



USER & MASTER LEVEL

THICK REFERENCE CARD

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Contents at a Glance

| | |
|---|-------|
| 1: Format Commands | 2-6 |
| 2: Replace Characters | 6-8 |
| 3: Editor Commands Grouped by Function | 8-12 |
| 4: Working with Chapters | 13-14 |
| 5: Controlling Screen Output | 14-15 |
| 6: Menu Option Summaries | 15-19 |
| 7: Controlling Voice & Braille Channels | 19 |
| 8: Master Level I/O Commands | 20 |
| 9: Master Level Auto Chapters | 20 |

Part 1: Format Commands

These commands must be preceded by a space; a <CR>; the very beginning of a BEX page; or another format command. Command letters must be lowercase; use computer braille for numbers. See User Level Section 7 for detailed explanations

- \$\$a# -- advance to line # where # ranges from current line to form length
- \$\$b -- stop printing and beep. Press <space> to resume printing
- \$\$c -- center text in current output line plus all subsequent output lines until next (\$p), (\$l), or <CR>
- \$\$d -- reset everything *except* carriage width and form length to the default: clear tabs and margins, clear headers or footers, single line spacing, paragraph indent and line spacing as appropriate for print or braille
- -- page number token in running header or footer (Delete character)
- (\$f) -- immediately move to new page (form feed) format indicator (four keystrokes: space, dollar sign, lowercase *f*, space)
- \$\$f# -- set form length (lines per page) to # lines; clears all line-numbered commands
- \$\$h -- center and underline current output line and all subsequent output lines up to (\$p), \$\$uf<CR>, or \$\$uf\$l
- \$\$i# -- indent each paragraph # characters to the right of the current left margin; default is \$\$i5 for print, \$\$i2 for braille
- \$\$i-# -- outdent each paragraph # characters to the left of the current left margin
- (\$l) -- new line format indicator (four keystrokes: space, dollar sign, lowercase *l*, space)
- \$\$l# -- line spacing for soft <CR>s and explicit hard <CR>s and (\$l) indicators. Lowercase *l*, not digit 1. Default is \$\$l1 single spacing for print and braille
- \$\$ml# -- set left margin at absolute position #; command letters are lowercase *m*, lowercase *l*. Default is \$\$ml0
- \$\$ml+# -- adjust left margin by # characters to the right of the current left margin, increase left margin by # spaces
- \$\$ml-# -- adjust left margin # characters to the left of the current left margin, decrease left margin by # spaces

- `$$ml*` -- set left margin at current character position on the *output* line
- `$$mr#` -- set right margin # characters from the maximum carriage width. Default is `$$mr0`
- `$$mr+#` -- adjust right margin # characters to the left of the current right margin, increase right margin by # spaces
- `$$mr-#` -- adjust right margin # characters to the right of the current right margin, decrease right margin by # spaces
- `$$mt#` -- top margin; move down # lines before printing line 1 on each output page, does not alter number of lines in form length
- `$$np` -- number pages as appropriate for print or braille, beginning with page 1
- `$$n#` -- set next output page number to #
- `($p)` -- paragraph indicator (four keystrokes: space, dollar sign, lowercase *p*, space) Default for print is `$$i5$$s2`; default for braille is `$$i2$$s1`
- `$$p#` -- place text at absolute character position # on the output line
- `$$p+#` -- place subsequent text # characters to right of current character position on the output line
- `$$p-#` -- place subsequent text # characters to left of current character position on the output line, which may overwrite existing characters in output line
- `$$r` -- place current output line plus all subsequent output lines flush to right margin, up to the next `($p)`, `($l)`, or `<CR>`
- `<Control-S>` -- sticky space token: nonbreaking space, use `$$ss` to enable for print
- `$$s#` -- paragraph line spacing, establishes # of `<CR>`s for paragraph `($p)` indicator. Default is `$$s2` for print and `$$s1` for braille
- `$$sd` -- enables `<ASCII 30>` as discretionary linebreak and `<ASCII 31>` as discretionary hyphen; default off for print and on for braille
- `$$sp` -- enables selective underlining of punctuation; underlining is suppressed when character before `$$uf` is period, comma, semicolon, or colon
- `$$ss` -- enables sticky space and touching tokens; formatter interprets `<Control-S>` as nonbreaking space and `<Control-T>` as substitute for space in `$$` command. Default off for print and on for braille
- `$$su` -- all subsequent output is uppercase; reset by `$$d`
- `<Control-T>` -- touching token; when enabled by `$$ss` can replace initial or final space in `$$` commands. Default off for print, on for braille
- `$$tc` -- clear all tab stops
- `$$t#` -- set a tab at absolute character position #

