

ACORNSOFT

The choice of experience
in software.

ViewSpell

for the British Broadcasting Corporation Microcomputer

view, *vū*, *n.* sight: inspection, examination: natural **prospect**: direction in which a thing is seen: intention, object (*with a view to, of*).—*v.t.* to see: whole extent seen: a sketch: reach of the sight: **mentel** survey: look at on television: mode of looking at: look at attentively: the picture of a scene: opinion: examine **interlectually**.—Also *v.i.*



ViewSpell

for the British Broadcasting Corporation Microcomputer

User Guide

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This manual was written by Information Transfer Limited using the VIEW word processor.

The master dictionary was supplied by the Longman Group Ltd and is based up on the Longman Concise English Dictionary.

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First published in 1986 by Acorn Computers Limited.

Typeset by Interaction Systems Limited, Cambridge.

British Broadcasting Corporation has been abbreviated to BBC in this publication.

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FIRST EDITION

ISBN 0 907876 44 7

Part no 0449,086

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1 ViewSpell

ViewSpell dramatically cuts the time you have to spend checking word processed text.

Instead of scanning your pages for typographical errors, you tell ViewSpell to check them. ViewSpell compares your text word by word with its disc dictionaries, and presents you with a list of the words it cannot recognise.

If you wish, ViewSpell can then display each of these words in their context. It can also make up a special text file with all the unfound words marked, which you can load into your word processor to correct any errors.

The great advantage of ViewSpell is that, instead of having to read pages of perfectly correct text in the hope of spotting the occasional error, you can concentrate on the possible errors only, secure in the knowledge that the rest of the text is correctly spelt.

ViewSpell has many other facilities too. You can make up dictionaries of your own, called user dictionaries, to supplement the master dictionary of 75,000 words provided on the ViewSpell disc.

This is useful if you write on specialised topics using words not included in the general dictionary. You can add words to your user dictionaries at any time, or delete words from them.

If you are a crossword or Scrabble addict you can enhance your performance with ViewSpell's search facility. This allows you to scan the dictionaries for the word you need, even if you know only a few of its characters. Searching is also useful for looking up difficult spellings and for displaying the contents of your user dictionaries when revising them.

The ViewSpell package

ViewSpell consists of a ROM, a disc, a user guide and a reference card.

The ROM

This is a chip which should be installed in one of the sideways ROM sockets of your BBC Microcomputer, preferably by your dealer. See the instructions issued with the ROM. For use with the BBC Master 128, the ViewSpell ROM can be inserted into a blank cartridge available separately.

The disc

This contains the master dictionary, which is a list of words which ViewSpell uses to check the spelling of text. The master dictionary is in file W.MASTER1. Two other files O.MASTER1 and T.MASTER1 enable ViewSpell to use the master dictionary.

Rather than use the disc supplied, make a copy and always use the copy. Keep the original ViewSpell disc as a security copy.

The user guide

Use the user guide for learning and reference. Where examples are given you should work through them to familiarise yourself with the procedures.

The reference card

Use this to jog your memory once you have become familiar with ViewSpell commands. Look through it from time to time to remind yourself of any ViewSpell facilities you may not be using to the full.

Commands

In this guide, commands are shown in the following forms:

`Computer typeface`

Type in the command exactly as shown. Commands may be typed in either upper or lower case though in this manual they are shown in upper case.

Italic computer typeface

Type the appropriate name or number.

Bold upper case

Press the key specified.

Examples

`LOAD filename RETURN`

means type the word LOAD exactly as shown; type a filename of your choice; press the RETURN key.

`MODE number RETURN`

means type the word MODE; type a number; press RETURN.

2 Checking text – an introduction

This chapter runs through the main ViewSpell procedures. You will find it most useful if you try out the examples on the keyboard as you read. It includes getting into ViewSpell, loading a text file, checking its spelling against the master dictionary, displaying any unfound words, and making a text file with the unfound words marked. Subsequent chapters describe the rest of ViewSpell's facilities.

Getting into ViewSpell

To enter ViewSpell from VIEW, BASIC, ViewSheet or other systems type

***SPELL RETURN**

You should then see a screen like the one shown on the next page.

The `Bytes free` message signals the amount of memory not occupied by words. When you load a text file, the amount of free memory shown will change.

The `Screen mode` message confirms the screen mode you are in. When you start up this will probably be mode 7. You can change screen modes by typing

MODE *number* RETURN

Mode 3 is generally the most useful.

In this guide we shall call the information at top left on this screen the ViewSpell heading. We shall need to refer to it quite often since a good deal of other information is added to it later.

```
ViewSpell
```

```
Bytes free 28671
```

```
Screen mode 3
```

```
=>
```

The ViewSpell disc

This contains the master dictionary and other files which enable ViewSpell to use the master dictionary. You should insert it in drive 0 now.

Loading a text file

The command for loading a text file is

```
LOAD filename RETURN
```

A demonstration text file, which includes some mistakes, has been saved on the ViewSpell disc under the name Example. Its full text, including mistakes, is printed below.

Development of the Lunar Calendar

Not all peoples passed from a lunar calendar to a solar calendar in their search for greater accuracy. Some, like the ancient Babylonians, tried to perfect the lunar calendar itself. The priest-astronomers of Babylon were the Chaldeans. Now the Chaldeans were chiefly interested in astrology, the 'science' of foretelling the future by the positions of the stars and planets. Fortunately, in order to practise astrology they found it necessary to make precise observations of the movements (or apparent movements) of the sun, the moon, the planets and the stars. So when they set about the task of perfecting the lunar calendar they had all the facts at their disposal.

