

TAS-SPELL

The Spelling Checker

**A
Tasman Software Program
for the
Amstrad CPC 464, 664, and 6128**

TAS-SPELL

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INTRODUCTION

TAS-SPELL is the spelling checker program for use with the word processors TASWORD 6128 and TASWORD 464-D. Owners of TASWORD 464 or AMSWORD and who own disc drives will need to upgrade their word processor to TASWORD 464-D before they can use TAS-SPELL.

The program has a dictionary of more than twenty thousand words. Users can add words to the dictionary. The program works by comparing each word in a TASWORD text file with the dictionary. Any word which appears in the text file but not in the dictionary is presented to the user who can then decide what action to take.

Despite the size of the dictionary supplied on the TAS-SPELL disc it is inevitable that each user will find omissions in the dictionary. Tasman Software regrets any such omissions of common words. Please remember that it is very easy to add words to the dictionary.

The Program Disc

The 'A' side of the program disc is labelled AMSTRAD CPC 464/664. This side contains the TAS-SPELL program for use with TASWORD 464-D.

The 'B' side of the program disc is labelled AMSTRAD CPC 6128. This side contains the TAS-SPELL program for use with TASWORD 6128.

The user is advised to copy the relevant side of the program disc onto a blank disc and to use this disc as their working copy of the program. Use a utility program, i.e. the CP/M 2.2 DISCCOPY program, to copy the relevant side of the TAS-SPELL disc onto another disc. Keep the original TAS-SPELL disc as a back-up copy.

Your working TAS-SPELL disc must be write enabled. If it is write protected then the program will not work!

Getting Started with TAS-SPELL

TAS-SPELL is designed to be easy to use once you are reasonably familiar with TASWORD. We suggest that you take the following steps to get started with TAS-SPELL:

- (1) Load TASWORD and create a small text file, say ten lines, making one or two spelling mistakes.
- (2) Use **CONTROL ENTER** to reach the main menu in TASWORD and select the check spelling option by pressing **K** and then **ENTER** to confirm.
- (3) Place the TAS-SPELL disc in the drive as prompted by the program and press **ENTER**. TAS-SPELL will load and the TAS-SPELL menu will appear on the screen. Press **ENTER** to start the spelling check.
- (4) You will see TAS-SPELL highlight each word that it does not recognise and give you the option of Learning, Ignoring, or Changing the word. If you are using TAS-SPELL for the first time then in each case just press **I** to specify that you wish to program to ignore the word.
- (5) If you have followed the above steps then you will now have a good understanding of how TAS-SPELL works. Read the next three sections of this manual to learn about the various TAS-SPELL options. Experiment with the program as you learn about each option.

How TAS-SPELL Works

The TAS-SPELL disc contains the program and a dictionary of over twenty thousand words. The program operates by repeatedly passing through the text file each time performing a series of tests. About twenty passes are made to fully check the text file. If a word in the text file matches a word in the dictionary then it is assumed to be correctly spelled. If a word in the text file is not found in the dictionary it will be for one of the following reasons:

- (1) The word is mis-spelt. In this case you can correct the word, either while running TAS-SPELL or when you return to TASWORD after the spelling check has been completed.
- (2) The word is correctly spelt but is not in the dictionary. This could be because the word is a name, a technical or uncommon word, or simply because it is missing from the dictionary. In the case of a correctly spelled word which is not in the dictionary you can instruct TAS-SPELL to either ignore or learn the word. In the latter case the word will be added to the TAS-SPELL dictionary.

The TAS-SPELL Menu

The menu which appears when TAS-SPELL is loaded gives the following options:

Press:

ENTER	to start spelling check
P	to change Printer
N	to change number trapping
S	to change single letter trapping
D	to delete word from dictionary
T	to return to Tasword

The Printer Option

Pressing **P** when the TAS-SPELL menu is showing turns the printer option On and Off. The current state of the printer option is shown above the TAS-SPELL menu. When the printer option is On all words that are not recognised are sent to the printer along with the line and column number of their position in the text file.

When the printer option is Off TAS-SPELL shows on the screen each word that it does not recognise and asks whether you want the program to Learn, Ignore, or Change the word. These options are described in the next section.

For short documents such as one page letters it is possibly best to use TAS-SPELL with the printer option Off and to attend to unrecognised words as TAS-SPELL finds them. With long text files the spelling check will take some time and you may prefer to have the printer option On to obtain a printed list of unrecognised words which you can then consult while correcting your text using TASWORD.

The Number Trapping Option

Pressing **N** when the TAS-SPELL menu is showing toggles the number trapping option. The current state of the number trapping option is shown above the TAS-SPELL menu. When number trapping is Off any number or any word containing numbers will be ignored by the spelling checker. When number trapping is On numbers will be ignored but words including numbers will be identified as mis-spelt.

The Single Letter Trapping Option

Pressing **S** when the TAS-SPELL menu is showing toggles the single letter trapping option. The current status of this option is shown above the TAS-SPELL menu. When single letter trapping is Off the program will not show single letters as being mis-spelt. When single letter trapping is On the program will flag single letters (other than a and i) as mis-spelt.

The Delete Word Option

This option allows words to be deleted from the dictionary. When this option is selected the program prompts you to type in the word that you wish to be deleted. The program will then search the dictionary for the specified word and remove it.

The delete word option is provided so that mis-spelt words which have been accidentally added to the dictionary can be removed. The option is not an effective way to reduce the size of the dictionary in order to make room for a larger number of words to be learned. Users with such an application should consult the final subsection of this manual which describes how a dictionary can be started from scratch.

