Texas Instruments
TI-99 Computer Family

Diskette
Software

Model PHD 5042

Spell Writer

A Speak & Spell™ learning package with unlimited
vocabulary designed to strengthen a child's
spelling skills.

■ SPELL WRITER — Allows you to create
customized spelling lists to accommodate a
child's specific spelling needs.

■ PLAYER — Contains activities that encourage a
child to practice the spelling words in the list.

■ FILE TRANSFER — Allows you to make
additional copies of lesson files.

Designed for use with a TI-99 computer, the TI Disk Memory
System (TI Disk Drive Controller and TI Disk Memory Drive),
Solid State Speech™ Synthesizer, and the Terminal Emulator
I Solid State Software™ Command Module (all sold
separately).

Author: Texas Instruments

Language: TI BASIC

Hardware: TI Computer
           Disk Controller and Drive or cassette tape recorder
           <u>Solid</u> <u>State</u> <u>Speech</u>^{TM} Synthesizer
           Terminal Emulator II <u>Solid</u> <u>State</u> <u>Software</u>^{TM} Command
             Module
  Media: Diskette and Cassette

Spell Writer is a <u>Speak</u> <u>&</u> <u>Spell</u>^{TM} package that allows the
creation and usage of a virtually unlimited vocabulary. The
package consists of three parts: the Spell Writer program enables
you to design customized spelling lessons, the File Transfer
program allows you to make additional copies of word lists, and
the Player program lets the child practice the spelling words in
the lessons.

With the Texas Instruments Speech Synthesizer* in place and the
Terminal Emulator II Command Module* inserted in the console, the
Spell Writer package utilizes the innovative allophone speech
technology called "text-to-speech." This text-to-speech system
speaks words, numbers, and phrases with humanlike voice quality.

The Spell Writer program gives you flexibility in making your own
spelling lists, thereby allowing you to accommodate your child's
specific spelling needs. Whether the words you choose are for a
school lesson or are ones which cause the child difficulty, your
spelling lesson can be used limitless times.

File Transfer lets you copy lesson files from one cassette tape
to another, from one diskette to another, from a cassette tape to
a diskette, or from a diskette to a cassette tape.

The activities in the Player program are based on those contained
in the <u>Speak</u> <u>&</u> <u>Spell</u>^{TM} handheld learning aid. They are
designed to encourage your child to improve his or her speech and
accuracy in spelling.

*sold separately
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The Spell Writer program lets you enter a customized spelling
list of up to 30 words. In certain situations when
text-to-speech does not pronounce a word properly, you can enter
both the correctly spelled word and a phonetic spelling that
gives the proper pronunciation. In addition, you can reinforce
the meaning of the word (or help to distinguish synonyms) by
using the word in a phrase or short sentence. Once a lesson is
created, it is easy to edit a spelling list, save it on cassette
tape or diskette, or transfer it between media.

STEP 1:   Be sure that the Speech Synthesizer together
          with either the Disk Memory System or your
          cassette recorder are properly connected and
          turned on and that the Terminal Emulator II
          Command Module is inserted into the console.
          (Note: It is recommended that you make back-up
          copies of your program diskette or your program
          cassette tape.)

STEP 2:   Press any key to pass the title screen. Then
          press 1 to select TI BASIC. To load the program
          from diskette, insert the program diskette into
          Disk Drive 1, type

                    OLD DSK1.SPELLWRITR

          and press ENTER.

          To load the program from a cassette tape, insert
          the program tape into the recorder. Next, refer
          to the "Loading Cassettes" section in this
          manual for instructions on determining the
          program's position on the cassette tape. When
          you have properly positioned the tape counter on
          your recorder, type

                    OLD CS1

          and press ENTER. The computer displays
          directions for loading the program.

