

ARCHIVAL

To: Marty, Rick, Carol, John, Craig, Jan

From: Maria

Here are two sets of rough outlines for two different approaches to writing a FRESS manual. The first set is an outline for a simple Manual Guide constructed rather like the UNCTEXT manual. The second set consists of two general outlines, one for a guide for FRESS users in the course and the other for a manual for general use.

One advantage to taking the approach represented by the second set is that the course-oriented guide could be submitted to the evaluators. Since the evaluators specializing in teaching methods and learning psych. experiments yet know nothing about computers it might be a good idea to involve them in the project this way.

I hope we can decide which approach I should pursue. Tuesday morning seemed like a good time last week, so let's set it tentatively for Tuesday 10/16 at 10.30.

CONCEPTS

IMLAC

MULTI-WINDOWS

SESSION

EVERYONE ELSE

SESSION

COMMANDS

DISPLAY MODES

HOUSE FUNCTIONS

NOT BAD.



Draft Outline for a 3-level Guide to FRESS

I. General Description of FRESS's applications

document preparation; quick access to material; information networks - hypertext.

definition of 3 levels - A, B, C - and how to read Guide.

II. Putting material in and structuring it

A. 1. files defined

2. input vs. command mode

3. making files

4. off-line read; or/b

5. retrieving an existing file

6. erasing a file, freeing a file

7. top input; bottom input

8. elementary format codes

B. 1. organizing - labels and easy access.

2. new areas, splitting areas

3. alter codes

4. macros

5. tabs

6. tables

7. offline read options

C. 1. labels, decimal labels as elements of structure

2. blocks, decimal blocks

3. keywords

4. jumps, splices, explainers

5. annotations

6. referencing annotations

7. description / definition of spaces - main, wide, text, annotation, keyword, label, structure

examples given for each command

each section - A, B, C - would have its own consistent set of examples

III Looking

- A.
 - 1. display space
 - 2. printing lines
 - 3. typing lines
- B.
 - 1. set display
 - 2. attach window
 - 3. set windows
- C.
 - 1. display spaces (t, a, l, k, s, w)
 - 2. setting viewspecs
 - 3. displaying viewspecs

IV Travelling

- A.
 - 1. light pen hits
 - 2. scrolling
 - 3. bottom
 - 4. locate and its 16 variations
- B.
 - 1. the need for labels to go from one new text area to another within the file
- C.
 - 1. jumps
 - 2. spaces
 - 3. return
 - 4. travelling and keywords; trails
 - 5. trip
 - 6. save

V Editing

- A.
 - 1. location pointers
 - 2. use of the ellipsis
 - 3. substitute
 - 4. insert; insert before
 - 5. delete
 - 6. revert; accept

7. copy and 4 variations
8. move and 4 variations
9. capitalise; uncap.
10. underscore
11. footnote

- B.
1. scopes, defered lps.
 2. implied inserts
 3. command separator
 4. %C; %N; %G
 5. add, delete passwords.
 6. query

- C.
1. inserting blocks and decimal blocks
 2. inserting annotations
 3. editing annotations, labels, keywords; inverse editing
 4. set mode

II Printing text out

- A.
1. ob
 2. fullprint
- B.
1. fullprint variations
- C.
1. spaces and fu
 2. trails and fu

VII Sessions A, B, C

VIII Index