- `$$t*` -- establish a tab stop at current character position on the output line
- `$$t+#` -- establish a tab stop # characters to the right of current character position on the output line
- `$$t-#` -- establish a tab stop # characters to the left of current character position on the output line
- `($$)` -- advance to next tab stop (four keystrokes: space, dollar sign, dollar sign, space)
- `$$ub` -- underline begin; signals Grade 2 translator to place italics signs
- `$$uf` -- underline finish; signals Grade 2 translator to finish placing italics signs
- `$$vf` -- interpret current output line as running footer to place on bottom line of all output pages; begin and end footer definition with (\$p), (\$l), or <CR>
- `$$vg` -- modified print or braille page numbering to lowercase Roman numerals; maximum page number is *xc* (90)
- `$$vh#` -- interpret current output line as running header to place on line # of every output page; begin and end header definition with (\$p), (\$l), or <CR>. Maximum number of headers is four; line 1 plus three other lines
- `$$vk` -- "kram" following "BEX word" to right margin
- `$$vi#` -- when fewer than # <CR>s remain on current output page, finish current output line then move to new output page
- `$$vl#` -- when fewer than # <CR>s remain on current output page, move to new output page
- `$$vn` -- move to new output page unless this creates blank page
- `$$vo#` -- clear any command affecting the line which # references. When # is preceded by minus sign, then you count up from the bottom line on page: `$$vo-0` refers to lowest line on page, equal to your form length
- `$$vrX` -- repeat any single character, shown here as X, across the output line
- `$$vs#` -- skip line # on every output page. When # is preceded by minus sign, then you count up from the bottom line on page: `$$vs-1` means line above footer is blank
- `$$w#` -- set carriage width to # characters, clears any margins
- `$$z` -- zaps formatting of text, output all characters as they appear in the Editor. Turned off by `$$d`

Escape code \$\$eX commands for Specific Printers

See Master Level Section 5 for more details.

- $\$e0$ -- pica (10 characters per inch)
- $\$e2$ -- elite (12 characters per inch)
- $\$e7$ -- condensed (17 characters per inch)
- $\$eb$ -- boldface begin
- $\$ec$ -- stop printing boldface; c follows b
- $\$ee$ -- elevate; start printing superscript
- $\$ef$ -- stop printing superscript; f follows e
- $\$el$ -- lower; start printing subscript
- $\$em$ -- stop printing subscript; m follows l
- $\$eu$ -- underline begin (Only use when $\$ub$ is inappropriate)
- $\$ev$ -- stop underlining; v follows u

Part 2: Replace Characters

Basic Replace

Enter <CR> at **Transformation chapter name:** prompt to type transformation rules directly. Number of terminators in basic Replace transformation chapter must be even. First character is terminator; two terminators at **Change to:** prompt is empty rule, deleting find string. Two terminators at **Find:** prompt signals end of rules.

Contextual Replace

Enter terminator at first **Find:** prompt to type contextual transformation rules directly. Number of terminators in contextual Replace transformation chapter must be divisible by three. Total number of terminators is three times the number of transformation rules plus six. First two characters are terminators, then (optionally) on string, terminator, off string, terminator. When on string is present, then contextual Replace begins *off*. End list of rules with three terminators.