The early Babylonian calendar depended entirely upon the moon. The first appearance of the crescent was the signal for the start of each new month. If for any reason the crescent moon could not be seen, no month was allowed to go beyond 30 days. Since the moon takes about 29½ days to go through its phases, this rule meant that months of 29 and 30 days followed each other alternately.

Such an arrangement, as we have seen earlier, results in a short lunar 'year' of only 354 days, so that additional months had to be inserted (or 'intercalated') from time to time so as to keep the calendar from straying too far from the true year of the seasons. This intercalation did not follow any rule, but was ordered by the government whenever it seemed necessary.

In later years the Chaldeans developed rules for intercalating the extra months, so that it was possible to know in advance exactly how the calendar would run in years to come. They found from their observations that if an extra month is intercalated in seven years out of every nineteen, by the new year's day of the twentieth year the lunar calendar is precisely in agreement with the sun again. Perhaps more important still, at no time during the intervening years is the lunar calendar more than a few weeks in error.

A tradition was soon established of intercalating an extra month in year 3, 8, 11, 14, 17, and 19. The result was a 'luni-solar' calendar, in which each month began with the crescent moon, while the calendar as a whole remained in agreement with the sun over each 19-year cycle.

To us such a calendar seems unnecessarily complicated. Yet there is no doubt that it rivalled the Egyptian solar calendar in accuracy. Indeed, in practice it may have been even more accurate, since the Egyptians were prevented by their religious traditions from taking full advantage of their knowledge.

(Adapted from *The Calendar* by Alan Unwin.)

To check the text place the ViewSpell disc in the drive and type

LOAD Example RETURN

ViewSpell displays an extending line of dots during the loading sequence.

When the file has been loaded, the screen should look something like this:

```
ViewSpell
Bytes free 26877
Source example
210 words
Screen mode 3

=>Load example
Loading.....
429 words
210 unique words
=>
```

As the file is loaded, ViewSpell extracts an example of each word in it for checking. The point is that ViewSpell needs a list of unique words, ie one example of each of the words used in the text. So although the word *the* is used many times in the text, it only appears once in the list of unique words.

You can, if you wish, inspect the list of unique words by typing

LIST RETURN

The list of words scrolls automatically and can be stopped by pressing **CTRL SHIFT**. If you prefer, you can see the list a screenful at a time. To do this, you have to switch automatic scrolling off. Type **LIST** and press **CTRL N** before you press **RETURN**. You will now see the list of words a screenful at a time. Press **SHIFT** to move on to the next screen. To switch back to automatic scrolling, press **CTRL O**. To abandon the listing press **ESCAPE**.

Checking the words

Since you already have the ViewSpell disc in the drive, with the master dictionary on it, you have only to type

```
CHECK RETURN
```

You will see the following on the screen.

```
Checking master dictionary .....
```

ViewSpell searches the master dictionary for the words in the list. This takes a couple of minutes.

ViewSpell then reports its findings with the message

```
16 words not found
User dictionary?
```

As yet we have no user dictionaries, so you should end the example by pressing **RETURN**.

```
ViewSpell
Bytes free 27790
Source example
16 words
Screen mode 3

=>Load example
Loading.....
429 words
210 unique words
=>CHECK
Checking master dictionary.....
.....
16 words not found
User dictionary?
=>
```

Examining the list

To see the list of words that ViewSpell has been unable to find in the master dictionary, type

LIST RETURN

```
ViewSpell
Bytes free 27798
Source example
16 words
Screen mode 3

=>Load example
Loading.....
429 words
218 unique words
=>CHECK
Checking master dictionary.....
.....
16 words not found
User dictionary?
=>LIST
accuracy          additinal          babylonians        babylon
babylonian        chaldeans          fortelling          luni-solar
priest-astronomers religious          remained           teh
thier             toperfect          year's             years
=>
```

The list starts with an obvious mistake, and there are some mistakes in the words that follow. But there are also perfectly correct words: proper names such as Babylon, technical terms such as luni-solar, and a combination word, priest-astronomers.

It is important not to think of the words listed after a check as necessarily a list of mistakes. They are simply words not recognised in the dictionary, for whatever reason.

Apart from actual mistakes, ViewSpell's lists can include words involving an apostrophe; ViewSpell will pass *could*, but not *couldn't*. Proper names will not be found, nor will technical vocabulary, although you can make your own specialist dictionary for such terms. Words in other languages will not be found.

unless they happen to have the same spelling as English words. For example, if you write *coup d'etat*, ViewSpell will find *coup*, but will not recognise *d'etat*.

In most texts, however, the vast majority of the words not found by ViewSpell are mistakes of one kind or another: two words run together, transposed letters, omitted letters or added letters.

Above all you should never assume that ViewSpell can check on the use of a word rather than on whether the word is in the dictionary. If you type *fiend* instead of *friend*, *ascent* instead of *accent*, or *there* instead of *their*, ViewSpell will have nothing to say about it. These are all valid words – it is only your use of them that is wrong.

Making a marked file

Having located the errors and exceptions, you will want to deal with them. The simplest way is to tell ViewSpell to make a text file identical to the one checked except that all the unfound words are marked.

