

ML

a multilingual wordprocessor

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INTRODUCTION

ML is a multilingual word processor. The basic idea behind its design has been simplicity. This appears at several levels:

- * The choice of letters on the keyboard is phonetic to the extent that this is possible. For example, the English (Spanish, French, etc.) "a", the Greek "α", the Russian "а", the Hebrew "א", and the Arabic "ا" are all located on the same key. This allows easy use of the word processor in a truly multilingual way.
- * ML may be used with any IBM PC compatible computer with a graphics (or color) card. ML will not work with a computer that has the monochrome card. Consult your hardware dealer for information on purchasing a graphics card if needed. Except for the above mentioned graphics card, no hardware addition is needed for either computer or printer. Any printer with an Epson Graphics mode will work with ML. To run ML you will need at least 256K bytes of memory and DOS version 2.0 or higher. As long as all the ML files are on the default drive, ML may be used with hard disk or floppy disk.
- * All features have been kept to their direct simple form with no attempt at an undue "sophistication" that may result in confusing the user and at shelving the product!

ML

Intro

With the help of ML, it is possible to write in English, the Romance Languages (Spanish, French, Italian, Portuguese, Rumanian), Russian, Modern Greek, German, Arabic and Hebrew. The same text (actually the same line) may contain all of the above mentioned languages.

The keytops that are provided with the program contain all the letters corresponding to all languages. It is therefore not necessary to change the keytops when shifting from one language to another.

Some of the features that are available to use across the language repertoire are: underlining, variable line length, reformatting paragraphs, search and replace, block deleting and movement as well as an easy to use straight line graphics capability that allows the user to utilize boxes and draw charts for artistic or business applications.

Limitations

An ML document may contain, at most, 390 lines. You will be warned when you reach the limit. For longer documents, you will have to use multiple disk files. For example, the files

birds1.txt
birds2.txt
birds3.txt

might contain 1000 lines of a document about birds.

PREPARATION

Your ML Wordprocessor consists of three parts; the disk, the manual and the keytops. Both the disk and the keytops need preparation before use.

Disk Preparation

The following steps result in the creation of an ML System Disk:

1. Format a new disk with the system on the disk (consult your DOS manual if necessary).
2. Copy all the files on the purchased ML disk to the formatted system disk. This can be done by putting the ML disk in the A drive, the formatted system disk in the B drive, and then typing this DOS command:

copy *.* b:

After pressing the Enter key, the files will be copied to the formatted system disk. Also, copy the COMMAND.COM file that is on your DOS disk to the formatted system disk. The formatted system disk is now your ML System Disk.

3. Make several copies of your ML system disk for backup (since ML is copyrighted, you are not allowed to make copies for friends).

4. Never put your document files on the ML System Disks. All the available space on the ML System Disk is needed for operation of the ML wordprocessor.
5. Should you ever experience erratic or odd behavior from the ML Wordprocessor, it may help to turn off your computer and start over with one of your backup ML System Disks (but only after saving your document to a new file name in case the document is corrupted).

Keytop Preparation

The plastic keytops that are supplied with your ML wordprocessor must be applied to the keys on the keyboard of your computer. Depending on the languages of interest, you may not need to apply all of the keytops (or any if you use only the Romance Languages or German). For most of the keytops, the English characters in the middle of the keytops will serve as your guide in the placement of the keytops. Since Russian has more characters than English, you will need to consult the Russian Keyboard in the Appendix for the placement of a few keytops. For the placement of Arabic characters, consult the Arabic Keyboard in the Appendix. Keytops are not supplied for all keys, but only the alphabetic-punctuation keys in the lower three rows of the standard typewriter keyboard. If you use the Romance Languages, it might be helpful to mark the accents on the F1-F7 keys with a felt pen. This will eventually wear away, but by then you should know the accent keys. Do not mark your keys with a felt pen if you are not sure that the ink can be removed.

ML Tutorial

TUTORIAL

This tutorial assumes you are familiar with your computer and its disk operating system. It is suggested that you practice all the operations that you will be using on "practice" documents before attempting to create useful documents. The saving and retrieving of disk files should be done with short "practice" files before attempting the saving and retrieving of valuable documents. It is a very good idea to backup all valuable files to extra "backup" disks.

STARTING YOUR COMPUTER

Boot (start) up your computer, and when the A) prompt appears, place the ML System disk in Drive A and a formatted disk in Drive B for the purpose of saving your files. Enter this:

INITML

and press the return (enter) key. When the prompt A) appears again, enter:

ML

The copyright display will appear. After a few seconds, the following prompt appears on the screen:

Enter line width from 20 to 120 (70 recommended)

Now Enter:

70

and press return. You are now ready to enter text.

