

HEBREW II PLUS^{T.M.}

ENGLISH

THE FIRST OPERATIONAL FOREIGN LANGUAGE
WORD PROCESSOR
for the APPLE II COMPUTER IN AMERICA

עברית II

HEBREW II PLUS: a useful tool for education and everyday communication. Write and edit page at a time of Hebrew and/or English text. Hebrew vowels are there if you want them but they are not required. Label Apple graphics such as charts and pictures. Finished text or pictures can be saved to disk and/or printed immediately on most graphics-capable printers. There is a English character set for printing English at the same time as Hebrew.

HEBREW II PLUS is perfect for teaching and learning Hebrew spelling and typing. It gives you a standard Hebrew keyboard layout with a "HELP screen". Create Hebrew/English word lists or print words in one language and let students give the translation. Printed pages can be checked over and the original page can be corrected on the screen later.

HEBREW II PLUS requires:

Apple II Plus, or //e with AppleSoft in ROM or a language system, OR Apple /// in emulation mode;
One disk drive;
Optional printer: supported within the program are:
Epson/Graftrax, Silentyte, and most printers connected with PKASO or Grappler interface cards.
Other printers are supported through the use of a separate graphics dump program.

- * Learn Hebrew spelling and typing
- * Teach Hebrew spelling and typing
- * Create posters and notices
- * Write articles
- * Label maps, graphs, and pictures
- * Do other things we haven't thought of yet....

HEBREW II PLUS: only \$49.95

לראשונה באמריקה תכנית להדפסת מילים ועריכתם בשפה זרה עבור מחשב אפל II.

"עברית II" הינה כלי שמושי להוראת השפה ולתקשורת יום יומית כגון: תזכורות ומודעות. הינך יכול לחבר ולערוך משפטים כקטעים בפני עצמם, או כעמוד מתוך נוסח עברי. קיימת גם אפשרות לתייג תרשימים, מפות ותמונות על פני המסך של האפל II (מוניטור) ולהדפיסם לאחר מכן.

הנוסח המוגמר ו/או התמונה יכולים להשמר על דיסקט ולהיות מודפסים על ידי המדפסת השקטה של אפל. היות והדפסת הנוסח על שימוש מגוון בשפה, התכנית כוללת ויקוד.

עברית II מתאימה במיוחד להוראת תלמידים. ניתן באמצעותה ללמד את כתיבת השפה איותה והדפסתה. המורה יכול להשתמש בתדפיסי התלמידים לעריכה מחודשת המוצגת לאחר מכן על מסך המחשב. עריכה זו מדגימה את התיקונים המומלצים. ניתן לראות את יתרון השיטה בכח החיזוקים שהיא נותנת.

עברית II דורשת שמוש במחשב אפל II בעל 48 קיי של אר:איי:אם: ו"אפל סופט".
ב אר:איי:אם: או במערכת שפה, וקורא דיסקיות, קיימת גם האופציה לשמוש במדפסת אפל שקטה. במידה ואין לך צורך במדפסת או עדין לא רכשת אותה, יש באפשרותך לאכסן את הטקסט להדפסה בשלב מאוחר יותר. אנוני עובדים על הרחבת אפשרויות ההדפסה באמצעות מדפסות אחרות.

* כל הזכויות שמורות 1980 *
* מיכאל הקמן, מדיסון ויסקונסין *

- * למידת איות והדפסת עברית.
- * הוראת איות והדפסת עברית.
- * כתיבת אזכורים.
- * יצירת כרזות ומודעות.
- * תיוג מפות תרשימים ותמונות.
- * בצוע משימות שבשלב זה עדין לא חשבתי עליהן....
- * מחיר קמעוני \$60; התענינות מפיצים תענה.

Anthro-Digital, Inc.
P.O. Box 1385
103 Bartlett Ave.
Pittsfield, MA 01202
413-448-8278

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Hebrew II™ and Hebrew II Plus™

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Distributed by:

Anthro - Digital, Inc.
P. O. Box 1385
Pittsfield, MA 01020

BEFORE WE BEGIN....