STEP 3:   When the cursor reappears, type RUN and press
          ENTER. The Spell Writer title screen appears
          next. Press any key to continue. The program
          now asks ARE LESSONS ON CASSETTE OR DISK
          (1 = CS1, 2 = DISK)? If you are saving word
          lists on cassette, type 1 and press ENTER. If
          you are saving word lists on diskette, type 2
          and press ENTER. Remove the program diskette,
          and insert the diskette on which you want to
          save lesson files. With a diskette, you also
          need to enter the number (1, 2, or 3) of the
          disk drive where the diskette is located.

STEP 4:   Next, the selection list appears with these
           options:

           1   CREATE WORD LIST
           2   EDIT WORD LIST
           3   EXIT

           Type the appropriate number and press ENTER.

OPTION 1: CREATE WORD LIST

           If you choose option 1 and are using a diskette,
           the display now shows a list of the saved lesson
           files. Each diskette can contain up to 15
           lesson files.

           With option 1 and a cassette, remove the program
           tape and insert the tape on which you want to
           save the lesson file. The lesson you save
           replaces any other information on the tape. A
           cassette tape can contain one lesson file per
           side. For further instructions refer to the
           User's Reference Guide.

           The program now asks you for the file name.
           Type the name of the lesson and press ENTER.

           (Note: If you are using a diskette, the maximum
           number of characters in a lesson name is nine
           with no periods or spaces allowed. The program
           automatically alphabetizes the names. If the
           lesson file name includes numbers, you can keep
           the files in the proper order by using the same
           number of digits in each name. For example, use
           Lesson01 instead of Lesson1 if there are more
           than nine lessons on the diskette.)

           Next, you are asked: DO YOU WANT TO ALLOW
           RETRIES (Y/N)? This question affects the
           Spelling Drill in the Player program. If you
           enter Y for "Yes," the student is allowed three
           tries for each word he or she attempts to
           spell. If you enter N for "No," only one
           attempt is allowed.

Creating a Lesson

Now you're ready to create your first word
lesson, using the commands shown on the display:

ENTER -- repeats the word or phrase.
P (PHRASE) -- allows you to type a phrase using
     the current word.
N (NEXT) -- proceeds to the next word to be
     entered.
R (REDO) -- allows you to re-enter the current
     word.
B (BACK) -- saves all entries and returns the
     display to the Spell Writer selection list.

To create a word lesson, follow this procedure:

Type the word spelled correctly, and press
ENTER. If you type a letter incorrectly, press
the left-arrow key, and then retype the letter
correctly. Or if you prefer, press ERASE to
clear a whole line. Each word can be a maximum
of twenty letters long, including spaces.

When you press ENTER, the program automatically
says the word. At this point, you need to
decide whether or not the word is pronounced
correctly. If so, you do not need to type a
phonetic entry. To enter a phrase or short
sentence which uses the word, enter P for
phrase. To proceed to the next word, enter N.

If the word is not pronounced correctly, type
the word phonetically and press ENTER. For a
list of the symbols you can use to add
inflection, see Appendix C in the Terminal
Emulator II owner's manual. The computer
automatically repeats each word after it is
entered. Continue to enter phonetic spellings
until the word is pronounced correctly.

You can also enter a phrase or short sentence
which uses the word's best phonetic spelling.
For example, if the best phonetic spelling for
the word "read" is "red," the phrase could be:
THE BOY RED THE BOOK. The total length of the
word, phonetic spelling, and phrase must be less
than or equal to 192 characters.

A lesson can contain up to 30 words. When you
finish creating a word list, enter B for BACK.
The entries are saved automatically with
diskette, and the display returns to the Spell
Writer selection list.

If you are using a cassette, save the lesson
file by following the step-by-step instructions
shown on the display. Then remove your tape and
label it for further use.

OPTION 2:   EDIT WORD LIST

To edit an existing lesson, type 2 and press
ENTER. If the lessons are saved on diskette,
all lesson files available are shown in
alphabetical order. To select the lesson to be
edited, type the appropriate number and press
ENTER. With diskette only, you can exit to the
Spell Writer selection list by typing 0 (zero)
and pressing ENTER.