ML Tutorial

CURSOR POSITION

Notice the horizontal line at the bottom of the screen. The region below it is called the **COMMAND AREA**. This area contains information as to what is currently being done, and is used, in general, for communication between the program and the user.

At this point, the **COMMAND AREA** contains the word **ENGLISH**, and the numbers **1** and **1** on either side. These correspond to the line number and the column number for the cursor, respectively.

TYPING YOUR FIRST LINE

Type the following sentence:

This is a great program!

[This particular sentence is used to initiate the process known as "user's indoctrination"!]

Type in a few more lines, [Nice things about the program, of course.] and notice how the line and column numbers change as well as how the wraparound works. When you get to the end of a line, the cursor is automatically repositioned at the beginning of the next; in addition, it brings along the last typed word if necessary.

ACCENTS

If you know French, German, Italian, Portuguese or Spanish, you are aware that a number of letters take accents. All of the accents are on the F keys. First type the letter on which the accent is to appear, then press the appropriate F key. Here is a quick look at them:

- | | | |
|----|---------|--|
| F1 | ö,ë,ä,ü | as in German "schön". |
| F2 | é,á ... | as in French "été",
Greek "κοίτοι",
Spanish "nás". |
| F3 | à | as in French "là". |
| F4 | ê,û | as in French "tête". |
| F5 | ñ | as in Spanish "mañana". |
| F6 | ç | as in French "ça". |

Do it. Write your favorite accent-ridden sentence or just try mine:

La vie nène est éphénère.

The conclusion is simply that you need not leave the English mode to write in Romance languages.

ML Tutorial

EUROPEAN ALPHABETS

First, a few words about notation. The following text will contain this notation:

CTRL F2

This means:

1. Press the Ctrl key.
2. Strike (quickly press and release) the F2 key.
3. Release the Ctrl key.

Now, let us try some fancier European alphabets. How about Greek or Russian? Press CTRL F2 and notice in the COMMAND AREA the change in the language name. Press CTRL F2 again and the next language name appears. Keep doing it until Greek appears. Now type:

Giea sou, Giórgo!

You will see:

ΓΙΕΑ ΣΟΥ, ΓΙÓΡΓΟ!

Or type your favorite Greek saying. Yes, it works!

Now let us try Russian. Use CTRL F2 to set ML to Russian mode. Now type:

XOPOMAM POTAJA

You will see:

XOPOMAJA POTAJA

[It means: The weather is beautiful]
One thing to notice if you wrote this example using Caps Lock is that you still had to press the shift key to produce the capital letter M. This is due to the fact that this letter is where the usual English keyboard has an apostrophe (') which appears whether in Caps Lock or not. This choice was forced by the larger number of letters in the Russian alphabet.

ML Tutorial

WRITING RIGHT TO LEFT (ARABIC AND HEBREW)

Now that we have tried some of these unusual alphabets, let us be even a bit bolder and try something even stranger. How about typing from right to left? Yes, you will have to for Arabic and Hebrew.

Press CTRL F2 again to get to Arabic, and then press Return. Notice that the cursor moves to the extreme right of the next line which is the beginning of the line if you are to type Arabic. Now type:

klwy kanly

You will see:

كلمة كلمة

Again, it works. Go to Hebrew now, press CAPS LOCK, and type:

QYBWZ

You will see:

ק' י' ז'

Yes, that works too! By pressing CTRL F2 again you can therefore cycle through the languages.

OK. Let us go back to English and use the arrow keys to position the cursor on the Arabic line to the far left. Yes, we will provide a translation [Free of charge]. Now type:

Complete word

Using the arrow keys again, position the cursor to the left of the Hebrew expression. Now type: kibbutz [One more free translation.]

Using the arrow keys, go to the last line. Notice that you cannot go beyond the dotted line using the arrow keys. The dotted line is simply the end of the document delimiter. If you need more lines you will have to use the Return key to create them.

ESCAPING

The escape key (Esc) is one of the more important keys in using ML. It allows you to escape (or exit) from ML. Also, it allows you to escape from most of the modes in ML. As an example, suppose that you are printing an ML document and decide that you really don't want the document printed. Just press the escape key. The printer will stop printing the document.

ML Tutorial

SIMPLE EDITING TOOLS

As you are entering text you might want to quickly correct a misspelling. This can usually be done with the DELETE key which deletes the character at the cursor's position. It can also be done with the BACKSPACE key which deletes the previous character. Try both.

To do some of this simple editing we will need a little more text than what we have available. So enter your favorite piece of literature in your favorite language(s) to create about two screens full of text. Now try PAGE UP. You are back at the previous page. Try PAGE DOWN. You are back at the following page. Try HOME. It will take you back to the very beginning of the text.