For the purposes of this example, the marked file will be saved on to the ViewSpell disc, although in normal practice you would use a text disc for this. Always choose a different name for the marked file from that of the original file (the source file).

Type

```
MARK Ex2 RETURN
```

You will see the following on the screen.

```
Marking.....
```

As with loading and checking, ViewSpell shows dots on the screen while it makes up the new file and saves it on to the disc.

Unless you give other instructions, the marker used will be #! (hash, exclamation mark).

To use the marked file, return to the word processor, and load the file in the normal way. After marking, the text looks like this:

At the end of the process, you will have the assurance that every word in the text file has either been found in the master dictionary, or has been approved by you as correctly spelt.

But – a final warning – this does not necessarily mean that the text is perfect. On the third line from the end of the first paragraph there is a mistake that has not been signalled at all. The phrase reads

apparent movements) of the sun, the moon, the
plants and the stars.

Obviously it should read the planets and the stars but ViewSpell has not signalled it because the word plants is in the dictionary. Always remember that something you regard as a spelling mistake may result in a completely different word. ViewSpell checks spelling – whether the writing makes sense or not is up to the writer!

3 The main procedures in detail

To enter ViewSpell, type

***SPELL RETURN**

The ViewSpell heading shows:

- The title: ViewSpell.
- The number of bytes free.
- The screen mode.

To change the screen mode type

MODE *number* RETURN

Mode 3 is recommended.

Managing disc drives and directories

If you have more than one disc drive it is best to tell ViewSpell where to find your text files, master dictionary and user dictionaries, ie on which drives and in which directories. ViewSpell can then access them readily, without your having to give specific instructions or to change discs.

Drives and directories are described in the Disc Filing System User Guide and the Advanced Disc Filing System User Guide. You can specify to ViewSpell the locations of the files by using the **PREFIX** command.

The symbols used with **PREFIX** are as follows.

Symbol	Meaning
:	(colon) drive
.	(full stop) directory
T	text ie the VIEW file
M	master dictionary
U	user dictionary

Type

PREFIX *letter* :*drive*.*directory*. RETURN

For example

PREFIX T :1. RETURN means that your text files are on drive 1.

PREFIX M :0. RETURN means that the master dictionary is on drive 0.
(It will be in directory W since ViewSpell places all dictionaries in directory W.)

The screen below shows a typical sequence of commands and replies from ViewSpell. The example shown is for a user with a double disc drive system, so that it is possible to specify drives 0, 1, 2 and 3.

```
ViewSpell
Bytes free 28671
Screen mode 3

=>PREFIX M :1.
M)aster :1.
U)ser
T)ext
=>PREFIX U :3.
M)aster :1.
U)ser :3.
T)ext
=>PREFIX T :0.
M)aster :1.
U)ser :3.
T)ext :0.
=>
```

Of course the text and the dictionary may not actually be where you say they are at the moment you give the **PREFIX** command. This does not matter, provided that you are able to place them there when they are required.

If you are using ADFS you can apply the same principles in order to specify the locations. For example, you could specify the location of your VIEW file with

PREFIX T \$.USA.Ohio. RETURN

The number of characters you may use in filenames and prefixes depends on which disc filing system you have, and you should check the relevant user guide. ViewSpell allows up to 13 characters for a prefix and 10 characters plus directory for the filename itself. The Acorn DFS, however, limits the directory to 1 character and the filename to 7.

Loading a text file

Type

```
LOAD filename RETURN
```

If you are using a double disc drive system and have set prefixes as described above, ViewSpell immediately tells you it is loading and loads the file. ViewSpell then sifts through the text and sorts the resulting list of unique words into approximate alphabetical order.

It also reports the number of words in the file and the number of unique words, and places the name of the file in the heading. The screen would then look like this.

```
ViewSpell
Bytes free 26905
Source :0.games
191 words
Screen mode 3

=>load games
Loading.....
352 words
191 unique words
=>
```

If you are working with a single disc drive, you will probably have your text disc in the drive when you enter ViewSpell, since you have just been processing the text. With a single disc drive, there is no need to set prefixes. When you tell ViewSpell to load your file by typing

LOAD Myfile RETURN

You will see the following on the screen:

Insert T.MASTER1 disc & hit a key

Insert the ViewSpell disc and press a key.

You will see the following on the screen:

Insert Myfile disc and hit a key

Insert the disc containing Myfile and hit a key.

The text file is now loaded. The disc change is necessary because ViewSpell has to load the files T.MASTER1 and O.MASTER1 before it can use its dictionaries. The second time you give the LOAD command, the text file loads immediately.

You can, if you wish, inspect the list of words compiled by ViewSpell by typing

LIST RETURN

Reading in more text

The LOAD command automatically deletes all words in memory before loading a new text file. It is, however, possible to read in more text from other files without deleting the text already loaded, up to the limit of memory available. This is done with the READ command.

Type

READ filename RETURN

Following READ, ViewSpell reports a new word count, and the number of words in the ViewSpell heading is updated.