This program will enable you to enter Hebrew text (or with Hebrew II Plus, Hebrew and English) on the Apple II computer for editing and printing. (You have already seen a sample of the output.) It is quite easy to do once you get a feel for it, but many of you may not have used a computer before so I will give a brief introduction here to some terms and ideas you will find in the next few pages.

I use the terms "page" and "screen" interchangeably to mean the computer's video display with text on it. It is like the page of a book. But I also use the term "page" interchangeably with "file" to mean the same text when it is filed on a storage disk. A page is a page whether you are looking at it or it is on the shelf. The meaning should be clear from the context.

On the screen you will see a "cursor". This is the white block that shows where the next letter will be printed. It is a flashing block for the instructions in English, as usual on the Apple, and a large solid block on the Hebrew screen. You can move the cursor around the screen without printing or erasing, and this is how we accomplish the editing which is half the purpose of the program. A few seconds of practice will show you what the cursor is for.

The cursor moves every time we type a character (except vowels) but to move it without printing, we use "control keys". The control key (at the left edge of the keyboard and marked "CTRL") allows a double function for most keys. Use it by holding down the CTRL key and simultaneously typing certain other keys for certain effects. This is what I mean by the symbol "<CTRL>". The effects are detailed later; for now it is enough to know that the operation of <CTRL> is similar to that of the shift key on a regular typewriter.

Very much unlike a typewriter, however, this program announces the options available to you at any time through the use of a "prompt line". At certain times you will see some lines of English text at the bottom of the screen. They give you the options for the next step, for example:

DO YOU WANT TO S)AVE, P)RINT, OR B)OTH THIS SCREEN
OR G)O BACK, OR C)LEAR THE SCREEN?

Most options are given in this format. The parenthesis after the first letter means that you only need to type the initial of the option and you do not have to press the RETURN key. For example, to clear the screen, you simply type <C>.

This disk uses the Apple DOS 3.3 (16 sector) disk system. A printer is not required but any printer capable of graphics can work with it.

NOW FOR THE FUN

IT WORKS LIKE THIS

START-UP

Hebrew II uses Apple's DOS 3.3 and needs Applesoft™ in ROM or a Language System. To start it on an Apple II Plus™ or an Apple II™ with the Language System, simply put the disk in the drive and turn on the computer. If your computer is already on, then put Hebrew II in the disk drive and type PR 6 to "boot" the program. Applesoft is on this disk, ready to load into a Language System automatically. There will be some fuss from the disk drive but it does no harm.

Hebrew II will begin running automatically. Have a data disk ready to store your pages as detailed in the section "Storing Your Pages".

BEGINNING

When the disk stops spinning, the first prompt line at the bottom of the screen asks what kind of printer you are using. The printers that Hebrew II supports automatically are the Apple Silentype™, the Epsoms™ with the Graftrax™ option and most printers that are connected with the Grappler interface card. If you do not have one of these, answer None. (But feel free to experiment; you can't hurt anything. For other printers, see the section on Printing.) The next prompt asks which slot the printer is in. (The answer is probably "1" but tell the truth.) Then the prompt asks whether you want to E)dit an old file or start F)resh. Now we go to work...

Let's start F)resh. Just type <F>. The page clears and you see the Hebrew cursor in the upper right corner. Begin typing. As you enter letters the cursor advances from right to left, as you would expect. But when you enter numbers, the cursor stays at the right edge of the number to indicate that the next digit will be entered in the normal order, that is, from left to right. Just type the number as you think it; the order is maintained. When the number is completely entered (including the decimal point, if used) the next non-numeric character that you type will place the cursor, and the character, at a point one space to the left of the number, and you simply continue from there. Try it.

As you merrily type away you will find that you do not need to worry about approaching the left edge of the page. A word that is too long to fit on the line will be placed intact on the next line down. No broken words or distractions from watching the end of the line.