Now, use the arrow keys to move around the text. You can do it simply by pressing the arrow key itself, which will move you left or right, up or down, one character or line at a time. You can also do it by pressing CTRL left arrow which takes you to the extreme left of the line, or CTRL right arrow which takes you to the extreme right.

One very convenient tool for editing text, i.e. modifying some of what has already been written, is simply to add a blank line in the middle of existing text and to fill it with new text. This can be achieved by pressing CTRL F9. A new blank line is created and can be filled with text. Of course, a new blank paragraph can also be created by successive applications of CTRL F9. Create such a paragraph and write another one of your favorite poems in your favorite language.

UNDERLINING

If a word sounds more important to you, you might want to underline it. Try CNTRL F1 and type a word. You will notice that the message UNDER appears in the COMMAND AREA and anything you type (except spaces) will be underlined until you press CNTRL F1 again.

SAVING FILES

Now is a good time to save all the good work you have been writing and editing. Press CTRL F4. In the COMMAND AREA the following message will appear:

FILE OUTPUT TO DISK enter file name

Enter the following: b:trial
The "b:" indicates that you want to save the file on a different disk than the one containing ML. This blank formatted disk is in the b: drive. "trial" is simply the name of the file. Now, your file is saved on the diskette on the b: drive.

ML Tutorial

CLEARING THE SCREEN

O.K. What we surely need to know is if it is really there and if we can get it back. So, let us first clear our screen, go back to point zero, and then recall our file "trial" back again. To get rid of the file you are currently writing press CTRL F7. The following will appear:

Are you sure you want to clear memory?

Respond by typing "Y" for yes, and press return. Now the screen is blank again.

RETRIEVING (RECALLING) A FILE

Let us try to get the file back. Press CTRL F3. To the message:

FILE INPUT FROM DISK enter file name

answer by typing: b:trial
and then press Enter.
The file "trial" is back on your screen.

PRINTING

So let us try to print it. You have two options. One is to print one screen by pressing CTRL F5 and the other is to print the whole document by pressing CTRL F6. Try both. When printing is complete your document should be back on the screen.

MANIPULATING "BLOCKS" OF TEXT

Now we can try some "surgery". What I mean by that is cutting pieces of the text and moving them around or deleting them. The first requirement is to delimit the part of text upon which you want to take some action.

The basic idea is to mark a line and define a region of text as the part delimited by two lines. Mark a line by pressing ALT F1. The line now appears in "inverse video", which means that the background and foreground colors are inverted. Unmark it by pressing ALT F2. Mark it again.

Now delete it by pressing ALT F3.

Mark a line. Use the down arrow to go four lines below. Mark again. Notice that the whole region between the two marked lines is now in inverse video. This whole region could be deleted by pressing CTRL F3. But let us move it instead. Again, using the down arrow, go four lines below the marked area. Press CTRL F4. The whole block is copied starting at the cursor's position.

You now have two options: either you delete the original block by pressing CTRL F3 (as usual), in which case you would have moved the block, or you undo the marking leaving the original block in place and you would have copied the block. Try both.

Marking characters is done in a similar way through ALT F5 and then deleting through ALT F6.

ML Tutorial

TEXT JUSTIFICATION

Another use of block marking is for justification i.e. to redefine the left and right margin of the given block. First press ALT F10 and you will be asked about the right margin you desire. Specify it and press enter. Do the same for the left margin. When asked if to "block text" enter y and press return. Your block parameters have now been defined. Specify a block with ALT F1 as indicated previously and once this is done press CTRL F10. The block will be justified to the desired format.

We hope that you enjoyed using ML in this quick introduction and that you will make good use of its features, simplicity and ease of use. For a quick look at how to use a feature, use the Quick Key Reference in the Appendix. Bonne chance. [Sorry, no accents!].

HOW TO

This chapter explains how to do different editing functions with MLA. It is subdivided into six sections:

- I. Escaping
- II. Entering Text
- III. Moving the Cursor
- IV. Simple Editing
- V. Advanced Editing
- VI. Global Operations

ML HOW TO

ESCAPING

The escape key (Esc) is one of the more important keys in using ML. It allows you to escape (or exit) from ML. Also, it allows you to escape from most of the modes in ML. As an example, suppose that you are printing an ML document and decide that you really don't want the document printed. Just press the escape key. The printer will stop printing the document.

The escape key should be used with caution. ML does not automatically save your file when you escape (or exit) from ML. If you want your text saved, then you must use the Save File feature of ML (CTRL F4). REMEMBER -- the only way a file is saved to disk is by the use of the Save File feature!

