

QSPELL

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Qspell is an advanced spelling checker and editor for Quill versions one and two. Qspell contains a dictionary of 25000 words, which due to advanced data compression techniques can reside in memory at the same time. This means that microdrive access is cut to a minimum and that Qspell works very quickly. Qspell adds extra functions to Quill so that an edited document can be easily corrected using the word processor. Qspell can also be used to access the dictionary directly to solve crossword puzzles, anagrams and word puzzles.

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INTRODUCTION

To use Qspell you must make at least one backup of the program by using the clone routine supplied. To do this, place the Qspell cartridge in Microdrive 2 and a blank cartridge in Microdrive 1. Then type:

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!run mdv2_run_this
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After loading you will be presented with two choices. (F1 for clone and F2 for system configuration). Press F1 for clone. You will be prompted for the number of times you wish to format the cartridge in mdv1.

The cloning process will then copy the cartridge automatically.

SYSTEM CONFIGURATION (SETTING UP QUILL)

Choose F2 for system configuration. You will first be prompted to set the system defaults as for the Psion packages. Qspell comes set with mdv1 as the default program device and mdv2 as the default data device. These can be left the same by pressing ENTER or changed by typing in the relevant device name eg. flp1 for floppy disks. You should use the same default devices as selected for Quill itself.

The system configuration program will then ask you to put A COPY of Quill into mdv1 (DO NOT USE YOUR MASTER) so that Quill can be modified to load Qspell files. This will only need doing once and adds a special multi-tasking routine along side Quill so that Qspell files can be accessed directly from Quill.

Pressing Enter to the prompt Quill in mdv1 will cause the special routine to be added making a Qspell version of Quill. This Qspell Quill should be used to edit files produced by the spelling checker.

Qspell is now ready to use and should be loaded by following the instructions below.

When you start the Qspell loader, Qspell will run. If other programs are present in the system, insert Qspell copy into Microdrive 2 and the Qspell master (the original) into Microdrive 1. Press F1 or F2 according to the type of visual display unit you have. Qspell will load automatically and will take about one minute before displaying the menu screen. If Qspell is to load then reset the machine and again. When Qspell has loaded you may remove the master from mdv2 and insert your data cartridge. The Qspell cartridge should remain in mdv1 so that the help files can be accessed.

USING QSPELL

When Qspell is running, you will be presented with a menu of six options. This kind of display is very common in Qspell, and so it has been made very easy to use.

To make a choice, position the red bar on the option required (using the cursor up/down keys). Then press ENTER to activate the choice. If you would like more information on the choice, then instead of RETURN, press F1 instead.

This will load an appropriate help screen from Microdrive 1 - an error will be caused if it cannot find a help file on the cartridge. The ESC key can be used at all times to escape the option you have chosen. When Qspell is listing to the screen the listing can be halted by using CTRL F5 or slowed down using F5 only.

THE QSPELL MENU

The following choices are available from the Qspell main menu. Further information can be obtained by pressing F1 after selecting an option as discussed above.

Proof read to Screen/Printer

Selecting this option will prompt you for a file name. If the file is held on the default drive (normally Microdrive 2) you only need type the file name, omitting the extension .doc which Qspell adds automatically. To load a file from another device, type the device name followed by the file name, e.g. flp1_test.

If you require a directory of the default drive enter a question mark. You will then be asked to state the device type, which will set the new default device, until reset again using this option.

After displaying the directory in tabulated form, you will again be prompted for a file name.

You will then be given a menu of different ways of reading the file.

Proof read without supervision

This will read the file automatically highlighting each word that is not known to the dictionary. Although it is the fastest method of proof reading it would normally only be used on files where all the words are known to the dictionary.

Proof-read With Supervision

To load a file into this option use the same method as explained above. The difference between the options is that supervision allows you to control the output. When

Qspell finds a word it does not recognise, you are given the choices of either marking it using the M key, ignoring it (if it is a name or similar) by using the I key or adding it to the dictionary by using the W or N keys. Use W if the word you would like the dictionary to learn is a normal word, or N if it is a name starting with a capital letter. If you add a word to the dictionary Qspell will remember it while the computer is switched on.

To keep a permanent record of your additions to the dictionary you will need to resave the dictionary using the SAVE DICTIONARY option (see below).

Proof-read With Auto-Learn

This option will allow you to proof-read a document and add all words that Qspell does not recognise to the dictionary automatically. It should only be used when you know that the document contains many words that are correctly spelt but not in the dictionary, e.g. jargon.

PROOF READ TO EDIT FILE

This is essentially the same as reading to the screen or the printer except that a special document and edit .qef file are created that can be loaded into Quill (Qspell version) for correction. Instead of asking for one file name, Qspell prompts you to input the name of the file you wish to correct and the name for the edit file. This is the only difference and after this the program behaves in exactly the same way as above, except that microdrive access will be more frequent owing to the creation of the new files. The same choices for the way the file is read are available. You must give the edit file a different name to the original document or an error will occur.

OUTPUT DEVICE

After you have selected the way in which you would like to proof read the document, Qspell will ask which output device you would like the output to go to. You may choose between the printer and the screen. Words are highlighted on the printer using emphasized or underline. When proof reading to an edit file output is to the screen only.

