



TABLE OF CONTENTS

Introducing the WORD.....	1
The spelling dilemma.....	3
The WORD (users guide).....	5
Hardware requirements.....	5
* Read BEFORE using *.....	5
Compatibility with editors and word processors.....	6
SPELL (What it can do for you).....	8
Limitations.....	8
Hyphenated words.....	8
Soft Hyphens.....	9
Apostrophes and possessives.....	9
Numbers within text.....	10
USING SPELL.....	11
Option switches.....	11
Special dictionaries.....	13
Update dictionary.....	13
REVIEW.....	14
MARK.....	16
Other uses for MARK.....	17
SPELL, REVIEW and MARK together.....	18
The WORD and SUBMIT Files.....	21
LOOKUP.....	23
FIND.....	24
Advanced features.....	25
Word Count.....	26

INTRODUCING
The WORD (tm)

The WORD is a complete toolbox of programs made especially for writers, journalists, secretaries, and just about anyone else who regularly deals with words. The WORD does the writer's drudge work of checking spelling, looking up misspelled words, or counting how many words are in a document. Everything is handled automatically with speed and precision. The WORD comes with a computerized dictionary containing over 40,000 words. And special programs are provided to let you build your own special purpose dictionaries of jargon, technical terms, etc. This manual will introduce you to the various "tools" provided with The WORD and show you how to use them. In a short while you'll be able to use these tools as easily as you now use pencil and paper.

The term "tool", as applied to a computer program, was inspired by the landmark book "Software Tools", by Kernigan and Plauger. Our definition of a software tool is a computer program that is at once both general and yet simple enough in scope to have widespread application. There is a tendency today for programs to try to do too much at one time. The result is often a program that quickly becomes outdated. Even worse, you may find that these "over designed" programs are very inflexible when it comes to doing something that the original programmer did not anticipate.

The WORD tries to be something different. The tools described in this manual were deliberately kept simple. Each tool is designed to be used by "word" people, not just computer people. The WORD is a collection of tools made to do things for you that your existing text editor or word processor won't. Each tool is designed to do a single job, however, the various tools will work with each other to do a lot more than each would do alone.

An example of the usefulness of this philosophy is evident in the tools SPELL, REVIEW and MARK. SPELL checks the spelling of an input file and writes a file called "ERRWORDS.TXT", which contains an alphabetized list of all the words which didn't match its dictionary. This list of words must be reviewed so that you can decide which words are actually misspelled, and which are correct. You can review this list of words either with your text editor or with the program REVIEW. REVIEW shows you each word in alphabetical order and asks you to press a single key to decide what to do with it. The words can be returned to the ERRWORDS file, Ignored, or Added to the Update dictionary, or to a special user dictionary. MARK will then read through your original file and places a "*" in front of any words which appear in the edited ERRWORDS.TXT file. From there it's a simple matter to use your text editor to fix the improper words by using the search feature that almost all editors provide.

THE SPELLING DILEMMA
(a short commentary)

Very few people have perfect recall when it comes to remembering how to spell a word. Most everyone makes mistakes, usually because of the numerous inconsistencies built into the English language. Most of us would make fewer errors if we checked words in a dictionary more often. But using a dictionary takes time, and often you might not have the faintest idea where to find a word if you don't know how to spell it in the first place. However, one of the benefits of checking a word's spelling is that eventually you'll remember how to spell it. Then you won't have to look it up anymore.

Using SPELL is like having someone else to look up the words for you. It will read any text file and automatically alert you to any suspicious word it can't find in its 45,000 word dictionary. SPELL is fast and efficient, too. However, it is not foolproof and that brings us to the real point of this section.

Proper spelling of a word is often dependent upon how the word is used. The word "peace", for example, is shown here "properly" spelled. But in the sentence, "I would like a peace of pie", you would say that "peace" is spelled incorrectly. For our purposes we will say that, in the above sentence, the word peace is "spelled" properly, but is "used" improperly. Words such as peace and piece are called "homonyms". They are words that have the same sound but are spelled differently. Confusion of homonyms is a common "spelling" problem. The WORD's tools cannot automatically detect incorrect homonyms for you. To do so would require that the program "understand" what you are trying to say, which is not a simple thing to do! However, the utility MARK can be used to locate and point out potential homonym problems. This will be described in greater detail later.

Some correct words will be found and listed as being misspelled simply because they do not appear in the dictionary. This is to be expected because of the finite size of the computer dictionary. In addition, many words which are unique to a particular part of the country, or which are technical jargon, will not appear in the dictionary. After you are well versed in the use of SPELL you will be able to build your own "special" dictionaries. SPELL can then be told to search these before deciding that it doesn't recognize a word.