ENTERING TEXT

Linlength

Once you have started the program by typing INITML followed by ML you are prompted:

Enter line length between 30 and 120
(70 recommended)

The 70 character line is recommended because it will fill the width of the screen. If you choose a smaller linewidth (say 40) part of the screen will be unused. On the other hand, if you choose a longer linewidth (say 100) your line will be wider than the screen width and you will be going back and forth between the original screen and a "continuation screen". As a consequence, you will not be able to see the full text on a line all at one time. The line width must be set at least as large as the line width of the desired final printed text.

ML HOW TO

Languages

The languages supported are: English, European languages (Italian, French, German, Portuguese, Spanish, etc.), Arabic, Greek, Hebrew and Russian. The locations for the different letters are provided on the keyboard charts in the Appendixes. The stick-on keytops are to be installed by matching the English letter that is indicated on each keytop with the English letter in the middle of each keytop.

To choose a given language, press CTRL F2 and observe the change in the command area. Every time you press CTRL F2 you switch from one language to the next. The order is English, Greek, Russian, Hebrew, Arabic, and back to English again. To write in Hebrew, in addition to being in the Hebrew mode, will need to press CAPS LOCK. If you forget, the program will remind you by beeping and flashing a message:

Please, PRESS CAPS LOCK

Accents

The use of accents follows a post accented letter convention. This simply means that the order of entering the keystrokes is the usual one corresponding to writing, that is, first enter the letter, then hit the accent key corresponding to the desired accent. For example, if you wish to write *à*, press the "a" key followed by F1 which corresponds to the " " accent. If you need to produce the accent by itself (unusual occurrence unless you are writing a manual!) you can use the tab key followed by the accent you wish to produce.

Underlining

This feature is provided through the CTRL F1 key. This is a toggle key which means that pressing it once makes all subsequent input letters be underlined and pressing it again returns you to the normal (not underline) mode. This key works in all languages and spaces are not underlined. If you want to underline a space, press the TAB key instead of the space bar while in underline mode. (Tabbing itself is not supported and hitting the TAB key in regular mode is equivalent to the space bar.)

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MOVING THE CURSOR

A number of keys are provided to move around the document. The simplest ones are:

The Arrow Keys up, down, left, and right
the cursor by one line or column
at a time.

CTRL Arrow left and right, move the cursor
to the far left or far right on
the current line.

PG UP and PG DN move you one screen up
or one screen down from the
current screen.

HOME takes you to the very beginning of
your document.

SIMPLE EDITING

By editing we mean the modification of text that has already been entered. This can be done on letters or words in the immediate neighborhood of the last cursor position. It is referred to as simple editing and includes typing over, back spacing, and deleting. Editing can also be done on text not necessarily in the immediate neighborhood of the last cursor position. It includes a large number of features such as adding and deleting lines, inserting new text, manipulating whole paragraphs and many others. It is then referred to as advanced editing and will be treated separately.

Back Space

This key has two effects. It takes the cursor back one position and it deletes the character that was at that position. It is to be used when you realize a mistake as soon as it was made and wish to delete the last character or the last few characters.

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Delete

The effect of delete is also twofold: to delete the letter at the current cursor position and to "close up" by bringing the latest written text to the earlier written text. In languages written from left to right, this means that the text to the left of the cursor closes up on the text to the right. In languages written right to left the situation is reversed.

If the effect desired is to delete a character without closing the gap, the space bar should be used instead.

Typing over

If the effect desired is to replace a character by another, the character desired should be typed over the old one. Typing over is possibly the simplest of all editing functions. It consists of moving (see Moving) to the location of the text that you wish to replace and typing the text you wish to see replacing it. The new text simply replaces the old and no memory is left of the old text (except possibly on your disks).

ADVANCED EDITING

Inserting a new line

To insert a new line in the middle of text, move the cursor immediately above the new line you want to create and press CTRL F9. Repeated applications of CTRL F9 creates multiple new open lines and can thus be used to create a blank paragraph to be filled by text or straight line graphics.

Inserting text

It is possible to insert a character, word or more between two words by locating the cursor at the desired insertion position, pressing the INS key and then entering the desired text to be inserted. It is necessary to know a number of things about this feature. Insertion will result in the text following the inserted letters to be pushed forward and possibly rippling over to a newly created line. This will in general break the continuity of a paragraph which will have to be reformatted (see below). Another important side effect might be the splitting of the last word on the current line. The remedy is simply not to allow this to occur by inserting a sufficient number of extra blanks to allow the whole last word in the line to ripple down. The extra blanks thus created will be taken care of by reformatting. The following example illustrates this procedure:

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[Original text]

The quick fox ran down the path after the large
gray rabbit.