Typing rules directly

Enter control character by depressing Control key then pressing and releasing desired character. Use left and right arrows to edit rules. Press left

arrow at **Enter terminator**: prompt to include <Control-U> and <Control-H> in rules and disable use of left and right arrow keys for editing rules.

Contextual Replace Pattern String Codes

Shown here are uppercase *boundary* pattern codes. Same letters function as *departing* pattern codes when lowercase.

Pattern code relationships

- D equals B plus <CR>
- Q equals D plus P
- L equals S plus U
- A equals L plus N
- E equals W minus D
- W equals all other codes

Pattern Code List

Shown here are uppercase *boundary* pattern codes. Same letters function as *departing* pattern codes when lowercase.

- A -- Alphanumeric; either letter or numeral
- B -- Blank; space
- C -- Control character; includes <CR>
- D -- Delimiter; space or <CR>
- E -- Everything which is *not* a delimiter
- I -- Exact match with find string partner except for ignoring capitalization
- L -- Letter, regardless of case
- N -- Numeral
- O -- Wild card minus one; matches all characters other than find string partner
- P -- Punctuation and symbols
- Q -- Punctuation, symbols, space, or <CR>
- S -- Small letter, always lowercase
- U -- Uppercase letter
- W -- Total wild card (matches everything)
- X -- Exact match with find string partner

Special Pattern Codes

- **Pattern string shortcut** -- Entering terminator alone at **Pattern string:** prompt means an exact match, equivalent to pattern string of all lowercase **x**
 - **^** -- (caret) insert change to string here, only use when no departing codes present
 - **Y** -- behaves like boundary **L** but forces uppercase
 - **Z** -- behaves like boundary **L** but forces lowercase
-

Part 3: BEX Editor Commands Grouped by Function

Complete explanations for these commands appear in User Level Section 5

- ***Page Selection***

- **Control-P 0 <space>** -- Save current page, return to character position 0
- **Control-P # <space>** -- Save current page, move to or create page #
- **Control-P Control-A** -- Save current page, move to or create next page
- **Control-P Control-Z** -- Save current page, move to previous page
- **Control-C Control-P** -- Cut page at current cursor, making two pages. Cursor ends at position 0 of newly-created second page
- **Control-Q** -- Quit the Editor, save current page, return to Main Menu
- **Control-W P** -- Announce character at cursor, current page number, and number of pages in chapter. Press any key except **P**, **C**, **B**, or **A** to return to Editor

- ***Silent Cursor Movement***

- **Down Arrow** -- Move cursor down one line on screen
- **Up Arrow** -- Move cursor up one line on screen

Remaining silent cursor movement commands follow regular pattern:
[directional control character] [optional numbers] [unit character]

The initial directional control character is either

- **Control-A** -- Advance cursor forward to end of page
- **Control-Z** -- Zoom cursor back to start of page

The optional number varies from no digit to four digits. When the number is zero, then your cursor doesn't move

Choose from six unit characters for last element of silent cursor movement commands:

- **<space>** -- characters. **Control-A <space>** advances to end of page; **control-Z 200 <space>** zooms back 200 characters
- **Control-W** -- words. **Control-A 60 control-W** advances cursor to initial **<space>** or **<CR>** of 60th word. **Control-Z control-W** zooms cursor back one word
- **Control-T** -- sentences. **Control-A 6 control-T** advances cursor forward six sentence endings. **Control-Z control-T** zooms cursor back to end of previous sentence
- **Control-L** -- explicit new lines. **Control-A control-L** advances cursor to next hard **<CR>** or initial space of (\$l) new-line indicator. **Control-Z 9 control-L** zooms cursor back nine hard **<CR>**s or (\$l) new-line indicators
- **Control-P** -- explicit paragraphs. **Control-A 5 control-P** advances cursor forward five paragraphs to initial space of (\$p) indicator. **Control-Z control-P** zooms cursor back to initial space of previous (\$p) indicator
- **Control-S** -- screen. **Control-A control-S** advances cursor to upper left hand corner of next screen. **Control-Z control-S** zooms cursor back to upper left hand corner of next screen. Any number is ignored