Checking the words

To check the words against the master dictionary, place the ViewSpell disc in the appropriate drive and type

CHECK RETURN

You will see the following on the screen

Checking master dictionary

ViewSpell searches the master dictionary for the words in the list, and reports its findings in a message such as

```
26 words not found
User dictionary?
```

User dictionaries are described a little further on. For now just press **RETURN**.

```
ViewSpell
Bytes free 27755
Source :0.games
22 words
Screen mode 3

=>load games
Loading.....
352 words
191 unique words
=>check
Checking master dictionary.....
.....
.....
22 words not found
User dictionary?
=>
```

Examining the list

To see the list of words that ViewSpell has been unable to find after a dictionary check, type

```
LIST RETURN
```

It should be emphasised that the words listed are nothing more nor less than words not found in the dictionary. Many will be mistakes, but some will be foreign words, proper names, postcodes, etc.

Making a marked file

In response to the command MARK, ViewSpell creates a text file on the disc which is identical to the one checked (the source file) except that all the unbound words are signalled with a marker. The default marker is #!.

There are two versions of this command: MARK and CMARK. They produce the same result, but if you are editing a large text file on a single drive and a copy of it will not fit on the same disc CMARK provides instructions as to when to change discs.

To make a marked file, first choose a filename which is different from that of the source file.

If you are using a double disc drive, type

```
MARK newfilename RETURN
```

You will see the following on the screen.

```
Marking.....
```

ViewSpell shows dots on the screen while it makes up the new file and saves it on to the text disc.

If you are using one disc drive only and want to create the marked file on a different disc, type

```
CMARK filename RETURN
```

(If ViewSpell replies that the source file is not found you have forgotten to change discs.)

You will see the following on the screen.

```
Marking.....
```

ViewSpell shows dots on the screen while it makes up the marked file. ViewSpell will prompt you to

```
Insert filename disc & hit a key
```

Place in the drive a disc on which you want the marked file to be saved, and press RETURN.

To use the marked file, switch to your word processor and load the file as usual.

If you are using VIEW the procedure would be as follows. Type

```
*WORD RETURN to transfer to VIEW.
```

```
LOAD filename RETURN to load the file into VIEW.
```

```
SEARCH #! RETURN
```

You can then correct the mistakes, passing over others with **NEXT MATCH**. When you have finished you can delete all the **#!** marks with **REPLACE** or **CHANGE**. Type

```
REPLACE #! RETURN
```

This deletes the **#!** by exchanging these two characters for nothing.

Making a marked file from the Example text file on the ViewSpell disc is described and illustrated in Chapter 2, *Checking text – an introduction*.

Specifying your own marker

You can specify your own marker for marked files, instead of the default **#!**. For example, type

```
MARKER 1 @ RETURN
```

There are two markers you can use. Setting marker 1 instructs ViewSpell to mark the beginning of all unfound words with **@**. Using marker 2 you can mark the end of the unfound words with the same or different characters. For example, type

```
MARKER 2 @ RETURN
```

If you want to mark just the end of the unfound words set marker 1 to blank.

The hat character (**^**) is used to signal a highlight character. Setting both markers to **^-** will surround the unfound words with highlight 1 characters. On printing the marked file the unfound words would be underlined if you were using a suitable printer driver.

For example

```
MARKER 1 [ RETURN uses [ to precede unfound words.
```

```
MARKER 2 ] RETURN uses ] to succeed unfound words.
```

```
MARKER 1 RETURN switches off marker 1.
```

```
MARKER 2 ^* RETURN sets marker 2 to highlight 2.
```

```
MARKER RETURN shows the settings of the markers.
```


4 User dictionaries

The last chapter described the main ViewSpell procedure from setting up to making and using a marked file. For simplicity we left out any checking of user dictionaries, but in practice these may form a very important part of the process. If you are writing about medicine, politics, gardening, football, or anything that has a specialised vocabulary, you will find it useful to make up a user dictionary so that all the technical terms are checked.

Facilities for user dictionaries are as follows:

- Create a user dictionary.
- Specify a current user dictionary
- Add words to a user dictionary
- Delete words from a user dictionary.
- Check text against a user dictionary.

Creating a user dictionary

To create a blank user dictionary to which you can add words, type

```
CREATE filename RETURN
```

Since all dictionaries are in directory W, this creates a user dictionary W.*filename*. There is no need to type the W. If you have not set the U prefix ViewSpell creates the dictionary on the current drive. Otherwise it uses the prefix. For example

```
CREATE cells RETURN creates W.cells on the current drive.
```

```
PREFIX U :1. RETURN
```

```
CREATE cells RETURN creates W.cells on drive 1.
```

Specifying a current user dictionary

You can specify one of your user dictionaries as the current user dictionary. Once specified the name of the dictionary appears in the ViewSpell heading and you can use many of the commands without naming the dictionary involved.

To specify a current user dictionary, type

```
USER dictionary RETURN
```

There is no need to include a W for the directory. ViewSpell puts it in for you.

To change the current user dictionary, type the **USER** command again. To cancel it, type

USER RETURN

Adding words to a user dictionary

Words may be added to a user dictionary in two ways: adding from the list currently in the computer, and adding other words that you think of. For now we will just consider the latter case. To do this, type

AW filename RETURN

Filename is the name of the user dictionary to which you want to add the words. Remember that directory **W** is automatically assumed. If you have set a current user dictionary you can enter

AW RETURN

to add to it. You will see the following on the screen.

Word?

Type the word to be added and press **RETURN**. You will see the following on the screen.

Checking master dictionary...