If the lesson files are on cassette tape, load
the lesson tape you want to edit, following the
instructions shown on the display. (See the
User's Reference Guide for further instructions.)

After the specified lesson file is chosen, the
words with their corresponding numbers are
listed. To add another word to the list, select
the number immediately following the last word
on the file. Then enter the word, and if you
want, its phonetic spelling and a phrase.

(Note: In Editing a Word List, pressing N for
Next takes you back to the list of words on the
lesson file. To proceed to another word, you
must then enter the appropriate number off the
list.)

To edit an existing entry, select the
appropriate number. The commands and the entry
appear on the display as the word is
pronounced. To change the "correct" spelling of
the word, type R and press ENTER. Then retype
the word and press ENTER. To change or add the
phonetic spelling and the phrase, follow the
procedure used for entering words.

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To delete an existing entry, select the
appropriate number. When the instructions
appear on the display, type R and press ENTER.
When the program asks for the correct spelling,
press ENTER again. Then press N or B to go on.
If you press N, the words are now relisted with
a blank appearing after the number of the
deleted word. If you press B, the lesson file
is saved, and the program returns to the Spell
Writer selection list.

If you are using diskette, the edited lesson
file is automatically saved. If you are using
cassette, follow the instructions on the display
to save the edited lesson file by recording over
the previous file or insert a new tape.

OPTION 3: EXIT

Select option 3, EXIT, to leave the program and
return to TI BASIC.

The Player program offers five choices with the first two based
on the Speak & Spell™ handheld learning aid.

o SPELLING DRILL encourages your child to practice spelling the
   words you have created in the Spell Writer program.   .

o WORD GAME lets your child use his or her spelling skills in
   guessing the word the computer selects from a Lesson File.

o SAY IT enhances your child's aural skills by pronouncing
   phonetically any word or phrase which he or she enters.

o NEW WORD LIST allows your child to select a different lesson
   to practice.

o EXIT stops the Player program and returns the computer to TI
   BASIC.

STEP 1: Be sure that the Speech Synthesizer and the Disk
         Memory System or your cassette recorder are
         properly connected and turned on and that the
         Terminal Emulator II Commmand Module is inserted
         into the console.

STEP 2: Press any key to pass the title screen. Then
         press 1 to select TI BASIC. To load the program
         from diskette, insert the program into Disk
         Drive 1, type

                    OLD DSK1.PLAYER

         and press ENTER.

         To load the program from a cassette tape, insert
         the tape into the recorder. Next, refer to the
         "Loading Cassettes" section in this manual for
         instructions on determining the program's
         position on the cassette tape. When you have
         properly positioned the tape counter on your
         recorder, type

                    OLD CS1

         and press ENTER. The computer displays
         directions for loading the program.

STEP 3: When the cursor reappears, type RUN and press
         ENTER. The Player title screen appears next.
         Press any key to continue.

         The program now asks ARE LESSONS ON CASSETTE OR
         DISK (1 = CS1, 2 = DISK)? If you are using a
         cassette, type 1 and press ENTER. If you are
         using a diskette, type 2 and press ENTER. With
         a diskette, you also need to enter the number
         (1, 2, or 3) of the disk drive where the lesson
         file diskette is located.

         If you are using a diskette, a list of the
         LESSON FILES AVAILABLE appears on the display.
         Enter the number which appears next to the file
         name you choose.

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If you are using a cassette, remember to remove
the program tape and insert the data tape with
the word list you want. Load the lesson file,
following the step-by-step instructions shown on
the display.

STEP 4:   The Player selection list now appears on the
          display with the following five choices:

          1   SPELLING DRILL
          2   WORD GAME
          3   SAY IT
          4   NEW WORD LIST
          5   EXIT

          Select one of the choices by typing the
          corresponding number and pressing ENTER.

OPTION 1:   SPELLING DRILL

          If you select Activity 1, the computer speaks a
          randomly selected word from the list, and where
          included, a phrase with the word in it.