• ***Cursor Movement with Voice/Braille Channel Output***

- **Left Arrow** -- Move cursor left one character and output
- **Right Arrow** -- Move cursor right one character and output
- **Control-G** -- Go ahead one word and output
- **Control-R** -- Reverse cursor one word and output

- **Control-T** -- Advance cursor with output to end of sentence. Stop movement and output with <space>
- **Control-Y** -- Same as **control-T** without cursor movement
- **Control-O** -- Advance cursor with output to end of current BEX page. Stop movement and output with <space>.

For these three commands, **control-S J** toggles between *jerky* (default) and *non-jerky* speech. With jerky speech, press <space> to stop cursor movement and output. With non-jerky speech, output pauses at end of sentence. Press <space> in non-jerky mode to stop output and movement at next sentence ending.

- ***Locating Text***

[string] represents what you're locating for. You may locate for any characters in the Editor; include initial or final spaces in [string] to search for words; uppercase or lowercase is significant; press **control-C character** to include control characters in [string] definition. [string] is remembered until new [string] is entered. When [string] is found, BEX moves cursor to and announces new position; high beep if not found.

- **Control-L [string] control-A** -- Locate [string] in advance of current cursor
- **Control-L [string] control-Z** -- Locate [string] zooming back from current cursor

- ***Block and Clipboard Commands***

- **Control-B S** -- Set marker to current cursor, clearing previous marker if any; only one marker may be set at a time
- **Control-B L** -- Locate block marker by moving cursor forward or back to current marker
- **Control-B D** -- Delete block of text forward from marker to character before cursor
- **Control-B A** -- Append block of text on to clipboard, forward from current marker to character before cursor

- **Control-B C** -- Copy block of text on to clipboard, forward from current marker to character before cursor, overwriting previous clipboard contents
- **Control-B I** -- Insert contents of clipboard into current BEX page before current cursor
- **Control-B X** -- Exchange contents of current BEX page with contents of clipboard
- **Control-B R** -- Restore 4095 character clipboard. Press **Y** to restore, any other key to return to Editor
- **Control-W B** -- Announce current character, clipboard size and marker position. Press any key except **P, C, B,** or **A** to return to Editor

- ***Inserting Text***

- **Control-I** -- Insert characters from keyboard before current cursor; temporarily change all characters in front of insert to underbar character; finished by every control character except **left arrow, control-C** and **<CR>**
- **Control-N** -- Null command; use to complete keyboard insertion
- **Control-B I** -- Insert contents of clipboard into page before current cursor

- ***Deleting Text***

- **Control-D Control-A** -- Delete all text from current cursor to end of BEX page
- **Control-D Control-Z** -- Delete all text from the beginning of the page to the character before current cursor
- **Control-B D** -- Delete block of text forward from current marker to character before cursor

Remaining deletion commands use pattern similar to silent cursor movement commands: first character is **control-D**, then optional number, then unit character. When no number is supplied, one unit is deleted. When number is zero, deletion is canceled

- **Control-D 0 <space>** -- Delete no characters (cancel current deletion)
- **Control-D # <space>** -- Delete # characters

- **Control-D # Control-W** -- Delete # words
- **Control-D # Control-T** -- Delete forward # sentence endings
- **Control-D # control-L** -- Delete forward # explicit new lines--hard <CR>s or (\$1)
- **Control-D # Control-P** -- Delete forward # explicit paragraphs

- ***Typing Control Characters in Your Text***

- **Control-C [character]** -- Enter [character] as a control character in text or locate [string] definition
- **Control-Hyphen** -- Enter <ASCII 31> discretionary hyphen character in your text
- **Control-6** -- Enter <ASCII 30> discretionary line break character in your text
- **Escape key** -- Enter character in your text