THE KEYBOARD:

Now it is clear that the Apple keyboard is seriously lacking in something. It is very difficult to type in Hebrew on keys that are marked in English. The layout follows that of the IBM Hebrew Selectric™ but I suppose that you are not yet a touch typist. Here is a way to fix the problem. Enclosed with this package is a set of Hebrew letters that can be cut apart and stuck on the front of the keys on the computer. Unfortunately, I cannot include the vowels or punctuation, so there is also a printed page which can be removed and placed near the keyboard for ready reference. And you can cut the characters off the page and glue them to the front of the keys with rubber cement. They are printed in the order that they occur on the keyboard. And finally, or should I say firstly, you can look at the keyboard anytime you are typing by simply typing the ESCape key twice in succession. This will show you the HELP screen showing the entire keyboard layout. Type any key to return to the page you were typing.

I hope that you will soon become a touch typist in Hebrew, but until that time the characters on the reference card or the front of the keys will guide you.

In Hebrew II Plus, when you go into the English mode, the keys will produce the standard English characters that you see on the keytops.

ADDING VOWELS:

Since vowels have not been available on a keyboard, there is no standard place for them. Consequently, some of the regular keys will have to do double duty. This is how it works...

The keys which produce vowels are the twelve keys in the top row and <P>, <;>, </>, and <,>. Dagesh appears twice (and you can also use shu-ruk) because of critical positioning in the character design. These are shown on the paper giving the keyboard layout and in the page called CHAR SET W/VOWELS on the disk.

The following is a list of the vowels, followed by the keys that produce them; remember to type <ESC> first.

THE VOWEL KEYS

<u>to get...</u>	<u>Press <ESC> plus...</u>	<u>Eng. Hebrew</u>
<u>kubuts</u>	1	1
<u>shuruk</u>	2	2
<u>cholam</u>	3	3
(for <u>shin</u> & <u>sin</u>)	4	4
<u>shva</u>	5	5
<u>chataf segol</u>	6	6
<u>tserei</u>	7	7
<u>segol</u>	8	8
<u>patach</u>	9	9
<u>chataf patach</u>	0	0
<u>kamats</u>	:	-
<u>chataf kamats</u>	-	=
<u>dagesh</u> (with <u>PAY</u>)	P	<u>PAY</u>
<u>dagesh</u> (with others)	;	<u>PAY</u> SOFIT
<u>chirik</u>	/	.
<u>shva</u> (with <u>chof sofit</u>)	,	

Normally you will type the vowel immediately after typing the letter that it goes with. To do this, type <ESC> (the ESCape key, upper left corner of the keyboard) and then one of the vowel keys. The vowel will appear on the letter to the right of the cursor, and the cursor will remain where it was. You may place more than one vowel on a letter, but to do so you must type <ESC> before each one. The first non-numeric character that you type not preceded by <ESC> will print normally and the cursor will move to the left. (A number will leave the cursor at the right of the number, as usual with the numbers.) Likewise any non-vowel key that you type, even immediately after <ESC>, will print that character as usual and move the cursor.

Placing vowels on letters long after they have been typed is very similar; just move the cursor (with <ConTRoL> <A>, <W>, <S>, and <Z>) to the position just to the left of the letter on which you want the vowel, and type the <ESC> <vowel> sequence. There is no problem if the cursor is over another character at the time.

If you change your mind after pressing <ESC>, press the <RIGHT ARROW> key to cancel it. The cursor will move two spaces to the left to begin another word. Do not try to enter a vowel as the first character on a line - the Apple will just beep at you.

EDITING CONTROLS:

Once you have entered some text, you have the following editing powers at your command: the <RETURN> key will place the cursor one line below the one it was on, at the far right edge of the screen; the <LEFT ARROW> or <CTRL><A> keys move the cursor one space left, and the <RIGHT ARROW> or <CTRL><S> keys move it one space to the right without erasing the characters that they pass over; <CTRL><W> moves it one line straight up and <CTRL><Z> moves it one line straight down for each keypress. The <SPACE BAR> moves the cursor one space left for each press and does erase the character it was on. All of these keys may be used with the <REPEAT> key for very rapid movement.

If the <LEFT ARROW>, <CTRL><A>, or <SPACE> are pressed with the cursor at the far left edge of the screen, the cursor jumps to the far right edge one line down. If the <RIGHT ARROW> or <CTRL><S> are pressed with the cursor at the far right edge, it jumps to the far left edge on the next line up. The cursor cannot be driven beyond the upper right corner.