[Text after "brown" inserted]

The quick brown fox ran down the path after the
large [notice that "large" has moved down]
gray rabbit.

[Text after reformatting]

The quick brown fox ran down the path after the
large gray rabbit.

[See the section on "reformatting" or "text
justification" for details on reformatting text]

Marking lines

This is the foundation of a set of powerful operations that allow you to manipulate text in a variety of ways. It is possible to mark a single line by positioning the cursor on the line to be marked then pressing ALT F1. The line is seen in inverse video, i.e., the whole line is seen in background color and its background in foreground color. It is then possible to operate on this line on a number of ways: deleting it (ALT F3), unmarking it (ALT F2), copying it (ALT F4).

It is also possible to mark a block or paragraph of text. This is done by marking the first line of the block, then moving to the last line and marking it. The result is the marking of all the region between the first line (inclusive) and the last line (inclusive). It is also possible to mark the last line first. The result is the same. The same operations of unmarking, deleting and copying apply for blocks as they do for simple marked lines.

Unmarking lines

This is the reverse of marking. Once the purpose of marking a line or block has been achieved (usually by copying it), or in case that marking occurred by mistake, it becomes necessary to unmark the line or block. This is achieved by pressing ALT F2. The unmarking command can be issued regardless of the cursor position. That is, the cursor need not be in the marked region to issue an unmark command.

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Delete lines

Once a line or block has been marked, it becomes possible to delete it by pressing ALT F3. Again, it is not necessary to be within the block to delete it. This last piece of information is useful in particular when a block, after being defined, has been copied to a different region of the document and the original block needs to be deleted.

Copy Lines

After a block has been defined by marking it, it is possible to produce one or multiple copies of it at different points in the text. This is achieved by moving the cursor to the position where the block is desired to be copied and pressing ALT F4. The given block is immediately copied below the line corresponding to the cursor position. This operation can be done repeatedly to produce copies of a block at different regions of the text. Once copying is completed the original text can either remain unchanged by undoing the marking (ALT F2) or can be deleted (ALT F3) according to the intention of the user.

Justifying Text (Reformatting)

This is yet another operation requiring marking text. It has two distinct applications. The first one is to "clean up" portions of text that have been "distorted" through the use of other editing operations such as insertion. The second is to change the left and right margins of a given paragraph, usually modifying the width of the paragraph as well.

To justify a paragraph, you must first know how wide you would like the left and right margins to be. This can be specified by pressing ALT F10. The system will then prompt you:

RIGHT MARGIN=0 enter right margin from 0 to 30

Enter the right margin desired followed by a carriage return. The system now prompts you for the left margin:

LEFT MARGIN=0 enter left margin from 0 to 30

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Enter the left margin you desire. The system now prompts you for blocking text:

BLOCK TEXT=y enter y for yes n for no

Answer yes. This manual is an example of block text -- that is, justification on both the left and right. If instead of entering a number (or letter) followed by a carriage return you simply enter carriage return, the old value for the given margin is not modified. The default values are 0 when you start. These are the values to be used when "cleaning up" a given paragraph since then there will be no intention of actually changing the width of the margins.

Justification as Cleaning Up

The main purpose of the "clean up" operation is to get rid of the extra blanks. So when you have already changed the justification parameters for a different reformatting operation, it will not be necessary to do so for "cleaning up". All you need to do is to mark the lines (see marking lines) you desire to justify and then press CTRL F10 which is the command you issue to justify text. The text justification is a so called "disk operation". It requires using a diskette to process the information. Do not be surprised then if the light on your disk drive goes on and if the processing is slower than usual.

Justification for Actual Reformatting

First, choose the justification parameters you desire as explained in the previous section. Next, mark the lines of text that you want reformatted. Then, press CTRL F10. After about 20 seconds, the reformatting is complete.

GLOBAL OPERATIONS

Global operations designate those operations that manipulate the document as a whole. These are:

- Saving the document to memory (disk),
- Clearing the whole document,
- Loading the document from memory (disk),
- Printing screen or full document,
- Finding a character or string of characters.

Saving a Document

This is achieved by pressing CTRL F4. A message appears in the command area:

FILE OUTPUT TO DISK enter file name:

At this point you should specify both the disk drive (a, b, or c) to which you wish to save your document, and the name you wish to assign to the document. It is strongly recommended that you always use drive b. An example of response to the prompt would be

b:myfile

followed by a carriage return. This file is then saved to the diskette on the b drive and you are brought back to the document.

Clearing a Document

Once a document is no longer needed on the screen because it has already been saved and you wish to start on a new one, or because it is no longer considered useful, it can be cleared by pressing CTRL F7. The following prompt appears

Are you sure you want to erase memory (Y/N)?