- ***Set Editor Environment***

- **Control-E [characters]** -- Send Echo or SlotBuster commands
- **Control-S A** -- Voice all keystrokes toggle (default off)
- **Control-S J** -- Jerky speech toggle (default on). Change interruptability and speed of output for **control-O**, **control-T**, and **control-Y**
- **Control-S L** -- Lock out changes toggle (default off); makes every keystroke a nondestructive control character
- **Control-S K B** -- Change to braille keyboard mode; depress Caps Lock; use S-D-F J-K-L and <space>; can chord Editor commands; not available on Apple IIgs
- **Control-S control-K control-N** -- Change back to normal keyboard mode
- **Control-S O [characters] <CR>** -- Send commands to voice and braille channel; must finish with <CR>
- **Control-S S [letter]** -- Set screen size; [letter] is one of ten screen mode code letters shown in Part 5 of Thick Reference Card
- **Control-S D** -- Change representation of control characters in **W** or **N** screen mode from checkerboard to at-sign (DP-10 toggle)
- **Control-S B** -- Toggle off active braille channel
- **Control-S V** -- Toggle off active voice channel

- ***View Print Format in Editor***

- **Control-V** -- View mode. Print current page to 80-column screen. Current cursor text appears on center screen lines
- **Control-S** -- Pause and continue display during view mode
- **<space>** -- Return to data entry when finished with view mode
- **Control-L** -- Use Echo line review within view mode
- **Control-R** -- Use SlotBuster line review within view mode

- ***Status Information***

Enter **control-W**; BEX announces character at cursor then clears screen for ? prompt. May repeat status information by pressing **A, B, C,** or **P**; any other key exits to Editor

- **Control-W A** -- All status information shown below
- **Control-W B** -- Clipboard size & marker position
- **Control-W C** -- Cursor position & page size
- **Control-W P** -- Page number & total number of pages

Crashing and Recovering in the Editor: Summary of RUN 999

To "crash" out of the Editor and recover the page buffer, follow all steps. BEX automatically performs first three steps if BEX can't write to disk when moving between pages in Editor. More details in Learner Level Section 13

1. Depress the Caps Lock key
 2. Press **Control-Reset**. To re-link Echo voice, type: **PR#0 <CR>**
 3. Type **RUN 999 <CR>** The disk drive whirs for a minute; BEX saves 4095-character page buffer in chapter named **SAVE** on drive 1
 4. At the BASIC] prompt, type: **RUN <CR>**
 5. Release Caps Lock and edit chapter **1SAVE** Delete garbage characters, then use option G - Grab pages from another chapter to place the data in **SAVE** back into the correct chapter
-

Part 4: Working with Chapters

Your *default data drive* is the digit that appears after the **Which drive:** prompt. Unless you precede the chapter name or naming method with a digit, BEX reads and writes on default data drive. When you configure with four virtual drives, your default data drive is virtual drive 4

Disk space rule of thumb

Standard 5.25-inch BEX data disk has 528 sectors available for your text. Press number sign at any menu to find free sector count. No more than 30 BEX chapters or 30 BEX pages per disk. Limit your pages to 3800 for general text; 3200 for grade 2 text that you back-translate. Move to a new disk when free sectors are 100 or less

- ***Summary of Chapter Selection***

See User Level Section 4 and Master Level Section 4 for full explanations

- **NAME <CR>** -- chapter NAME on default data drive
- **2NAME <CR>** -- chapter NAME on drive 2
- **/ <CR>** -- scan default data drive
- **3 <CR>** -- scan drive 3 and present numbered list of chapters
- **2/Q <CR>** -- scan drive 2 for chapters ending in Q and present numbered list
- **+3 <CR>** -- (initial plus sign) scan drive 3, present numbered list, then reprompt for more chapters
- **+1/2 <CR>** -- (initial plus sign) scan drive 1 for chapters ending in 2 and reprompt for more chapters
- **I <CR>** -- Ready chapter: (Master Level only) six pages in memory on Apple IIc or IIe; 20 pages in memory on Apple IIgs. Can't use for option N - Name change on Second Menu

