

Total Eclipse 5.1

CONNECTION MAGIC

Keyless licensing code integrated

The current version has the Internet-based licensing system implemented.

Once you call in and get a license number and enter it into your system, it is stored permanently. You can install on as many different computers as you like.

When you get a keyless license, Advantage Software will e-mail you a license file. All you have to do is place this license file on your desktop and run Eclipse. Once this keyless license is activated, you can always use Eclipse without a key as long as you have an Internet connection available.

If you run Eclipse on one system with the same license that is currently in use on another system, the other system will be suspended. For example, if you are working in your office and you leave Eclipse running and go into the courtroom, as soon as you run Eclipse in the courtroom the copy of Eclipse in your office will be suspended.

If you do not have an Internet connection available, you can still use Eclipse off-line for up to two weeks. You will be given countdown warnings within three days of the expiration of the off-line access. As soon as you run Eclipse at all with an Internet connection available, it will reset the off-line access for another two weeks.

If the system discovers that the same license has been getting significant use on multiple computers simultaneously while off-line (avoiding the automatic suspension) the off-line capability will automatically be disabled, meaning that from that point you will have to have Internet available to run Eclipse. Note that it does not disable the license entirely, just the off-line capability. Restoring off-line capability will require intervention from Advantage Software staff.

IMPORTANT: If the keyless license is going to be used on a computer that is shared among multiple users, these users must use different Windows user accounts.

If several reporters in a courthouse share a single computer in a courtroom, for example, even though they have separate computers in their offices, that is currently possible by allowing each individual user to bring their hardware key with them to plug into the courtroom computer.

The keyless license is associated with the current Windows user, so each user of a shared computer **MUST** have a separate Windows user account, and must log in when using Eclipse on that computer. This is the only way to prevent accidental license violations or disruptions if a user attempts to use the shared computer while it's associated with another user's keyless license.

Optionally, if you have multiple Windows users working on the same computer and you want them to all be using the same license since the license is tied only to that particular computer, you can be given that option. Unfortunately, this only works with UAC completely turned off, because otherwise programs don't have access to shared area of the registry.

If you have UAC off, when you're installing a license you will be given the option of installing it for all users of the computer, or just the currently logged-in Windows user.

What if you don't ever have Internet access available on a particular computer, even if it's only for five seconds once every two weeks? Then keep using the hardware key.

Can you mix and match the hardware key and keyless versions? Not with the same license. A single copy of Eclipse can either be keyed or keyless, but not both.

The Help/About dialog will show you information about your current license. If you have a hardware key, your license ID will be your hardware serial number. If you have a keyless license, it will show a string of letters.

If you see a capital "O" that indicates that the license is only usable on-line. That is, you cannot use the license unless you have an Internet connection available. This should only happen if the system detects some sort of license violation.

If you are working offline, you will see a capital "F" indicating that the system is running offline and was not able to contact the license management server. In this case, the dialog will also an indication such as (48 hours) telling you how much longer you can use the key while offline until you have to run Eclipse with Internet access in order to re-validate the license.

Anything that causes a keyless license to be change to an online-only key will generate a message so that you will know that you can no longer run Eclipse without Internet access.

In order to tighten up security on the student version of the software, students will now be required to have an Internet-based keyless license. The Internet-based keyless student license has the same limitations that the previous student versions had.

In addition to keeping track of who has a valid license, the keyless licensing system contains information on the Internet about what version of software each user is entitled to. This will permit users who have stopped paying support to continue to use the keyless license with the version they have, but not to get updates.

Communication sessions

The Connection Magic server does far more than manage keyless licenses. It also permits multiple users to join communication sessions for several different purposes. Before discussing these services, it would be relevant to describe some features that apply to all of them.

If you go to Tools/Connection Magic, there is a new menu item titled "View connections" which also appears under Window/View. This displays a dialog that shows all of your active communication sessions, and also shows the current network status and network messages. This window can stay open just like the realtime status window, etc.

At the top of this dialog is a drop-list that displays the current session. Since you can be in multiple sessions, you can select which one you're interested in checking by clicking on this list. Below that is a list of users that are participating in that session.

If you are using the Infobar, the software will show the current network status, including any open collaboration sessions, the users in them, and the last message that was sent to the network. This will make it possible to see what's going on during a collaboration session without having to have the Connection Magic dialog visible all the time.

Eclipse's connection to the Connection Magic server is done through an secure socket connection that checks the validity of the security certificate every time it connects. This makes the connection completely secure. It is not possible to view any data by eavesdropping on the data stream going through the wi-fi or cable connection.

This socket connection also continuously retries in case of a disconnection, and can re-establish a connection not only to the server, but to any communication sessions you may have been working on. This is critically important, since all forms communication can have momentary glitches that interrupt the communications. The system now reconnects seamlessly without user intervention required.

It is not necessary to have a keyless license in order to use these features. They will work just as well with a hardware key or a network key.

When you start a Connection Magic session, you will get a session dialog asking for information about the session you are creating. You must supply a session name, check the box telling whether the session should be public or not, and optionally supply a password (though passwords are required for public sessions.) A default session name will usually be supplied that contains the name of the current document.