If you answer "Y" followed by a carriage return the screen is clear and you are ready to start working on a new document. If you answer by pressing "N" or any other letter, the document is not cleared and you are back to it with the cursor repositioned at its top.

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Loading (Retrieving) a Document

This means bringing a previously saved document from disk to screen. It is sometimes called retrieving the document and is achieved by pressing CTRL F3. At the prompt,

INPUT FILE FROM DISK enter name of file

enter the drive followed by a semicolon and then followed by the file name and a carriage return. For example:

b:myfile

The file named "myfile" appears on the screen and is ready for further editing.

Printing

The simplest use of printing is to print the full document "as is". To do so, switch your printer on, adjust the paper so that the top margin is correct and press CTRL F6. The result is the print of the current document. It is also possible to print a single screen by pressing CTRL F5.

It is sometimes desirable to format the printed text to a format other than the default. This includes the choice of page length, the line spacing, and the left margin for printing. This is achieved by pressing ALT F7 and responding to the successive prompts:

PAGE LENGTH = 11 enter page length
(whole number INCHES)

[Normally, you will just press enter since most printing is done on 11 inch sheets.]

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enter line number for forced page

[You must find the line numbers for forced paging before pressing ALT F7 to enter the format mode. The line number is found by placing the cursor on the desired line and reading the line number to the far left of the COMMAND AREA. Normally, you will just press enter. If you want to force a page (form feed) after a certain line number, then enter that line number and press enter. After you press ENTER, the same prompt will appear. If you want more than one forced page, then enter another line number. When you are done entering line numbers, just press enter. Up to 11 line numbers can be used. When you no longer want forced pages, clear memory by entering 0 eleven times for this prompt]

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LINES PER PAGE = 50 enter lines per page
from 1 to 30000

[Enter the number of lines of text per page
and then press enter. If you just want
continuous printing without pages, then enter
30000 and press enter.]

LINE SPACING = 1 enter 1 for single space
and 2 for double space

[Normally, you will just press enter since
most of the time, you will want single space.]

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LEFT MARGIN = 0 enter left margin
from 0 to 50

[A left margin of 0 means that the printing will start at the far left of the paper. If you want the current margin, just press enter.]

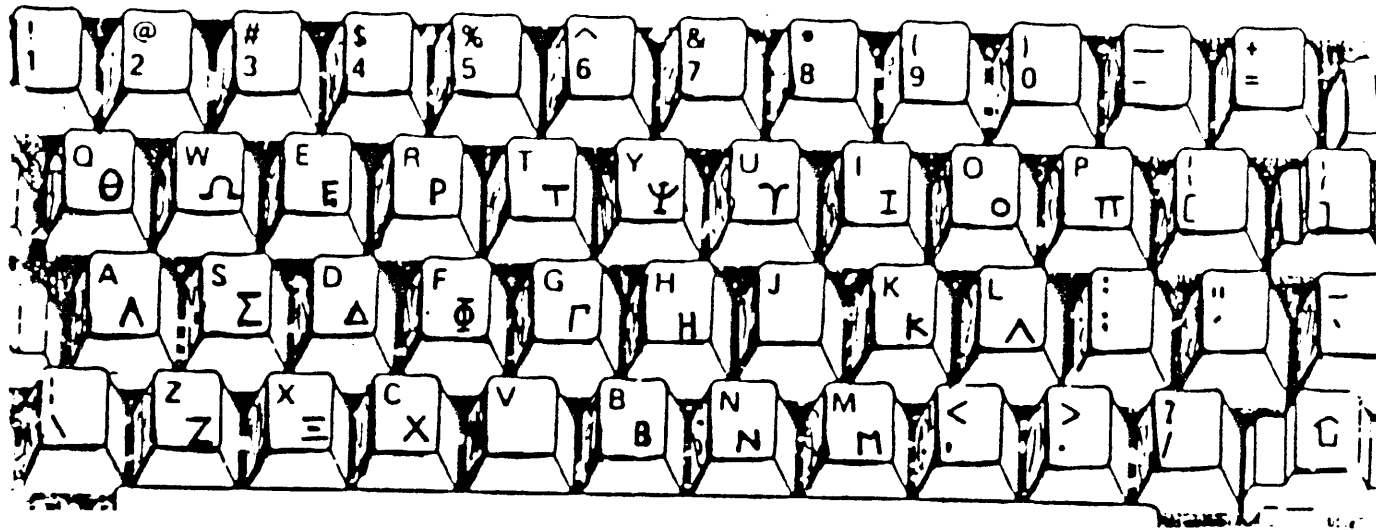
Once you have defined your format, pressing CTRL F6 will print your document according to the new format which becomes the default. This format is remembered even when the computer is off since the data is saved in the ML.PRO file on the ML System Disk. If you have several favorite formats, you could make an ML System Disk for each format.