One last point is worth mentioning. The dictionary supplied with The WORD is not perfect. It is a very demanding task to enter and verify a 45,000 plus word dictionary. Because of this, and in spite of our best efforts to make the dictionary as error free as possible, there might still be some errors in it. As a customer you have a right to expect the products you buy to be as

The WORD
(a users guide)

HARDWARE REQUIREMENTS

The WORD can be used with almost any 8080/8085 or Z80 base computer. It runs under the operating system CP/M (tm) by Digital Research. This includes several variations on the CP/M theme such as CDOS by Cromemco (tm) and IMDOS, by the now defunct IMSAI. The WORD will work with either the 1.4 or 2.2 versions of CP/M. We have been careful to avoid using features which are unique to CP/2.2 (such as random access) so as to not exclude 1.4 users. This does not, however, mean that the design of any of the tools has been compromised in any way.

The WORD can work with almost any amount of memory; however, minimum of 32k bytes is deemed necessary to do useful work. A 48 system should be more than adequate for most uses. All of the tools will automatically use whatever memory is available, with no need to manually change anything. Likewise, they will print an error message, such as "out of memory", if your system has too little to get the job done.

The only tools which are likely to have a memory problem are SPELL, DICTSORT, and possibly LOOKUP. This is because they build a list of words within memory. If you have memory size problems which should be rare, one solution is to reduce the size of the input files. This can be done by breaking your text files up into chapters or sections.

All of the tools will run quite fast on a 2 mhz 8080 system. In fact, all of the tools included with The WORD were developed on just such a system. The real limit to operating speed is not really the CPU but rather the floppy disk system. Those of you with 6 mhz Z80's and Winchester disks should have nothing to complain about.

* * * READ THIS BEFORE USING! * * *

The very first thing you should do BEFORE using any of The WORD's tools is make a working copy of the master release disk and then put it away in a SAFE place (not too hot, not too cold, and away from magnets!). Also, before opening the sealed diskette read the license agreement included with this manual. It describes what your responsibilities are with regard to Copyright restrictions and our proprietary software.

a safe place away from stray magnets, children, moisture, etc.

BROKEN TOOLS

Every tool included with The WORD has a self checking feature built into it which will determine if the copy of the program on disk has become damaged. Every time you use a tool the very first thing it does is check and see if all of its program code is intact. If it is not it will print the following error message:

* WARNING * This tool is damaged! Use another copy.

This check is included for your protection! A broken tool could wreak havoc with your disk files. We don't want you to lose your important text files because of a bad copy of one of The WORD's tools. If you see this message get the master release disk and PIP (or XFER) over a new copy of the tool in question before proceeding.

COMPATIBILITY WITH EDITORS AND WORD PROCESSORS

The WORD is designed to work in conjunction with just about any text editor or word processor now on the market. A few restrictions are worth noting, however. Most of the tools assume that text files include embedded Carriage Return and Linefeed (CR and LF) characters. This is not an absolute requirement, as most of the programs are careful to avoid using the CR's or LF's, but most of the files which are generated, such as ERRWORDS.TXT, will contain CR's and LF's. The one exception is the file written by MARK, which is an exact copy of the input file except for the "*" characters, which it adds.

Editors and word processors with which The WORD is fully compatible include: Micro-Pro's Word Master (tm) and Word Star (tm), Digital Research's ED, and Magic Wand (tm) by Small Business Applications Inc.

was divided was a word that is always hyphenated (such as compound word), and the division occurred at the hyphen. In this case, SPELL will incorrectly assemble the compound word into single word and will then try to look it up. For example consider what SPELL would do if it encountered the following text

This is a sentence which contains a hyphenated word. In this sentence the compound word light-year is divided between lines.

SPELL would correctly reassemble the word "hyphenated", and would then locate it in its dictionary. However, "light-year" would be incorrectly reassembled as one word "lightyear", without a hyphen. At the current time there is no easy way around this problem. Fortunately, this should occur relatively infrequently and should be easy to spot when it does happen.

"SOFT" HYPHENS

Micro Pro's Word Star (tm) text processing software has the ability to insert what are called "soft" hyphens into a document text file. These are optional hyphenation points that the user inserts while forming paragraphs. They aid the program in deciding where to break a text line when printing. SPELL will automatically ignore soft hyphens by always reassembling words divided by them.