Using TAS-SPELL

Using TAS-SPELL with the printer option On is straightforward in that a list of unrecognised words is produced on the printer as described in the above section. This section describes the options that are available when the printer option is Off.

When the printer option is Off and TAS-SPELL finds a word that it does not recognise, five lines of the TASWORD text file appear in the window near the top of the screen. The text includes the line in which the unrecognised word appears as well as the previous and following two lines. This is to remind you of the context in which the word has been used.

The unidentified word is highlighted within the text file window and is also stated below the window. The following options are given:

- L** Learn the word
- I** Ignore the word
- C** Change the word

One of the three keys **L**, **I**, or **C** must be pressed and the effect of each is described below. Alternatively the **ESC** key can be pressed to abandon the spelling check and return to the TAS-SPELL menu.

Learn the word

When an unrecognised word is identified because it is not in the dictionary even though it is correctly spelt you may wish to add it to the dictionary. To do this press **L**. In this way the dictionary is customised to your own application and as time goes on such instances will become less frequent.

Ignore the word

Sometimes you will wish to retain an unrecognised word in the text file without adding it to the dictionary. To do this press **I**.

Change the word

When an unrecognised word is identified because it is mis-spelt you may wish to correct it. To do this press **C**. The method by which the correction is made differs between TASWORD 464-D and TASWORD 6128. Each method is described below.

TASWORD 464-D

When **C** is pressed to select the "Change word" option the program prompts you to type the new word.

The word that is typed in can be no longer than thirty five characters and should be terminated by either **ENTER** or **CTRL ENTER** to select the required replacement option described in (i) and (ii) below.

(i) Re-justify press **ENTER**

This deletes the mis-spelt word, inserts the new word in its place, and rejustifies the paragraph containing the word.

(ii) Overwrite press **CONTROL ENTER**

This deletes the mis-spelt word and then writes the new word to the text file without rejustifying the paragraph containing the word. If the new word is longer some text may be overwritten and if the word would fall off the end of a line it is truncated. This mode is particularly useful if the spelling error lies in a table.

TASWORD 6128

When **C** is pressed to select the "Change word" option the program returns to TASWORD with the cursor positioned immediately after the unrecognised word.

The word, and indeed any of the text, can now be edited using any of the TASWORD text editing features. This allows, for example, the entire sentence containing the unidentified word to be changed if required.

When you have finished editing the text exit from TASWORD in the normal way by pressing **CONTROL ENTER**. The spelling check will then continue.

The help page may be corrupted while you are in TASWORD as the dictionary is loaded into that area. The help page will be recovered when you return to TASWORD after finishing the spelling check. The contents of the notepads will also be lost. If you wish to keep them you should save TASWORD before doing the spelling check.

Additional Information

Punctuation Characters

Hypens and apostrophes are treated in the same way as normal letters. All other punctuation characters are ignored by the program.

Putting TASWORD and TAS-SPELL onto the same disc

It is possible to have both TASWORD and TAS-SPELL on the same disc although this will limit the amount by which the dictionary can grow. It is not advisable to have text files on a disc containing both programs. You should therefore only consider putting both programs on the same disc if you have two drives so that you can keep the programs disc in drive A and a text file disc in drive B.

To put both programs onto the same disc first copy the TAS-SPELL disc onto a blank disc using, for example, the CP/M 2.2 COPYDISC utility. Then load TASWORD and save it onto your new disc in the normal way.

TASWORD cannot be re-saved onto a disc that already contains both TASWORD and TAS-SPELL as the back-up files that are created cause the disc to become full. To save a re-customised TASWORD onto a disc that already contains both TASWORD and TAS-SPELL you must first erase the TASWORD program files from the disc.

Using TASWORD and TAS-SPELL with two disc drives

TASWORD 6128 will load TAS-SPELL from drive B if it cannot find it on drive A and it therefore does not matter which drive you put your TAS-SPELL disc into.

With TASWORD 464-D and a twin drive system you must be careful to ensure that you are logged onto drive A before selecting the TAS-SPELL option. TASWORD 464-D can be patched to make it look at the currently logged on drive for TAS-SPELL instead of drive A but you must still be careful to ensure that you are logged onto the drive containing the TAS-SPELL disc before selecting the check spelling option. To patch TASWORD 464-D to load TAS-SPELL from the current drive go into Basic from the main menu and execute:

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POKE &1664,32  
POKE &1665,32
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and then RUN and save TASWORD in the normal way.

How Many Words can be Added to the Dictionary?

A catalog of the TAS-SPELL disc will show that there is about 50K of free space on the disc. The dictionary contains over twenty two thousand words and occupies about 100K of the disc. Therefore in principle it should be possible to add about another ten thousand words to the dictionary. In practice the dictionary is likely to become full before this number of words is added as no particular segment of the dictionary can grow to more than 10K.

Starting a New Dictionary from Scratch

It may be convenient, for very specialised applications, to start a new dictionary that, to begin with, contains no words. To do this use a utility program, i.e. the CP/M FILECOPY to copy the TAS-SPELL program files onto a formatted blank disc. The program files are, for TASWORD 464-D:

DW.BIN	TASSPEL1.BIN	TASSPELL.BIN
TSPELL1.BIN	TSPELL2.BIN	TTABLE.BIN

and for TASWORD 6128 the TAS-SPELL program files are:

TASSPEL1.BIN	TASSPELL.BIN	TSPELL1.BIN
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The first time that you use the new TAS-SPELL disc the program will keep stopping and reporting that it cannot find the next segment of the dictionary. It will ask you if you wish to create a new file. Each time that it does this respond in the affirmative to create a new but empty dictionary segment.

