason this SPELL 'N FIX II package contains both the original SPELL 'N FIX II program, as well as the original SPELL 'N FIX program which has served users so well over the past several years. We suggest that you try out both programs. Although both programs do essentially the same thing - check a text file for spelling or typing errors, and fix those errors - they do so in completely different ways. You may find that at times you prefer one program, while at other times you may prefer the other.

WHAT IS ON THE DISK

The SPELL 'N FIX II disk contains thirteen files:
RUN-THIS/BAS is a simple Basic program which prints out this manual on your printer.
MANUAL/TXT is the text for this manual.
SPELLFX2/BIN is the SPELL 'N FIX II program.
SPELLFX2/BAS is a loader program which gives SPELLFX2/BIN several parameters, and loads and executes it.
SPELLFIX/BIN is the original SPELL 'N FIX program.
SPELLFIX/BAS is a loader program which gives SPELLFIX/BIN several parameters, and loads and executes it.
The remaining files (DICT/TXT, COREDICT/TXT, SAMPLE/TXT, BUILD/BAS, LIST/BAS, APPEND/BAS, and ADDWORDS/BIN) are explained later in this manual.

HOW TO USE SPELL 'N FIX I AND II

On your disk is a short text file called SAMPLE/TXT which reads

This is a good example of a
word which is not in the
dictionary.

Notice that it has the misspelled word 'example'. The following two sections show you how to use the two SPELL 'N FIX programs to correct the error.

NOTE

If you have two disk drives, then you should put the SPELL 'N FIX II disk into one drive, and a second disk (with room for a corrected file) into a second drive. If you have only a single drive, then you will have room to make room on the SPELL 'N FIX II disk by deleting a file. (Make sure to use a backup, not the original!)

Insert the SPELL 'N FIX II disk into your disk drive and start by typing

RUN "SPELLFX2"

This loads and runs the SPELLFX2/BAS Basic program. This program gives SPELL 'N FIX II some parameters (discussed later), and then loads and executes the binary SPELLFX2/BIN program.

As SPELL 'N FIX II runs, it asks you questions and expects you to give answers. To save space below, we will not reprint the entire question, but will just show part of the question and the answer you should give to it.

PROGRAM QUESTION	RESPONSE	COMMENTS
Would you like	F	to Fix the file
Enter file name	SAMPLE	of SAMPLE/TXT:0
Do you wish to fix . . .	Y	yes, will rewrite
Enter the file	NEWSAMPL	can add /TXT:0
Enter file name	DICT	Or press ENTER
What kinds of	A	Selects word mode
EXAAMPLE is not	enter	gives explanation
A, F, I, Q, or? . . .	F	to fix bad word
Type in correct . . .	?	to look up spelling
N, <-, ->, ...	enter	gives explanation
N, <-, ->, ...	N	goes to next word; repeat until="2 example" appears
N, <-, ->, ...	2	selects proper spelling
Do you wish to	Y	substitutes it in text
Any more to do? . . .	N	stops program

Finally, you may want to see how the correction has been made in your text. Simply use the LIST/BAS program to read the NEWSAMPL file. Return to Basic, type RUN "LIST", and answer NEWSAMPL/TXT when it asks you for a file name.

NOTE

Once SPELL 'N FIX II is running, you must have both the text file you are proofreading, and the DICT dictionary, in a disk drive at the same time, so that the program can read them as necessary. They may be on different drives, but if you have only one drive, then you must have both of them on the same disk. There is generally enough room if you delete all the unneeded files from the disk.

Insert the SPELL 'N FIX disk into your disk drive and start by typing

RUN "SPELLFIX"

As before, go through a sample run of the program by giving

the responses shown below to the indicated questions.

PROGRAM QUESTION	RESPONSE	COMMENTS
ENTER FILE NAME...	SAMPLE	or SAMPLE/TXT:0
WHAT KINDS OF ...	A	Selects word mode
ENTER FILE NAME ..	DICT	or DICT/TXT:0
ARE YOU GOING ...	N	no new dictionary
I, M, X, or ...	enter	gives explanation
I, M, X, or ...	M	marks bad word
WOULD YOU LIKE ..	Y	will fix error
WHICH - CORRECTED..	C	correction
ENTER FILE NAME...	SAMPLE	original file name
ENTER THE FILE ...	NEWSAMPL	new file name
EXAAMPLE - C, ...	enter	gives explanation
C - CORRECT etc.	C	Correct the word
TYPE IN THE ..	example	type in correction

Now that you have a feel for SPELL 'N FIX, let's look at some more details.

THE SOURCE TEXT FILE

SPELL 'N FIX can proofread any normal ASCII file. Some text editors, however, may require that you use a special ASCII output option, such as "Save ASCII" (in Telewriter) or "Print to Tape" (in Scripsit). Read your editor manual to see how to generate an ASCII disk file.