APOSTROPHES AND POSSESSIVES

The WORD's dictionary does not include possessive cases of words. Because of this, SPELL makes a special check to see whether a word ends in a single apostrophe or an apostrophe immediately followed by the letter "s" ('s). Single apostrophe or an apostrophe "s" combination are removed from the word before looking it up. This procedure will cause problems with contractions such as "it's", but this is a rare occurrence and should not have a significant effect, because the resulting shortened word is almost always a correct word.

There is a situation in which SPELL's rules for handling apostrophes can trip it up. It should occur very rarely, but we thought you should know about it anyway. It happens in a sentence involving a quotation embedded within a quotation, such as the following example:

"He said, 'That's Bob's hat not James'," Tom said.

Many writers will use an apostrophe as a single quotation mark

- - USING SPELL - -

Let's say you have written a document using your favorite text editor and have placed it into a file named "DOCUMENT.TXT". Furthermore, this file is located on a disk in drive "B". To use SPELL to list all of the misspelled words to the console, you would type:

```
A>SPELL B:DOCUMENT.TXT
```

Note: The "A>" is typed by your computer.

As SPELL works, it will print out the following messages:

```
SPELL ver x.x
Copyright 1981 - Oasis Systems
Compiling Word List
nn unique words
Checking Main Dictionary
Listing unmatched words
nn unmatched words
```

The message "nn unique words" refers to how many different words SPELL found in your document. In the last message, "nn" refers to how many of these words SPELL identified as misspelled. If SPELL finds no incorrect words, The message "No incorrect words found." will be printed instead.

OPTION SWITCHES

If you wished to have the misspelled words listed to the printer instead, you would type:

```
A>SPELL B:DOCUMENT.TXT $P
```

The characters \$ and P are collectively called a "switch". That is, they switch on various options in the SPELL program. The dollar sign simply indicates that the letter "P" is a switch and not a file name. Several switches can follow the "\$" sign. For example if you wanted the misspelled words to be printed on both the console and the printer you would type:

```
A>SPELL B:DOCUMENT.TXT $PL
```

The "L" switch means to list the misspelled words to the console. The "L" switch is normally turned on automatically if you don't specify any other switches when invoking SPELL. If you do use any other switch and you also want the misspelled words listed to the console, you must include the "L" switch explicitly.

The next switch is called the file or "F" switch. It causes

SPECIAL DICTIONARIES

SPELL will also search for words it didn't find in its main dictionary in a dictionary that you have made up. This is useful for people who routinely use a lot of specific jargon in their documents. A later section will describe how to build your own dictionary, but for now assume that you have already made a special dictionary called "MYDICT". Typing the following command would cause SPELL to also check MYDICT before printing out any misspelled words.

```
A>SPELL B:DOCUMENT.TXT MYDICT $P
```

Notice that the "P" switch, which tells SPELL to list the misspelled words on the printer instead of the console, must be the last thing on the command line.

UPDATE DICTIONARY

If you find there are some words that you use all of the time you can put them into a special dictionary called "UPDICT.CMP" (for Update Dictionary). If this file is present on the currently logged disk, SPELL will read from it automatically after checking the main dictionary.

The message:

Checking Update Dictionary.

will be typed to the console by SPELL whenever the file "UPDICT.CMP" is being checked.

railroad switch yard. Each word from the ERRWORDS.TXT file is moving along the tracks toward a four way switch. As the car reaches the switch, you can throw it so as to send the word to one of four destinations.

The dash "-" following ALPHA above, is a prompt that means that you have not yet told REVIEW what to do with the word. Every time you press U,S,M, or D; REVIEW will show you the next word in the list automatically. Should you change your mind about what to do with a particular word, you can return to it and change its destination. REVIEW does not actually update any dictionary or cache files until you are done reviewing the entire list of suspect words. You can use the "P" (previous) key to look back through the list. Each time you press "P", REVIEW will show you the previous word. As you retreat back up the list, the dash will not show a U,S,M or P. This was your previous decision of what to do with the word.

To change the destination of a word, simply press the key for the new destination. You can move up and down the list of words by using the "P" (previous) and "N" (next) keys. To resume reviewing where you left off in the list, press the "R" (resume) key. You will not be able to use the "N" next key to advance farther down the list than where you left off. (Where the dash "-" shows.) To quit the review process and return to CP/ without changing any disk files, simply press the "Q" (quit) key

correct the words following them. This procedure is really very easy once you get the hang of it. The advantages of using separate program like MARK, instead of building the feature into SPELL, is that you can edit the list of misspelled words BEFORE having them marked in your text file. This is a particular advantage when your file has a lot of unusual words, abbreviations, or acronyms.