Finding Strings of Characters

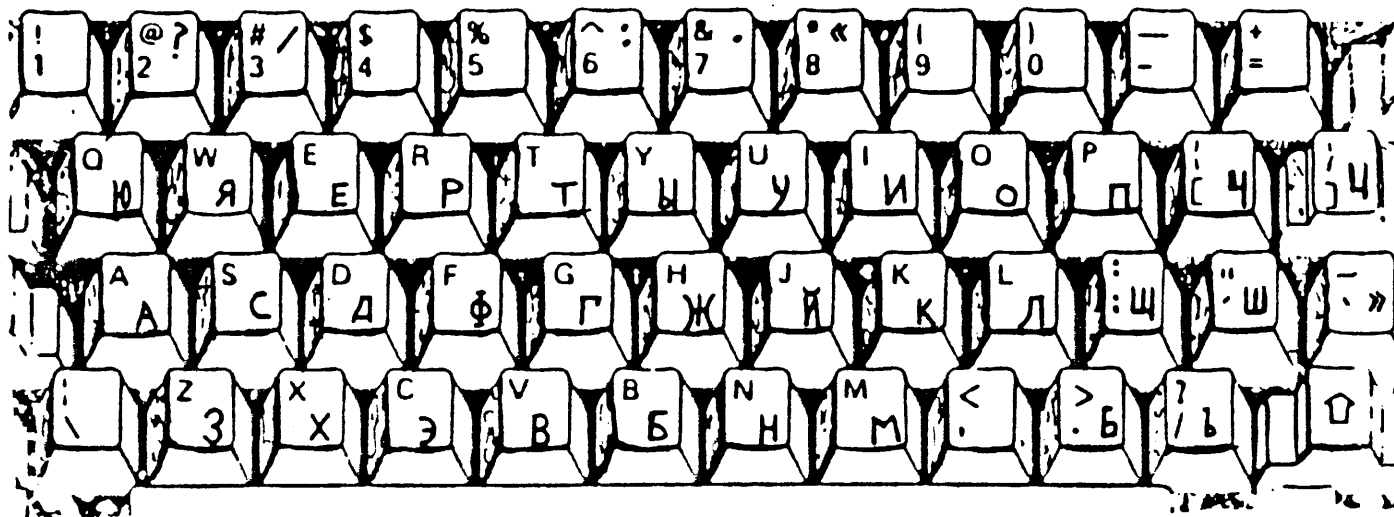
If you press ALT F8, you will be asked to enter the character string that is to be found. After entering the string, press enter. If the character string is found, the cursor will be moved to the string.

The character string must be specified exactly in order to be found. Before pressing ALT F8, use CTRL F2 to set the language and CTRL F1 to set the UNDERLINE mode to match the string to be found.