If the word is in the master dictionary, ViewSpell replies

In master dictionary

If the word is in the user dictionary already, ViewSpell replies

In user dictionary

If it is in neither, ViewSpell adds it to the user dictionary and asks for the next word.

When you have no more words to add, press **ESCAPE**. ViewSpell then updates the user dictionary. Do not remove the disc before this has happened.

The following screen shows the creation of the user dictionary and the adding of words to it.

```
ViewSpell
```

```
Bytes free 27903  
User dictionary :1.W.cel.s  
Screen mode 3
```

```
=>prefix u :1.  
M)aster  
U)ser :1.  
T)ext :0.  
=>create cells  
=>user cells  
=>aw  
Word? esterase  
Checking master dictionary .....  
Word? monoclonal  
Checking master dictionary.....  
Word? radioimmunoassay  
Checking master dictionary.  
Word?  
Escape  
=>
```

If you wish to see the contents of a user dictionary before adding words, you can use the **SEARCH** command. This is described fully a little later. For now, type

```
SEARCH * dictionary RETURN
```

To display the contents of the master dictionary, type

```
SEARCH * RETURN
```

Deleting words from a user dictionary

This works in a similar way to adding words. Type

```
DW dictionary RETURN
```

You can select the current user dictionary if there is one by not specifying a dictionary name. You will see the following on the screen:

```
Word?
```

Type the word and press **RETURN**. If the word is found, ViewSpell replies

```
Deleted
```

If the word is not found, ViewSpell replies

```
not found
```

and then asks for the next word.

When you have no more words to delete, press **ESCAPE**. ViewSpell then updates the user dictionary. Do not remove the disc before this has happened.

The screen below shows the deletion of a word from the file `cells`.

```
ViewSpell
Bytes free 27903
User dictionary :1.M.cells
Screen mode 3

=>dw
Word? norradrenaline
Deleted
Word?
Escape
=>
```

Checking text against a user dictionary

Normally, following the command **CHECK RETURN**, ViewSpell checks the words against the master dictionary, and the current user dictionary, if you have specified one. It then asks for the name of any other user dictionary you want to use.

If you wish ViewSpell to check a user dictionary only, type

CHECK dictionary RETURN

To check the words against the master dictionary and the current user dictionary, type

CHECK RETURN

5 Using the list of unfound words

Chapters 2 and 3 described the main procedure from setting up to making and using a marked file. But making a marked file is not the only thing you can do once ViewSpell has produced a list of unfound words. This chapter contains a complete list of the facilities available to you once the text has been checked against the master dictionary (and user dictionaries if required), and the list of unfound words has been compiled.

Displaying the list of unfound words

Type

LIST RETURN

The list is displayed in approximate alphabetical order. If you wish to see it a screenful at a time, pressing **SHIFT** to move to the next screen, press **CTRL N** before you press **RETURN**. Pressing **CTRL O** turns automatic scrolling on again. If you just type **LIST RETURN**, the list of words will scroll continuously but can be stopped by holding down **CTRL SHIFT**. Pressing **ESCAPE** abandons the listing.

Printing out the list of unfound words

You can print the list of unfound words by switching the computer to printing out before typing **LIST**.

Type

LIST (but do not press **RETURN** yet).

Hold down **CTRL** while you press and release **B**.

Press **RETURN**.

When you have finished, switch off printing by holding down **CTRL** while you press and release **C**.

Saving the list of unfound words as a text file

You can save the list of words in memory for examination in a word processor or future usage by typing

SAVE filename RETURN

ViewSpell displays a series of dots while the list of words is saved. The list appears in the file in lower case, ranged left, in approximate alphabetical order.

Adding selected unfound words to a user dictionary

To add selected words from the list of unfound words to a user dictionary, first place the dictionary disc in the drive.

If you have specified a current user dictionary with the **USER** command, and want to use that dictionary, type

ADD RETURN

If you want the words added to another user dictionary, type

ADD filename RETURN

naming the dictionary concerned.

ViewSpell then steps through the list of unfound words one by one. As it presents each word, you may answer as follows:

Y RETURN Add this word to the user dictionary.

N RETURN or just **RETURN** Do not add this word to the user dictionary.

D RETURN Delete this word from the list.

^ RETURN Go back one word. (This cannot be repeated, ViewSpell goes back one word only.)

ESCAPE Stop adding words. The disc will spin after you press **ESCAPE** as the user dictionary is updated.

The whole process is shown on the screen below. Notice that no dictionary is named in the **ADD** command, since one has already been specified and is shown as the current dictionary in the heading. Note also that the text is on drive 1 and the user dictionary on drive 2.

```

ViewSpell

Bytes free 27283
User dictionary :2.W.computa
Source :1.tech
96 words
Screen mode 3

=>check
Checking master dictionary.....
.....
Checking user dictionary :2.W.computa.
96 words not found
User dictionary?
=>add
acornsoft? y
addressable? n
arcadians? y
bitstik? y
daisywheel?
dongle? ^
daisywheel? y
dongle?
Escape
=>

```

Displaying the text file

If you would like a quick look at the original text file that you are checking, you can do so by typing

```
SCREEN filename RETURN
```

This is like the SCREEN command in VIEW. To abandon the display press ESCAPE. Note that tabs and left margins are not displayed aligned to the tab stops specified in rulers. Each one is replaced by a fixed number of spaces.