- ***Summary of Target Chapter Naming Methods***

- **3XYZ <CR>** -- add any characters XYZ to source chapter names (up to 25-character limit); write target chapters on drive 3
 - **LXYZ <CR>** -- remove the last character, then add any characters XYZ to source chapter names; write on default data drive
 - **.S <CR>** -- (initial period) Use naming method even if one chapter, use same name, write on default data drive
 - **0.D <CR>** -- write target chapters on *home drives*, same drive as source chapter; use naming method even if one chapter; delete last character
 - **4I <CR>** -- individually name target chapters; write on drive 4 unless you specify another target drive number individually
-

Part 5: Controlling Screen Output

Large Print Scrolling

For 80-column and 40-column screen, BEX uses the Apple's built-in scrolling abilities. For other screen sizes, BEX provides a different scrolling system; controlled as follows:

- **Changing scrolling rate** -- Solid-Apple-number (or Option-number on the IIgs) controls the speed of scrolling; solid-Apple-1 is slowest; solid-Apple-9 is fastest and BEX's default. You can only change rate *during* scrolling. Depress solid-Apple (or Option) key. Press <CR> at any menu prompt to initiate scrolling. Press and release a digit between 1 and 9, then release the solid-Apple (or Option) key
 - **Freeze large print scrolling** -- Depress open-Apple key (or Command key on the IIgs) to freeze large print scrolling; release key to continue
 - **Crawl large print scrolling** -- Depress solid-Apple (or Option) key to slow scrolling to a crawl; release key to continue
 - **Control-Z** -- stops screen output until next time the Apple is waiting for input
- ***Screen Size Code Letters***
-

Use these codes for changing screen mode in Editor with **control-S S [letter]**; for changing screen mode at menus with **control-B S [letter]**, (Master Level); and for printing to the screen with **S [letter]**

Print Display Choices

- **W** -- 80-column: W for Wide; uses your 80-column card's built-in character set; Echo/SlotBuster line review is available; 80 characters by 23 lines when printing
- **N** -- 40-column: N for Non-HI-RES; uses built-in Apple 40-column character set; Echo/SlotBuster line review is available; 40 characters by 23 lines when printing
- **H** -- 40-column: H for HI-RES; no line review; 40 characters by 19 lines when printing
- **L** -- 20-column: L for Large print; no line review; 20 characters by 10 lines when printing
- **X** -- 10-column: X for Roman numeral ten; no line review; 10 characters by 5 lines when printing
- **F** -- 5-column: F for Five; no line review; 5 characters by 3 lines when printing

Braille Display Choices

- **B** -- 40-column braille dots: B for Braille; no line review; 40 cells by 19 lines when printing
- **J** -- 20-column braille dots: J for Jumbo braille; no line review; 20 cells by 10 lines when printing
- **Y** -- 10-column braille dots: Y for Yet larger braille; no line review; 10 cells by 5 lines when printing
- **G** -- 5-column braille dots: G for Gigantic braille; no line review; 5 cells by 3 lines when printing

Part 6: Menu Option Summaries

Press <CR> for list of options at any menu. To choose an option, press first letter of option name