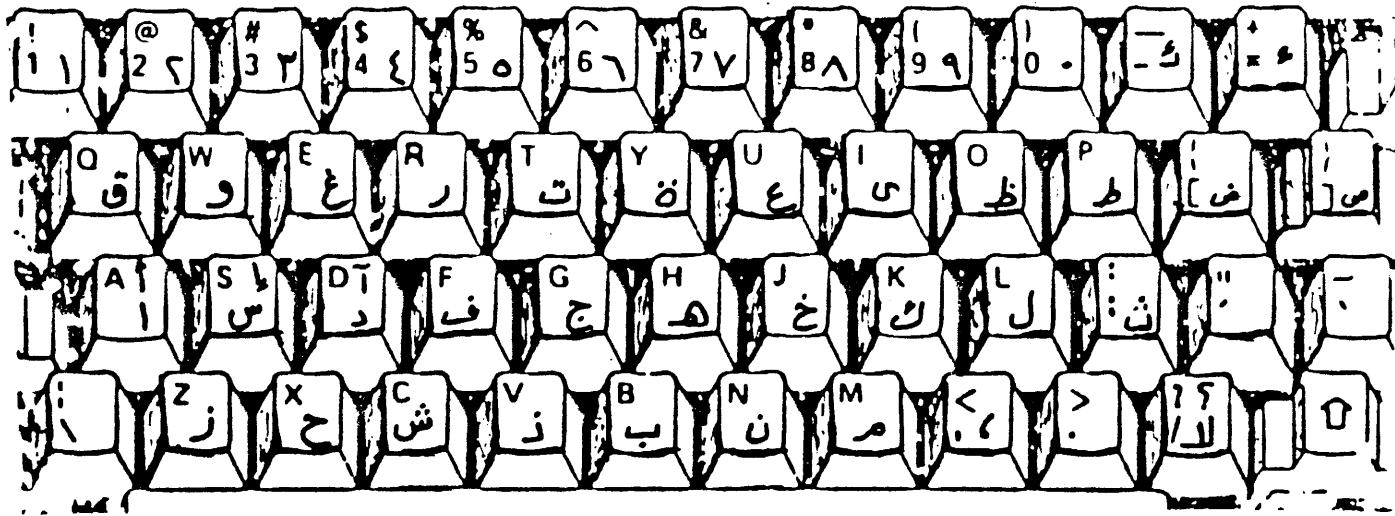
Appendixes

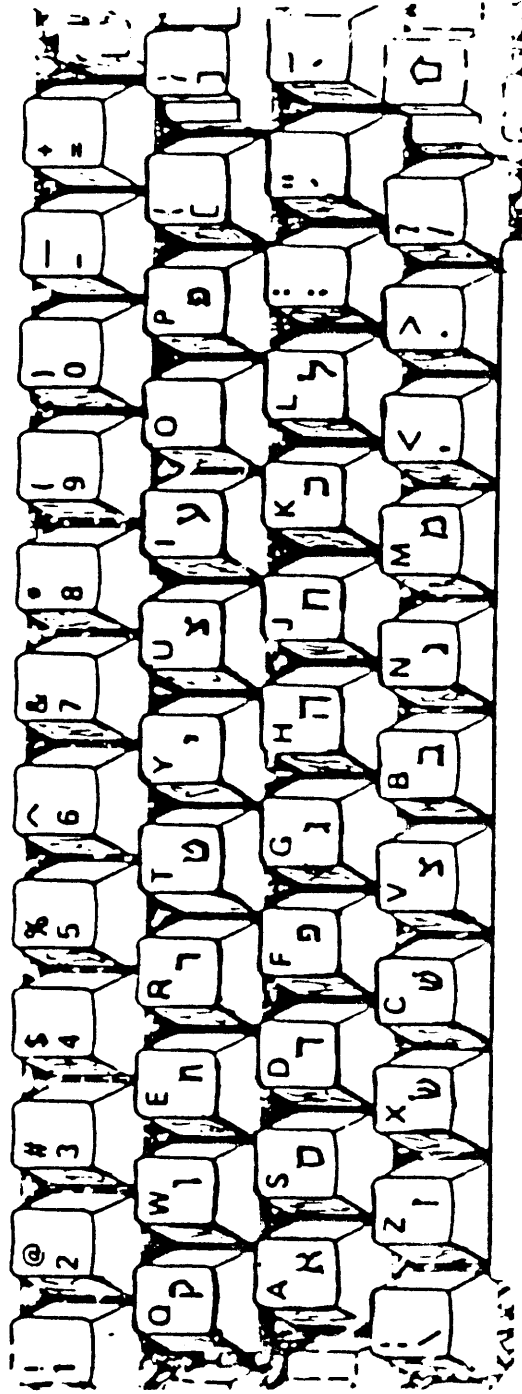


Appendix A. Greek Keyboard



Appendix B. Russian Keyboard





Appendix E. Hebrew Keyboard

KEY	FUNCTION
Ctl-F1	Underline (toggle)
Ctl-F2	Language (toggle)
Ctl-F3	Load File from Disk
Ctl-F4	Save File to Disk
Ctl-F5	Print Screen
Ctl-F6	Print Document
Ctl-F7	Clear Memory
Ctl-F8	Merge File from Disk
Ctl-F9	Insert Line
Ctl-F10	Justify Text

KEY	FUNCTION
Alt-F1	Mark Lines
Alt-F2	Unmark
Alt-F3	Delete Lines
Alt-F4	Copy Lines
Alt-F5	Mark Characters
Alt-F6	Delete Characters
Alt-F7	Enter Format Parameters
Alt-F8	Find Characters
Alt-F10	Enter Justification Parameters

Appendix F. Quick Key Reference

KEY	CHARACTER MODIFIER
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F1	~
F2	^
F3	`
F4	~
F5	^
F6	~
F7	^

BLOCK GRAPHICS

Alt-a	█
Alt-s	█
Alt-d	■

KEY	FUNCTION
Ctrl Arrow Arrows	Far Left or Far Right Cursor moves as indicated by arrow
Pg Up	Page Up
Pg Dn	Page Down
Home	Top of Document
Ins	Insert-Type Over (toggle)
Del	Delete Character
Back Space	Back Space
Esc	Escape from Mode (at top level exits from program)

Appendix F. Quick Key Reference