          Now type the word. If you type a letter
          incorrectly, use the left-arrow key to correct
          one character at a time or press ERASE to retype
          the entire line before you press ENTER. If you
          spell the word correctly, a positive response is
          given and the score is updated. If the spelling
          is incorrect, the correct spelling is given and
          the score is now updated.

          If the retry option was selected in the Spell
          Writer program, you are given two more tries to
          spell the word correctly. The PERCENT
          calculation is the total of correct attempts (on
          the first try) divided by the number of words
          attempted.

          To repeat the present word, press REDO. To
          return to the beginning of the Spelling Drill,
          press BACK. To return to the Player selection
          list, press BEGIN.

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After you finish all the words in the Lesson
File, press any key to return to the Player
selection list. ·

OPTION 2: WORD GAME

Press 2 to select the Word Game. In this
activity, the computer randomly selects a word
from the specified Lesson File and you try to
guess the letters in the word. The number of
letters is indicated by the number of dashes
that appear under the MYSTERY WORD heading.

Type a letter and press ENTER. If the word
contains the letter, the letter appears in its
correct position at the top of the display. If
the guess is incorrect, the letter replaces a
question mark under INCORRECT GUESSES. You are
allowed eight wrong tries.

The rating shown at the bottom of the display is
calculated by dividing the number of correct
letters by the total number of letters typed.

To return to the beginning of the Word Game,
press BACK. To return to the Player selection
list, press BEGIN.

After you finish guessing all the words in the
Lesson File, press any key to return to the
Player selection list.

OPTION 3: SAY IT

If you select Activity 3, the program first asks
whether you want instructions. Enter Y for
"yes" or N for "no."

Remember that for a word to be pronounced
correctly, you must occasionally spell it
phonetically with editing symbols used as
needed. (See Appendix C in the Terminal
Emulator II owner's manual.)

You are now ready to begin. Type a word or
phrase. Then press ENTER and the program
pronounces it. To repeat the word or phrase,
press ENTER again. To return to the Player
selection list, type a period and press ENTER.

OPTION 4: NEW WORD LIST

If you select option 4 and are using diskette,
the display shows the list of available lesson
files, giving you the chance to select different
words to practice.

If you are using cassette, remove the current
lesson tape and insert the lesson you want to
use for practice. Next, follow the instructions
on the display to load the lesson.

OPTION 5: EXIT

When you select option 5, the computer returns
to TI BASIC.

The File Transfer program allows you to copy lesson files from
one cassette tape to another, from one diskette to another, from
a cassette tape to a diskette, or from a diskette to a cassette
tape. After the copy is complete, the program lets you make an
additional copy of the same lesson file.

STEP 1:   Be sure that the Disk Memory System or your
          cassette recorder is properly connected and
          turned on.

STEP 2:   Press any key to pass the master title screen.
          Then press 1 to select TI BASIC. To load the
          program from diskette, insert the program into
          Disk Drive 1, type

                    OLD DSK1.TRANSFER

          and press ENTER.

          To load the program from a cassette tape, insert
          the tape into the recorder. Next, refer to the
          "Loading Cassettes" section in this manual for
          instructions on determining the program's
          position on the cassette tape. When you have
          properly positioned the tape counter on your
          recorder, type

                         OLD CS1

          and press ENTER. The computer displays
          directions for loading the program.

STEP 3:   When the cursor reappears, type RUN and press
          ENTER. Then press any key to pass the File
          Transfer title screen.

STEP 4:   Now the File Transfer selection list appears
          with the following options:

          1   TRANSFER FROM CS1
          2   TRANSFER FROM DISK
          3   EXIT

OPTION 1: TRANSFER FROM CS1

          To transfer a lesson file from a cassette tape
          to another cassette tape or to a diskette, type
          1 and press ENTER.

          The display instructs you to remove the program
          tape and place the lesson cassette tape into the
          cassette recorder. Now follow the step-by-step
          instructions shown on the display.