MARK has a single switch option which you may find useful in certain situations. The "M" (Mark) switch lets you change the marking character from a "*" to any standard ASCII character you wish. If you wanted to use MARK in the above example, but your file contained a lot of 's, you could use the "@" character instead, by typing:

```
A>MARK DOC.TXT $M@
```

OTHER USES FOR MARK

MARK can also be very useful as a general purpose marking tool. For example, assume you were in the habit of using "there" interchangeably with "their". You can use MARK to put a "*" in front of every occurrence of either word in a file.

First make a file called THERE.TXT containing the words in the following order:

```
THEIR
THERE
```

Now invoke MARK as follows:

```
A>MARK DOC.TXT THERE.TXT
```

Placing the file name THERE.TXT after the name of the document you wish to check will cause MARK to read from it instead of ERRWORDS.TXT. This feature can be used to even greater advantage as is shown in a later section on "HOMONYM HELP".

As mentioned above, MARK will also report the number of words which were marked in your document. If no words were marked, MARK will print the message "No words marked" and will leave your document file unchanged.

Any list of words, such as the file THERE.TXT, must be in alphabetical order. MARK will not work properly if it receives an unalphabetized list. You can use the program DICTSORT to alphabetize the file for you. See the section "Making Your Own Special Dictionaries" for details on how to use DICTSORT.

begin to use REVIEW on actual text files you will use REVIEW's other features, but for now this example is just to acquaint you with the order in which to use each tool.

When the "A>" prompt returns, you are ready to use MARK. Type the following command:

```
A>MARK SAMPLE.TXT
```

When MARK is finished, use your text editor to examine the file. It should now look like the following example:

```

SPELL and MARK *together make a *rilly *powerfull
*combenation. In *ordar to get the HANG of how to use
*themm together we *thougth it *would be a good idea to
give you a *comprehensiv *exampul.

```

MARK has placed a "*" in front of every occurrence of a misspelled word which was in the list in ERRWORDS.TXT. You now have several options you can use to correct the misspelled words depending upon the particular text editor or word processor you have. One approach is to simply scroll through the file and look for words marked with '*s. Another, more automated technique, is to use the "search" feature which is built into most text editors or word processors.

For our example we'll assume you're using Micro-Pro's Word Star (ver. 2.2). Word Star has a special command to search a text file for character "strings". You can thereby tell Word Star to search out every word marked with a "*" and stop with the cursor pointing to it. To illustrate, use Word Star to edit the MARKed file which you just made. Invoke Word Star, then follow these instructions:

```
Press ^QF (Control-Q and then F)
```

Word Star will then ask:

```
FIND ?
```

Type a "*" and press the return key.

When Word Star asks:

```
OPTIONS? (? FOR INFO)
```

Just type a return.

Word Star should respond by placing the cursor on the first letter of the first misspelled word in the example. You can then use the "Delete" key to remove the "*" and then type the correction. To proceed to the next marked word, press ^

- - The WORD and SUBMIT Files - -
(easier and faster)

To use The WORD to do spelling checking you're going to have to get used to typing the following commands:

```
SPELL DOC.TXT $FSIL
REVIEW
MARK DOC.TXT
```

If you think there should be a way to avoid all that typing, we agree. For that reason we made The WORD compatible with CP/M's SUBMIT utility. If you're not familiar with SUBMIT, let us explain.

SUBMIT is a program that lets your computer get commands that you would normally type on your CRT from a disk file instead. In other words, if you have a series of commands that you type over and over again, you can put them into a file and simply tell CP/M to read them from it. In addition, if certain parts of the commands change, (such as file names) you can tell SUBMIT to insert the changes before letting CP/M read the file as commands. Confused? Well consider the following sample command (Submit) file.

```
SPELL $1 $$FSLI
REVIEW
MARK $1 $$M@
```

If you used your editor to put these commands into a disk file called SP.SUB (use the non document mode in Word Star). You could then type the following command:

```
A>SUBMIT SP DOC.TXT
```

And assuming that the CP/M program SUBMIT was on your disk, it would read the file SP.SUB, insert the file name "DOC.TXT" in place of "\$1" and CP/M would then read these commands just as if you were typing them. To you, it would appear as if a genie had taken control of your computer. The genie would type the following command for you:

```
A>SPELL DOC.TXT $FSIL
```

Then the genie would type:

```
REVIEW
```

and control of your computer would return to you. When you pressed the last command key within REVIEW, the genie would again take control and type:

- - LOOKUP - -

LOOKUP gives you a way to find words in a dictionary when you don't know how to spell them. LOOKUP is a really useful tool for just about anyone who has trouble spelling. The principle behind LOOKUP is that most people misspell words in four fairly consistent ways. These "Misspellers' Rules" are listed below:

1. Added an extra letter. (accute instead of acute)
2. Dropped a needed letter. (absess instead of abscess)
3. One letter wrong. (accur instead of occur)
4. Two letters reversed. (acer instead of acre)

LOOKUP uses the above rules and tries to "un-misspell" the word and find it in the dictionary. LOOKUP first uses these rules in reverse and builds a list of likely correct spellings in memory. Then LOOKUP searches through the dictionary and prints out any matches.