Showing the unfound words in context

This is particularly useful if there are only a few unfound words and you cannot remember how you used them in the document. Type

```
CONTEXT RETURN
```

The unfound words are displayed, accompanied by #! (or whatever markers you have set), and surrounded by approximately one line of text. To abandon the display press ESCAPE.

6 Other facilities

SEARCH

The **SEARCH** command locates a word in the master dictionary or a user dictionary. In its simplest form, you can use the command by placing the ViewSpell disc in the drive and typing

```
SEARCH word RETURN
```

ViewSpell then finds the word in the master dictionary and displays it. If there is no such word in the master dictionary, ViewSpell displays the message

```
No words found
```

SEARCH is used in much the same way for user dictionaries.

Type

```
SEARCH word dictionary RETURN
```

For example

```
SEARCH fiduciary Dict5 RETURN
```

searches the user dictionary Dict5 for the word *fiduciary*.

This command is most useful for the practice of searching a dictionary to find out how to spell a word – the problem being that if you cannot spell it, how do you find it?

ViewSpell solves the problem by allowing you to specify only the characters you know. For example if you are not sure whether to use *piece* or *peice* you can type

```
SEARCH p??ce RETURN
```

ViewSpell will then list all the five-letter words with the characters as specified and any other characters in place of the ? signs.

So you will get *pence*, *peace*, *place*, *ponce* and *price*, as well as the spelling you are looking for: *piece*.

This facility has obvious uses for crossword puzzlers and Scrabble players, and no doubt for makers of crossword puzzles too. An eight-letter word of which you know *E-E-H-N- ?* Type

```
SEARCH e?e?h?n? RETURN
```

Wild search characters

The ? is one of the wild search characters. It means any character, and it can be used anywhere in a word. The following examples are all valid search commands:

SEARCH ???d? **RETURN** – all five-letter words with D as the fourth letter.

SEARCH a???? **RETURN** – all five-letter words beginning with A.

SEARCH ?????? **RETURN** – all five-letter words in the dictionary.

Searches where the first character is not known will take a lot longer than searches where you specify the first character. This is because if you do not specify the first letter ViewSpell has to search the whole dictionary. If you specify the first letter ViewSpell has only to check all words beginning with that letter.

* is the other wild character. This is the multiple wild character, meaning any characters or no characters. For example:

SEARCH astr* **RETURN** lists all words in the master dictionary beginning with astr.

SEARCH * dictionary **RETURN** lists all the words in the user dictionary named.

SEARCH r*ing **RETURN** lists all words in the master dictionary of whatever length beginning with r and ending with ing.

SEARCH r*t?a*ing **RETURN** lists all words beginning with r and ending in ing but also including a group of three characters beginning with t and ending in a.

As this last example indicates, you may combine both the single wild character and the multiple wild character in the same search.

Printing out with SEARCH

You can print out the result of your search by switching the computer to printing as you give the **SEARCH** command. To take one of the examples above, printing out all words in the master dictionary beginning with *astr* can be done as follows. Type

SEARCH astr* (but do not press **RETURN** yet). Hold down **CTRL** while you press and release B. Press **RETURN**.

When the list is printed, you should switch off printing again by holding down **CTRL** while you press and release C.

Spooling with SEARCH

You can save the result of your SEARCH to disc by using the filing system *SPOOL facility. Type

*SPOOL *Filename* RETURN

SEARCH *word* RETURN

*SPOOL RETURN

The file can now be read into VIEW using the READ command.

NEW

This clears the contents of memory, but leaves intact any instructions given with the USER and PREFIX commands. So the list of words is cleared but the current user dictionary remains and ViewSpell still knows where to find the master dictionary, current user dictionary and text files. Type

NEW RETURN

Normally it is not necessary to do this, since memory is cleared automatically when you load a new file. However, if you use *COMPACT or *COPY, the contents of memory will probably become corrupted and should be cleared with NEW.

MODE

To change the screen mode, type

MODE *number* RETURN

As with VIEW, screen mode 3 is generally the most useful, but unless you have shadow memory fitted or you are using a 6502 second processor, the screen mode you use affects the amount of memory available. Mode 7, for example, allows over 23000 bytes, whereas mode 3 allows about 8000 on a BBC Microcomputer model B.

Notice that using screen modes with varying amounts of memory has less impact on ViewSpell than it does on VIEW. In VIEW each six-letter word that you type will take up six bytes. Add to that spaces between words, rulers and carriage-returns. However ViewSpell retains only one copy of each word which cuts down the amount of space needed in memory. It also stores words in a compact internal format which further reduces the space required.

A draft of this manual contained 7240 words and took up about 42000 bytes in VIEW. There were only 968 unique words which took up about 5100 bytes in ViewSpell. Uncompressed the unique words needed about 7000 bytes in VIEW.

Many texts will fit into mode 3 in ViewSpell – no matter how many words the original files contained. If your texts will not fit into mode 3, use mode 4,6 or 7. Only exceptional word lists such as dictionary listings will not fit into mode 7.

For details of modes see the BBC Microcomputer System User Guide.

NAME

The NAME command changes the source file name. This enables you to see a collection of words in the context of a different text file or to mark a text file at the places where certain words occur. For example, if you were writing documents to a certain house-style and the spelling of words in the house-style changes, you could use the CONTEXT command to see where any of the old spellings occurred in your text to determine whether the text needs updating.