EDITING QSPELL FILES WITH QUILL

You may use the special Qspell version of Quill to edit documents that have been proof read to a Qspell edit file. Load Quill in the normal way and answer Y to the prompt that asks if you would like the special Qspell Quill. Quill will then load in the normal manner but now has a built in Qspell edit file loader.

To select the Qspell functions press CTRL and F3. The computer will beep and the Qspell menu will appear on the edit line. The options are Load, Find, ESC and Characters.

Load is used to load the special Qspell edit files that have been created with the main Qspell program. It works in an identical way to loading a normal Quill file (there is no need to add an extension). When the file has loaded you will find that the spelling mistakes are all highlighted in green capitals.

Find could be used to correct these spelling mistakes. You will need to press CTRL F3 after each use of find. When find is selected each correction is found in turn and the cursor placed in the correct position for editing. Control is then returned to Quill and you may edit the mistake by using overwrite or the cursor. Selecting Find again (use CTRL F3) will move the cursor to the next incorrect word and so on. When all words for correction have been found the computer will give the message "Correction Complete". You should then resave the document to microdrive.

Qspell edit files work by adapting the foreign character set. Occasionally, you may wish to examine this adapted set (eg if you have foreign characters in your document). This can be achieved by using the characters option, which toggles on and off.

ACCESS DICTIONARY

This allows you to access the dictionary directly in one of three ways.

Crossword Search - This will allow you to view all those words that match the word you have typed in. Spaces can be shown by putting a question mark, e.g. if you had a crossword puzzle with the line a_p_e then the spaces would be added as question marks - a?p?e and on searching Qspell would find the word apple. If you want to look at all words starting with a certain combination of letters then putting a star at the end of that combination will do this, e.g. para* will locate all words beginning with para.

Anagram Search - You can input an anagram using this option and find out if any of the words in the dictionary correspond to it.

Puzzle Search - This will enable you to get Qspell to list all words contained within another word, e.g. list all the words obtainable from EIDERSOFT. You are first asked for a minimum letter count, which will only list words above a certain number of letters.

Following this Qspell will list all the words obtainable from your combination word or phrase that it has in its dictionary.

Output can either be to the screen or the printer as above. NOTE The crossword option can be used to check a spelling. For example, if you wanted to check the spelling of "appropriate", you could list those words starting with appr and using appr*.

EDIT DICTIONARY

This will allow you to add to and delete words from the dictionary. To add a word type in the word and press enter.

When you have finished adding words press enter again to return to the menu.

Deleting Words

You are first asked for your range of words to delete. This operates in a similar way to the other options. Typing in the word will find that word. Typing a group of letters followed by a star will find words beginning with those letters. Typing a star on its own will find every word in the dictionary.

After a word you are given the prompt DELETE /N/G/Y. Y will delete the word, N will save the word alone and G will escape.

Clear Dictionary

Clear the dictionary by using this option, so that a customised dictionary may be created.

This will delete the entire dictionary so be careful!

It is worth noting that there is room in Qspell for the default dictionary and approximately 100 words of your own. In general, the clear dictionary option should only be used to create a special dictionary such as a foreign language version. (see DCOMP below)

LOAD/SAVE DICTIONARY

This allows you to load and save dictionaries for use with Qspell.

You may keep as many versions of the dictionary as you like and limits are only imposed by the size of your computer's memory and the limit of storage on your storage device (100K on a microdrive). It is worth noting that the default dictionary supplied takes up 70K of RAM.

If you add words to the dictionary via the learn options in proof reading or directly by using the edit option, then they will be saved if you save the dictionary. You are prompted to give the new customised dictionary a file name and it will then be saved to microdrive. You must make sure that you use a fresh cartridge as only one dictionary of normal size will fit on a microdrive cartridge. If you wish to create your own special dictionary you can use the clear dictionary option to create an empty dictionary.

EXIT QSPELL

This returns you to Superbasic.

QSPELL SPECIAL ROUTINES

The following routines must be accessed from Superbasic.

DCOMP_BAS The Qspell dictionary is constructed in a special way and deleting words will not free their storage space. This special routine allows you to compact your own dictionaries, releasing space and making them more efficient.

The routine works by moving the dictionary to a temporary file and then recompiling it, removing any unused words and concatenating pages. Use it by a command DCOMP bas. A window will open and you will be prompted for a filename. This is a temporary file and you should be sure there is enough room on the cartridge for a file of some 64K. This routine can take several minutes.

PR_CONFIG This program allows you to set up the printer drivers for your particular type of printer. Qspell comes with the printer drivers set up for the Epson range of printers. To set up the printer drivers for your printer just run mdvl PR_CONFIG and type your answer to the prompts as they appear. If you are not sure about how to set up the printer drivers a help page is available on loading. The program works in a similar way to that provided with the Psion application programs.

PROBLEMS

If you experience any problems with Qspell please thoroughly read the manual before contacting Eidersoft. Technical enquiries should be addressed to the Technical Department at the address below. We regret that it is not possible to answer technical enquiries by telephone.

Program Protection Qspell uses a special kind of program protection where the original master cartridge is a loading key and master only. Any attempt to run the master will fail.

The method has been proven to be quite safe, as the special key codes used are printed in many places on the cartridge, so that even if a sector is damaged the program will still work. In the event of accidental damage please return the original cartridge (the damaged one) plus a handling charge of £1.50 to the address below. If the master cartridge is found to be faulty on purchase then return the program to Eidersoft or to your dealer. It will be replaced free of charge.