THE COREDICT/TXT FILE

The COREDICT is a core dictionary which is used only by SPELL 'N FIX II. It consists of a list of common words, one to a line. Use LIST/BAS to examine the file format. You may make your own COREDICT file, but be sure to keep all the words in strict alphabetic order.

THE MAIN DICT/TXT FILE

Both SPELL 'N FIX programs use a main DICT file which contains more than 20,000 words. To save space, this file is 'compressed'. Use LIST/BAS to see what we mean by this.

A DICT file can be prepared either directly by SPELL 'N FIX, or by the ADDWORDS program. ADDWORDS can only write compressed files, while SPELL 'N FIX gives you the option of either a compressed or a full (uncompressed file). Either type of file can be read by either version of SPELL 'N FIX.

NEW WORD FILE

Because of the way it works, SPELL 'N FIX II cannot write a DICT file. But it can write a file of new words; that is, words which have been encountered in a text file and which you want to add to the dictionary. The new word file is simply a list of new words, one to a line, uncompressed.

There are several things you can do with a new word file:
(a) Look at it with LIST, (b) edit it with any standard text editor, (c) proofread it with either SPELL 'N FIX or SPELL 'N FIX II, (d) combine it with other new word files using APPEND/BAS, or (e) put its words into the main DICT with either SPELL 'N FIX (by reading it as if it was a text file) or with ADDWORDS.

SPECIFYING FILE NAMES

Only letters A-Z or digits 1-9 may be used in file names or extensions, and the first character of the name or extension must be a letter. SPELL 'N FIX defaults to /TXT and :0 if you omit the extension or drive number. You can get a directory whenever SPELL 'N FIX is waiting for a file name with one of these three commands:

```
+DIR
+DIR 0
+DIR 1
```

(the plus sign is required; otherwise the command will be treated as a file name.)

OUTPUT CONTROL

Any time that SPELL 'N FIX is either outputting to the TV screen, or inputting from the keyboard, it can be interrupted by typing a 'shift-at' (as in Basic). The 'shift-at' can be followed by one of the following keys:

O - turns the printer on it off, or off it on. When the printer is enabled, it prints everything that appears on the TV screen.

P - turns the pause function on it off, or off it on. When the pause is on, output will stop every fifteen lines to allow you to read or copy down the text on the screen.

BREAK - stops execution of SPELL 'N FIX, closes all files, and returns to Basic.

Any other key - lets SPELL 'N FIX continue as if nothing had happened.

As supplied, SPELL 'N FIX assumes the same kind of printer as Basic uses.

It is possible, however, to configure SPELL 'N FIX for a different kind of printer, or to change the baud rate.

Specific details will be described later, but it involves two variables called PRTYPE and BRATE. PRTYPE = 0 means that the same kind of handshaking is used as with normal Basic; PRTYPE = 1 would disable the handshaking and allow other printers to be used as well.

BRATE determines the baud rate for the printer; any one of the following can be used:

```
110 baud: BRATE = 504
300 baud: BRATE = 182
600 baud: BRATE = 89
1200 baud: BRATE = 42
2400 baud: BRATE = 19
```

In either case, both PRTYPE and BRATE are specified in the

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Basic loader programs for SPELL 'N FIX and SPELL 'N FIX II. More details later.

SUPPLIED UTILITY PROGRAMS

In addition to the main SPELL 'N FIX programs and dictionary, this package contains other programs which are discussed here.

BUILD

BUILD is a Basic program which can be used to create a text file on disk. To end text entry, enter a # as the first character on a new line.

LIST

LIST is the opposite of BUILD. This program asks for a file name, and then gets it from disk and prints it to the screen.

APPEND

APPEND is a Basic program which is used to combine a number of new word files into a larger text file prior to adding the new words to the main dictionary. It prompts for the information it needs.

ADDWORDS

ADDWORDS is a machine language program which adds new words from a new word file (which need not be in any particular order) to the main dictionary. It prompts for the information it needs. Use the LOADM command to load and run ADDWORDS. CAUTION: ADDWORDS adds words to the dictionary without proofreading them. If you have any doubt about whether those words are correct or not, proofread them first or use SPELL 'N FIX.

USE WITH NON-STANDARD TEXT PROCESSORS

SPELL 'N FIX (both versions) is designed to work with text processors which generate standard ASCII text files. It should work with most processors without any additional modifications. (But see your text editor manual for details on how to generate an ASCII text file.)

SPELL 'N FIX normally ignores non-printing characters. On the screen, however, such characters will appear in two ways. With the original SPELL 'N FIX, control characters are displayed as an up arrow, and graphics characters are shown as color graphics symbols. SPELL 'N FIX II, on the other hand, displays all unprintable characters as a check mark. If you see such a character in the text being proofread, you will know that an editing or processing character appears in that position in your text file.