The following gives another use of the NAME command.

Creating text files for ViewIndex

ViewIndex provides a straightforward way of producing an index for a book or long technical document that was prepared in VIEW. Words to be indexed are highlighted with double highlight 1 codes. ViewIndex then finds all the highlighted words, makes a copy of them with their page or section numbers, sorts them into alphabetical order and formats them into an index.

ViewSpell provides facilities to make the indexing process even more automatic. You can create a list of words that you want indexed and ViewSpell will automatically highlight all occurrences of the words in the files. ViewIndex will do the rest.

The method is as follows:

1. Prepare in VIEW a file of the words that you want indexed.
2. Load the file of words into ViewSpell.
3. Set both marker 1 and marker 2 to double highlight 1. ie type

MARKER 1 ^-^- RETURN, MARKER 2 ^-^- RETURN.

4. Insert the disc with the textfile to be indexed and rename the source file to textfile. Type **NAME *textfile* RETURN**

5. Create a new copy of the textfile with the words highlighted. Type **MARK *newfile* RETURN**

6. If the text is split over more than one file repeat steps 4 and 5, remembering to use a different new filename for each text file.

7. Feed the marked files through ViewIndex to create the index.

Disc filing system commands

All the disc filing system commands, such as *COPY, *RENAME, *CAT, *FORM, etc, and Operating System commands such as *TV can be used with ViewSpell. For details see the *Disc Filing System User Guide* or the *Advanced Disc Filing System User Guide*. The operating system commands such as *FX and *TV can also be used with ViewSpell. For details see the BBC Microcomputer System User Guide.

Exec and Boot files

If you almost always use the same disc drives and directories in your work, you may find it useful to set up a !BOOT file on your ViewSpell disc to change the screen mode and enter all your PREFIX commands.

The !BOOT file is a special *EXEC file which is automatically run when you press **SHIFT BREAK**. Exec files and !BOOT files are described in your filing system user guide.

In practice it is simpler to create the file in VIEW and save it on to the disc as usual. The file shown below could prove useful in starting ViewSpell when you switch on your computer.

```
*SPELL           to change to ViewSpell
*TVØ,1           to stop screen flicker
*SHADOW          to use shadow memory
MODE 3           to change to mode 3
PREFIX M :Ø.     to indicate master dictionary on drive 0.
PREFIX U :2.     to indicate user dictionary on drive 2.
PREFIX T :1.     to indicate text on drive 1
```

You could, of course, combine this with other facilities too – for example to program a function key to get you out of ViewSpell and back into VIEW again.

Before a disc will automatically exec a !BOOT file on a **SHIFT BREAK**, you need to type *OPT 4,3 **RETURN** in the command screen.

A further development of the method just mentioned is to make up *EXEC files to carry out procedures. These are files which are used with the *EXEC command and which have the same effect as if the information they contain were being typed on the keyboard. It is possible to make such a file containing a series of commands to enable the system to carry out a whole procedure for you.

For example, you may know in advance that you wish to add all unfound words in one of your files to a particular user dictionary. Your *EXEC file would then read as follows.

```

*SPELL
PREFIX M :0.
PREFIX U :2.
PREFIX T :1.S
USER Legal5
LOAD Chap2
CHECK
ADD
Y
Y
Y
Y
Y
Y
Y
Y ..... and so on.

```

This would transfer into ViewSpell, set the prefixes, specify a current user dictionary, load the file, check it against master and user dictionaries, give the command to add the unfound words to the current user dictionary, and reply with a series of Ys to ViewSpell's questions as to whether each successive unfound word should be included. Any superfluous Ys in the *EXEC file would be ignored.

Checking the current document

The following exec file enables you to update the text that you are editing in VIEW to produce a marked file indicating the words unfound in the master dictionary. It assumes the ViewSpell dictionary disc is in drive 1 of a dual disc drive. If you have a single disc drive you should not use the PREFIX command and use CMARK instead of MARK.

```

save temp1
*spell
prefix m :1.
load temp1
check

mark temp2
*word
load temp2
search #!

```

Note the blank line after the CHECK command. This tells ViewSpell not to use a user dictionary.

The exec file saves your text to a temporary file on your text disc, enters ViewSpell, sets the prefix for the master dictionary and reloads your text file; it then checks it against the master dictionary, creates a copy of the file with the unfound words marked, re-enters VIEW, loads the marked file, and finally searches for the markers introduced during the check sequence. The cursor will be placed at the marker #! before the first unfound word. Having dealt with this word you can press **NEXT MATCH** to move to the next unfound word. When you have dealt with all the unfound words VIEW will return to the command screen. You can now remove the ViewSpell markers with a **REPLACE** command and save your corrected file.

To use the above commands in an exec file you can enter them as a VIEW file, save the VIEW file by entering, for example

SAVE *filename* RETURN

and start the exec sequence by loading your text file and entering

***EXEC *filename* RETURN**

7 Error and procedure messages

Bad directory

You have used a directory other than W for a dictionary. ViewSpell adds W to any dictionary name you type in.

Bad letter

You have used a character other than T, M or U in a PREFIX command.

Bad mode

MODE must be followed by a number.

Bad name

Something is wrong with a filename you are using. This may be because it is too long, or you may have used an incorrect format when specifying a user dictionary. You may have set a PREFIX which is nonsense when added to the filename. Perhaps you have not specified a filename. Remember to end prefixes with a full stop.