There are two ways to use LOOKUP depending upon how far off your spelling of a word is. LOOKUP can do a "short" search meaning that it only checks words in the dictionary that start with the same letter as your misspelling, or it can do a "long" search and check every single dictionary word. Naturally a short search is faster than a long search.

Let's assume that you have misspelled "across" as "accross" (Misspellers Rule 1). To use LOOKUP with a short search you would type the following:

```
A>LOOKUP ACCROSS
```

LOOKUP would respond by printing out a list of likely candidates to your console. If LOOKUP finds a word in the dictionary spelled exactly like the words you typed, it will put "*" after the word when it is listed to the console.

A short search is usually sufficient when you are fairly confident of the first letter of your misspelling. But what if you aren't? Well then use a long search by typing:

```
A>LOOKUP ACCUR $L
```

Here we have applied Misspellers Rule 3 to produce "accur" instead of "occur". The "\$L" tells LOOKUP to do a long search (short search is the normal default). A short search would never find the proper spelling because the misspelling is an incorrect first letter. Always use a long search when you are unsure of the first letter of a misspelling.

contrast, FIND is smart enough to know that it only needs to check the "R" section of the dictionary when looking for the pattern "RE??".

ADVANCED FEATURES

The following command:

```
A>FIND *HING
```

is extremely powerful. It tells FIND to locate and list every word which ends in "HING". The "*" character means to match any sequence of one or more characters. The "*" can also be used as follows:

```
A>FIND TEST*
```

This will locate and print all words that start with the letters "TEST". You can also combine "?" and "*" characters in the same pattern, as in the example:

```
A>FIND A??L*
```

Try this pattern yourself and see what you get. Another pattern you may be tempted to try is this:

```
A>FIND *
```

If you try this we hope you have a lot of time, because FIND will list every single word in the dictionary. There is no really much point in trying it, but maybe some evening when you're bored with TV...

The most obvious use for the "*" pattern matching feature is in finding rhyming words. For example, if you wanted to find words which might rhyme with "probably". You could try the patterns "*ABLY" or "*LY".

Remember that when using the "*" character as the first letter of a pattern, FIND must search the entire dictionary. As was mentioned above, this will take more time than searching for a pattern beginning with a letter.

Note

FIND can only accept a single "*" in a word pattern. Typing

```
A>FIND *IOU*
```

or a similar pattern is not allowed.

- - HOMONYM HELP - -

As we mentioned in the chapter describing how to use SPELL there is currently no automatic way to locate incorrectly use homonyms. This is a limitation of most computer spellin checkers. It's really a shame also, because homonyms are exactl the kinds of words that many people have trouble with. Som common examples are:

BAZAAR BIZARRE
 CAPITAL CAPITOL
 COLONEL KERNAL
 COMPLIMENT COMPLEMENT
 DINGHY DINGY
 NAVAL NAVEL
 WAIVER WAVER

Because many of us suffer from homonym confusion we hav provided a feature we call homonym helper. This feature will no tell you which homonyms are correct in which contexts, becaus which word you use depends on what you are trying to say. What i will do is give you a way to find words in your document that ar potential trouble makers.

Homonym Helper makes use of an option in the program MARK. I you type a second file name after the name of the file to b marked, MARK will read the list of marking words from the secon file instead of from the default file ERRWORDS.TXT.

Using this feature MARK can read from a file containing a lis of homonyms and mark where they occur in your document. You ca then use your text editor's search command to read through th file and verify that all homonyms are used correctly. This is nc an ideal solution to the homonym problem, but it does offer help especially when reviewing a document that may have been written b someone else.

Before using the Homonym Helper feature, you will need to c some initial preparation. On your disk is a file calle HOMONYMS.TXT. It contains a list of words many people ge confused. Most of these are "homophones". (Words that soun alike when pronounced, but that are spelled differently.) Some ar words that because of differences in the way people say certai words, can be confused. In order to use this file you shoul first copy it into another file called HHELP.TXT. Then, usin your text editor, look through HHELP.TXT and delete any word which you are sure you know how to spell and use correctly. Thi will leave HHELP.TXT containing a list of words which you hav trouble with. You may also add to this list later as required.