- **Starting Menu**

- **Copy disks** -- Copy entire contents of source 5.25-inch floppy disk onto target 5.25-inch floppy disk. First initializes target disk. For two-drive system, copies from drive 1 to drive 2; for 1 drive system, prompts you to switch disks. When you configure RAM drives, Copy disks uses lowest virtual drive numbers corresponding to 5.25-inch floppy disk drives. This option disabled after AmDOS is loaded
- **Disk catalog** -- List BEX chapters on disk; press <space> for DOS catalog of every file on disk
- **File Developer (FID)** -- Copy lock and unlock, rename, delete and verify any DOS 3.3 file. Not compatible with BEX large print; you must reboot BEX after using FID. See User Section 13 for instructions
- **Initialize disks** -- Prepares a blank 5.25-inch or 3.5-inch floppy disk for storing data. Once you initialize 3.5-inch disk, can't initialize 5.25-inch disks until you reboot
- **Kill a configuration** -- Permanently deletes configuration files from BEX Boot disk
- **Quit BEX** -- Issue DOS or Applesoft BASIC commands
- **Printer control code display** -- Displays escape code tables for class S - Specific printer; Master Level only (see Section 5)
- **Recognition of cards** -- Teach BEX about circuit cards it doesn't recognize; see Interface Guide Section 15 before using!
- **System Description for RDC** -- Creates disk files that may help RDC provide you with technical support
- **Update date of this disk** -- Lists BEX Level and when BEX was last changed
- **View a configuration** -- Presents numbered list of configurations on disk; choose one to see what devices are included
- **What is in this computer** -- Presents current configuration name; type of computer, how much memory it has (and whether RAM drives are possible), and what interface cards are in it
- **# free sectors** -- Shows free <space> on disk

To move from Starting Menu to Main Menu on disk, insert Main disk and press <space>. To move from Main Menu to Starting Menu, insert Boot disk in drive 1 and press <space>. To move from Starting Menu to Main side on RAM drive, press <space> with Boot side still in drive and follow the

prompts. To move from RAM drive Main Menu to Starting Menu, insert Boot disk in booting drive and press <space>.

- **Main Menu**

- **Auto print from VersaBraille** -- Transfer chapter from VB tape; back-translate to chapter **XX** then print **XX** on printer 1
- **Back translate from Grade 2** -- Translate grade 2 braille chapter(s) to print chapter(s) (see User Level Section 9)
- **Copy chapters** -- Make identical copy of chapter(s) with same name (on different disk) or different name (on same disk); at Master Level, load or save Ready chapter
- **Disk catalog** -- List BEX chapters on disk; press <space> for DOS catalog of every file on disk
- **Editor** -- Create and modify one BEX chapter (see User Level Section 5)
- **From VB** -- Transfer chapters from VersaBraille tape to Apple disk with same name (see User Level Section 11)
- **Grade 2 translator** -- Translate print chapter(s) to grade 1 or grade 2 contracted braille chapter(s) (see User Level Section 9)
- **Heading test** -- Display instant grade 2 or grade 1 translation with character count in screen braille
- **Multi-function print** -- Adds three features to option **P**: Restarting a printout on a specified output page number; making more than one copy of a chapter or list of chapters; and printing the contents of a single BEX page. (see User Level Section 6)
- **Print chapters** -- Format text in chapter(s) and send to regular or large print printer, braille embosser, or voice device (see User Level Section 6)
- **Quit BEX** -- Issue DOS or Applesoft BASIC commands
- **Replace characters** -- Change characters in chapter(s) using one of three methods: Changes from a basic or contextual transformation chapter stored on disk; changes typed directly; or contextual changes typed directly. (see User Level Section 8 and Master Level Section 6)
- **Second Menu**
- **To VB** -- Transfer chapter(s) from Apple disk to VB tape (see User Level Section 11)
- **Zip to Page Menu**
- **# free sectors** -- Shows free space on disk