Some editor/processors, however, use printing characters to encode non-printing special characteristics. For example, the processor by Elite Software uses a left-arrow to signify the end of a paragraph. You may specify a special character which will be ignored when proofreading words. This character is called SPECIAL, and is normally set to @. It may be changed to any other value. For example, the code for a left arrow is decimal

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95, so SPECIAL = 95 would enable SPELL 'N FIX to work with the Elite Software processor.

There is also a provision for a second special 'non-space' character (see your text editor manual for an explanation.) SPELL 'N FIX's name for the non-space is NONSPACE, and it is normally set to decimal 32, the same as a regular space. If your processor uses the non-space, then you may change it to the appropriate number. For example, the Nelson/VIP Color Writer uses hex 80, or decimal 128, as a non-space.

DRIVE STEPPING SPEED

SPELL 'N FIX II can be speeded up quite a bit by moving the disk head faster. This is done by adjusting the disk drive stepping speed. There are four possible speeds, set with a STEP variable as follows:

STEP	SPEED
0	6 ms (milliseconds)
1	12 ms
2	20 ms
3	30 ms

You should use the fastest speed which will work with your drive. For example, most MPI and new Shugart drives work at 6 ms, so you could set the STEP rate constant to a 0. On the other hand, very old drives may require 30 ms, and so you might have to set this constant to a 3.

Although Radio Shack drives are specified for 30 ms step speed, we have found that almost all of them work quite well at 20 ms. We therefore supply SPELL 'N FIX II already configured for 20 ms.

NOTE
If you can run SPELL 'N FIX well, but SPELL 'N FIX II gives errors (usually ERROR NR), your drives may not be capable of 20 ms speed. In that case, you will have to change the speed to 20 ms; see the following section for details.

GIVING THE ABOVE DATA TO SPELL 'N FIX

All the above data (PRTYPE, BRATE, SPECIAL, NONSPACE, and STEP) are defined for both versions of SPELL 'N FIX in the Basic (/BAS) programs which start the process going as follows:

SPELL 'N FIX uses the four lines which read
60 SPECIAL = 0
70 PRTYPE = 0
80 BRATE = 89
85 NONSPACE = 32

You may change these values as needed. They are in the SPELLFIX/BAS program.

SPELL 'N FIX II uses the single DATA line at the end of the program which currently reads
   DATA 0,0,0,89,32,2,2,2,2
The nine numbers in this data statement mean the following:
   1.   SPECIAL character, now set to 0
   2.   PRTYPE printer flag, now set to 0
   3.   and 4.   BRATE. The first of these will almost always be a zero, while the second will be the number specified earlier in the section entitled OUTPUT CONTROL, except that at 110 baud these two numbers will be 1 and 248, respectively.
   5.   NONSPACE character, now set to 32 or space.
   6.   STEP rate for drive 0, set to 2 or 20 ms.
   7., 8., and 9.   STEP rates for drives 1, 2, and 3, respectively. If you have several different drives, you may select different speeds for each drive. SPELL 'N FIX II is supplied with 20 ms speeds; see the above NOTE for further information.

All of these may be changed as needed. They are in the SPELLFX2/BAS program.

OTHER STAR-KITS PRODUCTS

Send for a free catalog for further information on these other Star-Kits programs:

HUMBUG (R) is a monitor program for debugging machine language programs. With it you can start, stop, and trace machine language programs with ease. Available for the CoCo, MC-10, and larger 6800 and 6809 systems, with prices ranging from $29.95 to $75, depending on version.

STAR-DOS is a full disk operating system. Available for the CoCo at $49.90, as well as in versions for larger 6809 and 68000 systems.

REMOTERM permits operation of the CoCo from a remote terminal or via a modem. A most popular product for computer bulletin board systems, priced at $19.95.

COMMTERM is a free "Pass the Hat" dumb terminal program for the CoCo or MC-10. Send in a cassette and mailer for your free copy.

NEWTALK 'talks' through your TV speaker, outputs the hex contents of memory, for comparison of memory contents with a printed listing. $20.

CHECK 'N TAX is a sophisticated home finance program for keeping checkbook and tax data. For the CoCo and several other 6800 and 6809 systems, $50.

SHRINK is our version of Eliza, priced at $15.

MAGIC SPELL (R) is similar to SPELL 'N FIX, but for other 6800, 6809, and 68000 systems. Priced from $89.29, depending on version.

WRITE 'N SPELL lets you access a computerized dictionary while in a text editor. For 6809 STAR-DOS and Flex systems, $75.11.

SBC-02-B is a single-board 6802 computer for control applications. Prices start at $25 (for the bare board); options include HUMBUG and Basic.