The initial file is organized with two or three alike soundin words per line. This makes it easier to decide which words ma give you difficulty. If the words on a line are familiar to you

- - THE DICTIONARY - -

The computer dictionary included with The WORD was checked against "The New American Heritage Dictionary of the English Language" 1979, by Houghton Mifflin Company. Common usage of words was checked using "the Pocket Dictionary" also by Houghton Mifflin.

Additional words were selected for inclusion by using SPELL to process a large number of "typical" text files. A somewhat arbitrary criterion was then used to decide which additional words found with this technique to include.

The text files used in this process included a 630-page romantic novel, a computer peripheral manual, many letters of correspondence, and numerous other documents.

In addition, SPELL has a large list of proper names stored in its dictionary. This includes common first and last names used frequently in North America.

HOW THE DICTIONARY IS STORED

Some of you may be wondering how we managed to get a 45,000 word dictionary onto a single floppy disk. Well it isn't as hard as it might seem. The dictionary is actually just a word list in alphabetical order. The original source text file (including carriage returns and line feeds) was over 450k bytes in size. The version included with The WORD has been highly compressed. The compression scheme takes advantage of the fact that an alphabetical list has a lot of redundancy built into it. Successive words in the list normally have a number of letters in common, most notably the first few. Also it is not necessary to use CR and LF characters as delimiters. Instead the last character of each word has its MSB set to a one. In successive words that have common letters, the common letters of the following word are replaced by a one byte count. The next example may clarify this point. Assume the digits 0-9 represent binary values.

normal	compressed
ABACK	ABACK (FIRST WORD NOT COMPRESSED)
ABANDON	3NDON
ABANDONING	7ING
ABANDONMENT	7MENT
ABASEMENT	3SEMENT
...	
chars=42	chars=26

The above example illustrates a compression ratio of 42/26.

- - CUSTOM DICTIONARIES - -

The built-in dictionary (contained in the file MAINDICT.CMP provided with The WORD cannot be altered. We did this to protect you from yourself! It is VERY easy to miss a few misspelled words when looking down a long list of them. And it's a lot harder to remove a word from a 45,000 plus dictionary than to add it.

However, there is a way to add words to the dictionary without actually altering it. As was mentioned in the section describing SPELL, you can create a file called UPDICTIONARY.CMP which contains your list of added words. Whenever SPELL is used, it will check this file as if it were an extension to the main dictionary.

A word added to the file UPDICTIONARY.CMP will be checked EVERY time you use SPELL on a file. If you have words which you use only in certain contexts you should add them to a special dictionary instead (see the section describing how to use SPELL).

Pressing the "U" key, while using the program REVIEW, will add a word to the UPDICTIONARY.CMP dictionary file. Likewise, when you press the "S" key, you are adding the word to the file SPECIALS.CMP. REVIEW takes care of placing the words into this file in alphabetical order.

If you are doing a lot of editing and revising on a text file you can simplify your task by keeping an up-to-date special dictionary containing the words which are unique to that file. That is what the file SPECIALS.CMP is intended to be used for. Then you can have SPELL use that special dictionary the next time you recheck the file for spelling. This will eliminate having to see the same words listed as misspelled over and over again.

DICTSORT

Sometimes you may wish to compile your own word list independent of using REVIEW. For this reason we have provided a program called DICTSORT which will alphabetize your word lists so that they be used by SPELL and MARK.

Any file used as a special or update dictionary by SPELL is simply a list of words in alphabetical order. Each word starts on a new line (separated by a carriage return and linefeed). The important part is that the list MUST be in alphabetical order. It is quite a job to alphabetize a list of 1,000 words using a text editor. So always use DICTSORT on a word list before using it with SPELL or MARK.

DICTSORT takes a file as input, reads it into memory, sorts the words into alphabetical order, (redundant words are discarded) and writes the sorted list to a disk file. The sorted file will

manual for example, is 12,023 words in size and contains 1,59 different words.

Remember that DICTSORT will rename the original file to ".BAK", so be careful to make a copy of the original file BEFORE using DICTSORT on it. Otherwise you may lose your original file

BUILDING A CUSTOM MAINDICT.CMP FILE

In some applications you may wish to replace the master dictionary file with a custom dictionary of your own making. This may be useful, for example, to build a restricted vocabulary dictionary for checking a children's book. The procedure for making a new master dictionary is simply to build the dictionary you want with DICTSORT, then delete the old MAINDICT.CMP file and then rename your dictionary to MAINDICT.CMP. SPELL will then read from your dictionary the next time you use it. Be sure and save a copy of the original dictionary so that you can use it again later.