After loading the lesson, the program asks:
TRANSFER LESSON TO CASSETTE OR DISK (1 = CS1,
2 = DISK)? To transfer to another cassette
tape, type 1 and press ENTER. Now replace the
existing lesson tape with a new one and follow
the step-by-step instructions on the screen.

To transfer to a diskette, first insert the
lesson diskette into Disk Drive 1, 2, or 3 and
then type 2 and press ENTER. You also need to
enter the number of the disk drive where the
lesson diskette is located.

After the lesson file has been saved to cassette
or diskette, the program asks if you want to
make another copy. If you want an additional
copy of the same lesson file, type Y for "yes"
and press ENTER. Additional copies can only be
made in the same media (diskette or cassette) as
the first copy.

To make a copy of the same file on an additional
cassette tape, place a new cassette tape into
the cassette recorder, and follow the
instructions on the display.

To make a copy of the same file on an additional
diskette, replace the diskette to which you have
finished copying with a new diskette in the same
disk drive.

When you finish making copies, enter N for "no"
to the "Do you want to make copy (Y/N)?"
question. The program then returns to the File
Transfer selection list.

OPTION 2:   TRANSFER FROM DISK

To transfer a lesson file from a diskette to
another diskette or to a cassette tape, type 2
and press ENTER.

The program then asks: LESSON FILES ARE ON
WHICH DRIVE (1-3)? Enter the appropriate number.

The display now shows the Lesson Files Available
in alphabetical order and asks which file you
want to transfer. Type the number of the
appropriate lesson file and press ENTER. To
exit to the File Transfer selection list, type 0
(zero) and press ENTER.

After loading the lesson, the computer asks
TRANSFER LESSON TO CASSETTE OR DISK (1 = CS1,
2 = DISK)? To transfer to diskette, type 2 and
press ENTER. Now insert the new lesson diskette
into disk drive 1, 2, or 3 and enter the number
of the disk drive where the new diskette is
located.

To transfer to cassette, type 1 and press
ENTER. Place a lesson tape into the recorder
and follow the step-by-step instructions on the
display.

After the lesson file has been saved on diskette
or cassette, the program asks if you want to
make another copy. If you want an additional
copy of the same lesson file, type Y for "yes"
and press ENTER.

To make a copy of the same file on an additional
cassette tape, place a new cassette tape into
the cassette recorder and follow the
instructions on the display. To make a copy of
the same file on an additional diskette, replace
the diskette to which you have finished copying
with a new diskette in the same disk drive.

When you finish making copies enter N for "no"
to the "Do you want to make copy (Y/N)?"
question. The program then returns to the File
Transfer selection list.

OPTION 3: EXIT

To EXIT, type 3 and press ENTER. The program
then returns to TI BASIC.

Copies of all programs listed on the cassette tape label are
located on both sides of the tape. If for any reason you
experience trouble loading or accidentally erase a program,
another copy is available on the other side of the tape.

To attach and operate your cassette recorder, refer to the User's
Reference Guide. Follow these instructions carefully, and the
programs should load easily.

Follow these steps to determine the exact location of all
programs:

    STEP 1: Rewind your tape and reset the counter to zero.

    STEP 2: Disconnect the computer-to-cassette cable from the
            cassette player. You now can hear what is on the tape
            as it plays.

    STEP 3: Press PLAY.

    STEP 4: The programs in the Spell Writer package are listed on
            the cassette tape in the following order:

            SPELL WRITER
            PLAYER
            FILE TRANSFER

            Following these programs is a sample lesson file.

            A blank section of tape precedes each program. When
            you hear program data, write the position of the
            counter beside the program name above. You may wish
            to subtract 1 or 2 from the counter reading to ensure
            that, when you load the program, the beginning of your
            program loads properly.

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STEP 5: Use these counter settings in the future to
         quickly load cassette tape programs.

         NOTE: This process can be speeded by alternating
         between PLAY and FAST FORWARD as you listen.