- ***Second Menu***

- **Adjust size of pages** -- Copies chapter(s) with different page boundaries
- **Copy chapters** -- Make exact copy of chapter with different name (on same disk) or same name (on another disk)
- **Disk catalog** -- List BEX chapters on disk; press <space> for DOS catalog of every file on disk
- **Fix directory file of chapter** -- Helps restore a damaged chapter, but may resequence the order of pages. Always type target chapter name (See User Level Section 13)
- **Input through slot** -- Capture output from remote serial device in BEX chapter. (see User Level Section 12)
- **Jump to Main Menu**
- **Kill chapters** -- Deletes chapters from disk
- **Merge chapters** -- Copy specified chapter(s) to one big new chapter
- **Name change for chapters** -- Change one or more chapter name(s) without making a copy. Never change name of any chapter to name of an existing chapter on same disk. Can't specify Ready chapter.
- **Quit BEX** -- Issue DOS or Applesoft BASIC commands
- **Read textfile to chapter** -- Copies one or more ProDOS or DOS 3.3 textfiles into BEX chapter binary file format. Always use different names for textfile(s) and chapter(s), even when they are on different disks (See User Level Section 10)
- **Textfile kill** -- Deletes one or more DOS 3.3 textfiles from disk
- **Write textfiles to chapters** -- Prints one or more BEX chapter(s) into a single DOS 3.3 textfile, default format is `$$$w80$$$f0$$$l0$$$s2$$$i5`
- **Zip to Page Menu**
- **# free sectors** -- Shows free space on disk

- ***Page Menu***

All Page Menu options work with a single chapter.

- **Change to another chapter** -- Select a different chapter on which to perform Page Menu options

- **Disk catalog** -- List BEX chapters on disk; press <space> for DOS catalog of every file on disk
- **Exchange pages** -- Specify two pages to swap
- **File list of all pages** -- For each page of current chapter, presents page number, size, and the filename extension letter (that BEX adds to chapter name to create that page's filename on disk)
- **Grab pages from another chapter** -- Copy one or more pages from another chapter into *current* Page Menu chapter; source chapter is unaffected by grab. You may create a new chapter this way. To clear current chapter, press C, then <CR>
- **Jump to Main Menu**
- **Kill pages**
- **Merge pages** -- Appends second page to end of first page; these pages need not be consecutive
- **Quit BEX** -- Issue DOS or Applesoft BASIC commands
- **Rearrange pages** -- Reorder pages by one of two methods. Default method rearranges pages by specifying old page numbers in new order desired. Rearranging by range moves a "range" of one or more pages to a position before a specified page
- **Second Menu**
- **Whole disk catalog** -- Presents free sectors and list of chapter name, number of pages, total characters in chapter and on disk. Precede drive number with plus sign to catalog more than one drive; precede drive number with ampersand to save information in BEX chapter
- **# free sectors** -- Shows free space on disk

Part 7: Controlling Voice & Braille Channels

Turn Voice Off and On without Reconfiguring

At Main, Second, or Page Menu, enter **control-A**. When BEX prompts **Auto chapter:** type **1VOICE ON <CR>** to turn voice channel on; type **1VOICE OFF <CR>** to turn voice channel off.

Commands to Voice and Braille Channels

At Menus, start command sequence with **control-O** and finish with <CR>. In Editor, start command sequence with **control-S O** and finish with <CR>.

Part 8: Master Level I/O Commands

You can enter these at menus or BASIC prompt; whenever Apple is waiting for input. (see Master Level Section 8)

- **control-B B A** -- Activate braille channel
 - **control-B B D** -- Deactivate braille channel
 - **control-B P #** -- Activate print channel to printer # in your configuration
 - **control-B P D** -- Deactivate active printer channel
 - **control-B S A** -- Activate screen channel
 - **control-B S D** -- Deactivate screen channel
 - **control-B S [letter]** -- Use one of ten screen size codes in Part 5 to change screen display at menus
 - **control-B V A** -- Activate voice channel
 - **control-B V D** -- Deactivate voice channel
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Part 9: Master Level Auto Chapters

- These commands may only be entered at a Main Side menu prompt (see Master Level Section 7) \\ items
 - **Control-A** -- invoke **Auto chapter:** prompt to start remembered activity
 - **Control-R** -- (first time) start remembering keystrokes
 - **Control-R** -- (second time) cancel remembering keystrokes
SlotBuster users substitute asterisk for control-R
 - **Control-S** -- save remembered keystrokes in BEX chapter
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