Note: LOOKUP and FIND will not be able to use a custom MAINDICT.CMP file. In addition to being compressed, the master dictionary is also indexed for rapid access. FIND and LOOKUP require this index to operate properly. An attempt to use FIND or LOOKUP with other than the original master dictionary will result in the error message:

Main Dictionary is not on current disk!

- - QUICK REFERENCE GUIDE - -

- SPELL -

A>SPELL DOC.TXT List misspelled words to console
A>SPELL DOC.TXT \$FB Write words to file B:ERRWORDS.TXT
A>SPELL DOC.TXT \$PL List words to console and printer
A>SPELL DOC.TXT \$\$ List to console, suppress '.' lines
A>SPELL DOC.TXT \$I Ignore words in all capital letters

- REVIEW -

A>REVIEW Invoke REVIEW program

- LOOKUP -

A>LOOKUP QUIK Lookup correct spelling for "Quick"
A>LOOKUP INTROPY \$L Long search for "Entropy"

- FIND -

A>FIND T??? Find all 4 letter words starting in "T"

- MARK -

A>MARK DOC.TXT Mark all misspelled words in DOC.TXT
A>MARK DOC.TXT \$M@ Mark words with "@" instead of "*"
A>MARK DOC.TXT HHELP.TXT Mark from words in HHELP.TXT
instead of from ERRWORDS.TXT

- WC - Wordcount

A>WC DOC.TXT Count how many words are in DOC.TXT

- DICTSORT -

A>DICTSORT DICT.TXT Alphabetize words in DICT.TXT (Old file
becomes DICT.BAK)

- - ERROR MESSAGES - -
(or what to do when your tools break)

Each of the various tools have a number of error messages which they will print when they are confused, dazed, or damaged. These messages, along with suggested remedies, are listed below. If reading these short "cures" doesn't help, then re-read the chapter describing how to use the particular tool that is giving you problems.

* WARNING * This tool is damaged!
Use another copy.

This message means that the copy of the program that you are using is not loading into memory properly. Each tool checks itself after being loaded from disk to make sure it has all of its marbles intact. If using another copy of the tool in question doesn't help, it could mean that your computer or word processor has a memory problem. Consult your local computer vendor or hardware guru if trouble persists.

* WARNING * Illegal copy!

This is a very serious error message. It means that you are using an illegal or bootleg copy of one of our programs. If you purchased this package through what you believed to be a legitimate vendor, please contact Oasis Systems immediately.

Input file is NOT on disk

This message means that you told one of the tools to read a disk file that doesn't exist. This usually means you made a mistake when typing in the command to invoke the program. Frequently, you may simply forget to add a needed drive specifier, such as "B:".

User dictionary is not on disk

This message is typed by SPELL when you tell it to read from an special dictionary that does not exist. Aside from the precautions mentioned for the previous error message, this message can be caused by forgetting to put the "\$" in front of switches, thus causing them to look like a special dictionary filename.

Incorrect Input (word too short, etc.)

This message is typed by LOOKUP when you are trying to look up a word that is less than 4 characters long.

Insufficient memory
Program Aborted!

This message should appear rarely. It means that you are attempting to use one of the tools with too little memory (less than 16k).

Incorrect Input Format

FIND types this when you forget to give it a pattern to find

Marking file is NOT on current disk

This message means that MARK was unable to find the marking file on the currently logged disk. (usually "ERRWORDS.TXT" unless you are using an optional marking file such as HHELP.TXT.) This message usually means that you directed the ERRWORDS.TXT file to the wrong disk by using the "F" switch in SPELL. MARK expects the file to be on the same disk it is.

Insufficient memory for ERRWORDS file
Program Aborted!

MARK types this when you have too little memory, or if your list of misspelled words is VERY large. You should only see this message if you forget and use a very small CP/M system. If your ERRWORDS.TXT file really is too large, try breaking it in half or making two passes with MARK.

BUG REPORT FORM

Send to: OASIS SYSTEMS, The WORD bug report, 2765 Reynard Way,
San Diego, CA 92103

Which tool were you using when the problem occurred?

Were there any error messages printed?

What is your system configuration (how much memory, CP/M 1.4, 2.2,
CDOS, etc?)

What kind of terminal do you use (Hazeltine 1500 CRT, teletype,
etc?)

Were any disk files damaged as a result?

Were you able to duplicate the problem?

Have you made any modifications to The WORD's programs (renamed
files, etc.)

What version number tool were you using? (The version number is
printed whenever a tool is used.)