To change one letter in a word, move the cursor on top of the letter you want to change, press the <SPACE> bar to erase it, then the <RIGHT ARROW> key to reposition the cursor, and finally type the correct letter.

To change a word to a different one of the same length, just erase the original word with the <SPACE> bar, move the cursor back to the beginning point with the <RIGHT ARROW> and then retype the word. To replace a word with one of a different length, you may have to erase and retype the balance of the line or page to get the best line arrangement.

QUICK REFERENCE EDITING COMMANDS

<u>Key</u>	<u>Action</u>
RETURN	Move the cursor to the right edge, one line down
-> or CTRL S	Move cursor one space right without erasing characters
<- or CTRL A	Move cursor one space left without erasing characters
CTRL W	Move cursor one line straight up without erasing
CTRL Z	Move cursor one line straight down without erasing
SPACE BAR	Move cursor one space left and <u>ERASE</u> the character

Note that the movement keys, <A>, <W>, <S>, and <Z> form a diamond shape with each key pointing in its direction of movement.

ENGLISH:

Hebrew II Plus has the capability of showing both Hebrew and English on the screen at the same time. The method of doing that is very simple: at any time, you can type <CTRL><E> to go into the other language. The cursor will go to the beginning of the line it is on, to the right for Hebrew and to the left for English. All the editing controls work the same way as just described. The keys go back to printing the standard English characters as marked on the keytops.

To insert an English word in Hebrew text or vice versa, type to the point where the word will be, type <CTRL><E> to change languages, space to the point where the foreign word will begin (remembering that it goes in the opposite direction), type it, and go back to the original language.

To produce lists as in a dictionary, you may decide to alternate with each word or produce the whole list for one language first and then go back to the top for the other.

When using English, all the characters are located as on the original Apple keyboard. Only upper case is provided.

FINISHING:

You can type thirteen lines of text on the screen. On the last line, when you are ten spaces from the end of the line, a beep will signal that you have room for only ten characters. If you type a word that extends farther than that, it will, as usual, be pulled down to the next line; but in this case the next line isn't there and the word will be lost. No cause for alarm - just type it on the next page, or G)o back to this one and rearrange it.

After you have entered thirteen lines, or you have driven the cursor down to the bottom of the screen, you are offered these options:

DO YOU WANT TO S)AVE, P)RINT, OR B)OTH THIS SCREEN
OR G)O BACK, OR C)LEAR THE SCREEN?

This simply means that you can do any of those things now. Just type the initial of the option you want. They all apply to the current page only and you must do something with it before you can proceed to the next page.

If you want to do more editing on this page now, then G)o back. If you choose B)oth, the program will save the page to disk first and then print it. C)learing the screen will make it ready to start over.

A page that is S)aved (or B)othed) may be recalled for editing later. You will be asked to give it a name to refer to it on the storage disk. Give it a name that you have not used before; using the same name as a file already on the disk will cause the new file to replace the old one. Of course, sometimes you may want to do that, so go ahead. You may save up to fifteen screens on one disk.

STORING YOUR PAGES:

You will only use your Hebrew II disk for loading the program, and you must store your pages or files on a separate disk. To do this, initialize a blank disk as usual using DOS 3.3 (see pages 13-14 in the DOS Manual) and this HELLO program (or something like it):

```
10 TEXT : HOME
20 D$ = CHR$(4)
30 PRINT "HEBREW II FILES"
40 PRINT D$"CATALOG"
50 END
```

PRINTING:

If you type P)rint, a prompt line will ask if you are printing text or a picture. "Text" will be printed in black on white, while typing <P> for "picture" will print white on black which is best for most pictures. Graphs and maps usually look best printed from text mode. If you are using the Grappler brand interface card, you have the further option of printing regular or double size; this is very nice for posters, for example. After printing, the page will be erased and lost. If you want to use it again, you should choose B)oth instead of P)rint.

Hebrew II and Hebrew II Plus automatically support the Silentye and Epson-with-Graftrax printers and most printers wich are connected with the Grappler interface card. Any other printer that can print a graphics screen can print the Hebrew pages you have produced.