Bad string

An incorrect character follows the hat symbol in the MARKER command, or the marker is longer than 64 characters.

Bad word

You entered an incorrect word in response to a ViewSpell prompt, for example in the AW command. The first character of a word must be alphabetic (no numbers or punctuation). Elsewhere in the word only letters, digits, the apostrophe, and the hyphen are allowed, and the word must not be longer than 32 characters.

Can't extend

See the *Disc Filing System User Guide* or the *Advanced Disc Filing System User Guide*. If this message occurs when you are updating a user dictionary with added words, no more words will be added. Words added up to that point, except the last one, will be recorded in the file.

The only way to avoid this problem is to make sure there is enough room on your disc before updating a user dictionary. Before creating a user dictionary it is wise to compact the disc, so as to allow the maximum disc space to extend the user dictionary. Before adding to a user dictionary make sure there are no files on the disc after the user dictionary.

Full

Your user dictionary is full. A user dictionary may be 130,000 bytes in size. If this message occurs you must create a new user dictionary.

In user dictionary/In master dictionary

You have tried to add a word that is already in the dictionary concerned.

Insert filename disc & hit a key

This is likely to occur if you have only a single disc drive. ViewSpell searches for the files it needs and asks for the disc if they are not available. Make sure you never have two different files of the same name on your discs, or you may cause confusion. This message may also occur if you have set your prefixes incorrectly.

Memory full -

There is not enough memory to load the file. This may occur if you are in mode 3 and try to load an exceptionally large file. Change to mode 7 and try again.

Alternatively, you may be working in mode 7 and try to change to a mode with less memory space, such that if the mode change were made you would lose words. ViewSpell issues this message and does not allow the change of mode.

Mistake

ViewSpell does not recognise the command you typed in.

No words

There is no word list in memory. This may be because you have not yet loaded a file, or because you have used *COPY or *COMPACT, and the workspace has been corrupted. Type **NEW RETURN** to clear the memory, or load a file.

No words found

The word you specified in a **SEARCH** command was not in the dictionary.

Not found

You tried to delete a word with **DW**, but the word is not in the dictionary.

Alternatively, you tried to use a file which is not on the disc.

Open / Already open

You have used the name of the source file following the MARK or CMARK command.

Too long

Too long a prefix or word.

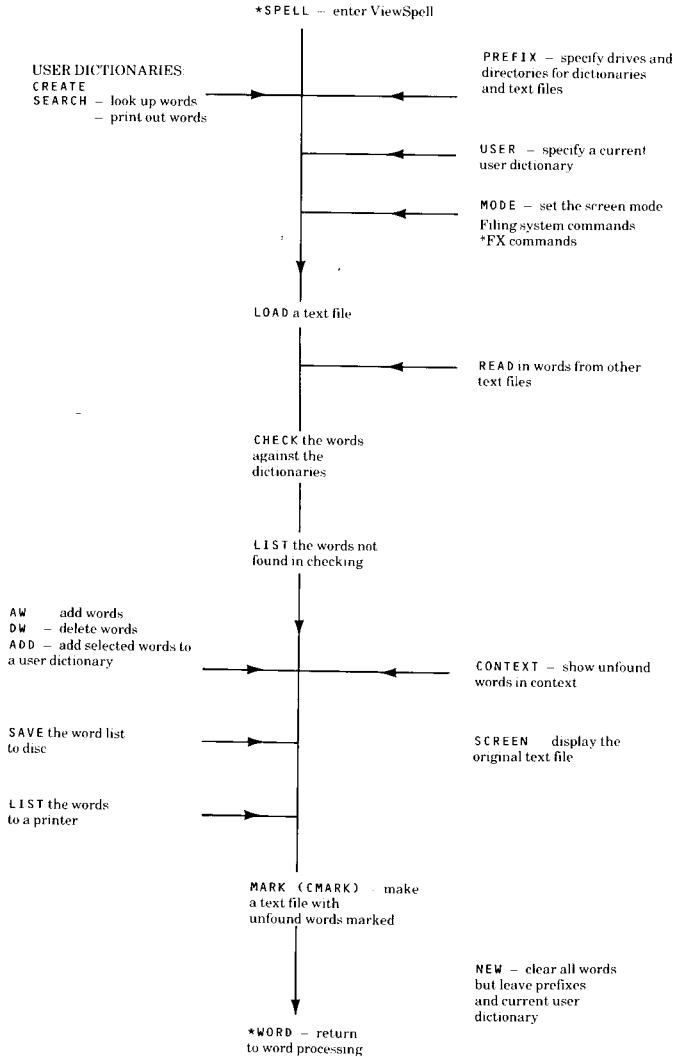
ViewSpell limits prefixes to 13 characters. Words are limited to 32 characters.

8 Abbreviations

Instead of typing the commands in full, you may in many cases use abbreviations, as listed below.

Command	Abbreviation
ADD	ADD
AW	AW
CHECK	CH
CMARK	CMAR
CONTEXT	CON
CREATE	CR
DW	DW
LIST	LI
LOAD	L
MARK	MAR
MARKER	MARKE
MODE	M
NAME	NA
NEW	NEW
PREFIX	PRE
READ	RE
SAVE	SA
SCREEN	SC
SEARCH	S
USER	US

9 Summary of ViewSpell commands



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