What is the serial number of your copy of The WORD? (The serial
number is on the master release disk.)

OASIS SYSTEMS
2765 Reynard Way
San Diego, CA 92103

SOFTWARE LICENSE AGREEMENT

IMPORTANT: All Oasis Systems programs are sold only on the condition that the purchaser agrees to the following license. READ THIS LICENSE CAREFULLY. If you do not agree to the terms contained in this license, return the packaged diskette UNOPENED to your distributor and your purchase price will be refunded. If you agree to the terms contained in this license, fill out the REGISTRATION information and RETURN by mail.

OASIS SYSTEMS agrees to grant and the Customer agrees to accept on the following terms and conditions nontransferable and nonexclusive licenses to use the software program(s) (Licensed Programs) herein delivered with this agreement.

TERM:

This agreement is effective from the date of receipt of the above-referenced program(s) and shall remain in force until terminated by the Customer upon one month's prior written notice, or by Oasis Systems as provided below.

Any license under this Agreement may be discontinued by the customer at any time upon one month's prior written notice. Oasis Systems may discontinue any license or terminate this Agreement if the Customer fails to comply with any of the terms and conditions of this Agreement.

LICENSE:

Each program license granted under this Agreement authorizes the Customer to use the Licensed Program in any machine readable form on any single computer system (referred to as System). A separate license is required for each System on which the Licensed Program will be used.

This Agreement and any licenses, program or materials to which it applies may not be assigned, sublicensed or otherwise transferred by the Customer without prior written consent from Oasis Systems. No right to print or copy, in whole or in part, the Licensed Programs is granted except as hereinafter expressly provided.

PERMISSION TO COPY OR MODIFY LICENSED PROGRAMS:

The Customer shall not copy, in whole or in part, any Licensed Programs which are provided by Oasis Systems in printed form under this Agreement. Additional copies of printed materials may be acquired from Oasis Systems.

Any Licensed Programs which are provided by Oasis Systems in machine readable form may be copied, in whole or in part, in printed or machine readable form in sufficient number for use by the Customer with the designated System, to understand the contents of such machine readable material, to modify the Licensed Programs as provided below, for back-up purposes, or for archive purposes, provided, however, that no more than five (5) printed copies will be in existence under any license at any one time without prior written consent from Oasis Systems. The Customer

agrees to maintain appropriate records of the number and location of all such copies of Licensed Programs. The original, and any copies of the Licensed Programs, in whole or in part, which are made by the Customer shall be the property of Oasis Systems. This does not imply, of course, that Oasis Systems owns the media on which the Licensed Programs recorded. The Customer may modify any machine readable form of the Licensed Programs for his own use and merge it into other program material form an updated work, provided that upon discontinuance of the license for such Licensed Program, the Licensed Program supplied by Oasis Systems will be completely removed from the updated work. Any portion of the Licensed Program included in an updated work shall be used only if on the designated System and shall remain subject to all other terms of this Agreement.

The Customer agrees to reproduce and include the copyright notice of Oasis Systems on all copies, in whole or in part, in any form, including partial copies of modifications, of Licensed Programs made hereunder.

PROTECTION AND SECURITY:

The Customer agrees not to provide or otherwise make available any Licensed Program including but not limited to program listings, object code and source code, in any form, to any person other than Customer or Oasis Systems employees, without prior written consent from Oasis Systems, except with the Customers permission for purposes specifically related to the Customers use of the Licensed Program.

DISCONTINUANCE:

Within one month after the date of discontinuance of any license under this Agreement, the Customer will furnish Oasis Systems a certificate certifying that through his best effort, and to the best of his knowledge, the original and all copies, in whole or in part, in any form, including partial copies in modifications, of the Licensed Program(s) received from Oasis Systems or made in connection with such license have been destroyed, except that, upon prior written authorization from Oasis Systems, the Customer may retain a copy for archive purposes.

DISCLAIMER OF WARRANTY:

Oasis Systems makes no warranties with respect to the Licensed Programs. The sole obligation of Oasis Systems shall be to make available all published modifications or updates made by Oasis Systems to Licensed Programs which are published within one (1) year from the date of purchase, provided Customer has returned the Registration Card delivered with the Licensed Program.

LIMITATION OF LIABILITY:

THE FOREGOING WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL OASIS SYSTEMS BE LIABLE FOR CONSEQUENTIAL DAMAGES EVEN IF OASIS SYSTEMS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

GENERAL:

If any of the provisions, or portions thereof, of this Agreement are invalid under any applicable statute or rule of law, they are to that extent to be deemed omitted.