If you are using a printer other than the ones listed, or if you want even greater printing flexibilty, you can still print your Hebrew pages using a separate "graphics dump" program such as Zoom Graphics from Phoenix Software or the graphics programs from The Computer Station. See your dealer. Because there are so many other printers and graphics printing programs available, we do not include those programs on the Hebrew II disk. The method is simply this: the files are stored on the disk as regular Apple graphics pages - just run your regular "screen dump" routine as usual.

EDITING AN OLD FILE:

Editing here refers to changing a file already created, or putting Hebrew characters onto a graph or picture that has been created on an Apple graphics page by some other means such as the Graphics Tablet, video dithertizer, or a plotting program. When you select option E)dit from the main menu, the prompt line asks:

TYPE THE FILE NAME,
OR PRESS <RETURN> FOR CATALOG.

If you know which file you want, type its name and press <RETURN>. If you aren't sure of its name or how to spell it, press <RETURN> first and the auto-catalog system will show the possible names on the disk, one at a time. Press <SPACE> to see the next one. When you see the one you want, press <RETURN> and it will be loaded onto the screen. From then on, all the commands work as described above.

When you are working on a graph or picture, the white letters can sometimes be lost among the lines or colored areas. You can clear a space for the letters by first going over the area using the <SPACE> bar and then going back to type the letters. The <SPACE> bar will also leave black holes where you may not want them, so be careful to use only the <ARROW> or <CTRL> keys to move the cursor around.

FILES INCLUDED ON YOUR PROGRAM DISK:

There are two files on your program disk: CHARSET W/VOWELS is a sample of all the Hebrew characters in their relative positions on the keyboard; and LABELS, which consists of dots marking the limits of a set of four labels. Use the dots as guides to type in text which can be printed on pressure sensitive labels used for mailing or marking bottles or books or what have you.

ERRORS:

If something causes an error in the computer, the program will stop and ask if you want to save your work. Now enter <Y> or <N> and press <RETURN>. If you type <N>, the screen will clear and you can begin again. If you type <Y>, you will be given the usual end-of-page options: You can save it on disk or paper or both, as usual. Or you can go back to the screen for more changes. Or finally, you can just forget about what you have done so far and clear the screen to start over.

For the concerned, there is a display of the type of error that occurred. This number is the standard Applesoft or DOS error code which is listed in the Applesoft Reference Manual on pages 81 and 115-117 and the DOS 3.3 Reference Manual on pages 114-122.

While you do not need to know anything about errors to use this program, it may help you to avoid the error in the future if you know what kind it was. If you have any unusual difficulty, feel free to call Anthro-Digital.

I'm afraid we're completely helpless against errors of spelling and grammar. Sorry.

FACE-SAVING DOCUMENTATION:

Numbers of more than one digit will not be entered at the right margin; they automatically move one space to the left.

A number cannot easily be entered immediately to the left of a letter without erasing that letter. You must let it erase the letter, type in the number, then move the cursor back to replace the letter. Fortunately, this is bound to be an unusual occurrence.

No more than 59 characters, including vowels, can be entered without an intervening space or cursor move. The limit for numbers is 40. Error number 107 or 53 is the result if you try. Thirty-nine characters is the length of a line anyway, so it shouldn't be a problem.

This program is enhanced by routines provided by Amper-Magic™ from Anthro-Digital.

! ? # \$ % & ' () 0 * =	! ? x \$ % * / () 0 _ +
1 2 3 4 5 6 7 8 9 0 : =	1 2 3 4 5 6 7 8 9 0 - =

QWERTYUIOP	ק ר א ט ו ן ם פ
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ASDFGHJKL;	ש ד ג כ ע י ח ל ך ף
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ZXCVBNM, . /	ז ס ב ה נ מ צ ת ץ .
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! ? # \$ % & ' () 0 * =	! ? x \$ % * / () 0 _ +
1 2 3 4 5 6 7 8 9 0 : =	1 2 3 4 5 6 7 8 9 0 - =

QWERTYUIOP	ק ר א ט ו ן ם פ
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ASDFGHJKL;	ש ד ג כ ע י ח ל ך ף
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