You may note that when you select a session name and hit OK you will see a "checking" message. If you use a session name that's already in use, you will get a message to that effect and you will have to change the name. You cannot accidentally enter someone else's session.

Keep in mind that the session names are totally arbitrary, though it is a good idea to actually type a name that makes sense if you're planning on actually connecting to other users. If you

use something like the default realtime file name, it's going to be very difficult for a client or scopist to tell which file is yours. It's a much better to use a readable name such as "Smith deposition 12-7-12".

Messages from other users will appear in the text box at the bottom of the window, along with general messages about the status of the connection, including errors and notifications of sessions being started or stopped.

Collaborative editor

It is now possible for multiple users to simultaneously edit the same document.

With a document on the screen, go to Tools/Connection Magic/Share current document. You will be presented with the session dialog. Select your preferences and hit OK.

That will start the collaborative editing session. Scopists can then go to Tools/Connection Magic/Edit shared document. This will list all available public editing sessions, or will allow them to type the name of a session if you have not made it public. Once they join a session, they will have to type a password if you have specified one.

A collaborative editing session is much more powerful than the StenoLink feature. It sends any and all edits across the communications system so that everyone in the session will see everyone's work. The documents stay perfectly synchronized. In the event of any synchronization problems, all of the documents will be made to match the master document being shared.

This feature may be executed on a realtime document; you can start realtime first and then share the document. There is a shortcut to do this: The translate notes dialog now has a checkbox for sharing the document. If you check that box, then as soon as the translation starts you will get the share dialog just as if you had pressed the "Share document" button.

Each person editing the document will see, in addition to their own cursor, a cursor for each other user editing the document. These other cursors will have flags telling you who is editing in that location.

If any user performs a global of any kind, not only will the collaborative editing session reflect the edits as necessary, but the global itself will be entered into the appropriate dictionary on the other systems. In other words, if one user makes a global and puts it into a job dictionary, it will be entered into the job dictionary for that job on all of the computers in the editing session.

If any user in the collaborative editing session wants to send a message to the other users in the session, they can select Tools/Connection Magic/Send message. Type a message and hit [enter] and the other users will see it in the infobar or in the connections dialog.

If the system containing the shared document also has a WAV file for that job, anyone else sharing the document will be able to play the audio, as well. Users can just hit the Play button

and receive the audio through the Internet connection from host document.

The system caches the audio in a local WAV file so that if you hit play repeatedly on the same audio in order to figure out what was said, it will only have to retrieve it through the Internet once.

Also, any audio you have played while connected will be available off-line if you later view the file while not connected to the reporter (though scopists should avoid opening the collaboration files while not connected since any edits will be erased if a subsequent collaboration session is started.)

If a reporter is doing realtime to Bridge and also has a collaborative editing session open, then when any scopist leaves a paragraph after making an edit, the reporter's system will send a refresh command to Bridge updating that paragraph, if applicable.

StenoLink Sessions

You can also use "Connection Magic" as a communications device type with the StenoLink output format on the reporter's system when doing realtime. This allows you to send realtime from a reporter to a scopist through the Internet session server.

Start the realtime on the reporter's side first, filling in the information in the session dialog as necessary. On the scopist's side, start a realtime job and you should get a list of available public sessions. If the reporter's session is not on the list, select the "[Join a session not listed]" option and type the name instead.

This works almost identically to the way that StenoLink works across a raw TCP-IP connection except that it's much easier to get going. Also, globals are now symmetrical. Any global that the scopist performs will show up on the reporter's computer, and any global that the reporter performs will show up on the scopist's computer.

The reality is that with the new collaborative editing system, StenoLink is essentially obsolete, so it is no longer recommended for collaboration between reporters and scopists.

Bridge communication sessions

The "Connection Magic" device type listed under the User settings/Realtime/Output/device types can be used to communicate with Bridge. When communicating to Bridge through the session server, Eclipse is sending the data to a server on the Internet which is then broadcasting it to eligible copies of Bridge which are also connected to the server.

When you start a realtime translation, you will be asked to supply session information such as the name/password, etc.

You will have to use an updated version of Bridge in order to test this. A Bridge 2.9.0.X development version is available to test this. It will eventually be released as Bridge 3.0.

The process of connecting in Bridge is extremely simple. In the Bridge settings, select "Session server" as the input type. The Bridge user can optionally supply a user name if they wish to be identifiable.

When you hit the "Connect" button in Bridge, it will ask you to type the session name and hit OK. If the session is public, you can hit the drop-down list and select the session from the list. If not, you will have to type it. If the session has a password associated with it, you will then be required to type a password and hit [enter].

The connection from Eclipse to Bridge through the Internet server tracks of all of the data that has been transmitted. If Bridge detects that there is text missing, it will request the missing text from the Eclipse side. This means that if a Bridge user hooks up late, or if the connection drops briefly and then automatically reconnects, Bridge will still get all of the text that was sent from Eclipse.

In the process of making adjustments to the Bridge output, a change was made to the way that globals are transmitted. Previously, some globals were transmitted to Bridge as text find/replace commands, which was a fairly inexact and unreliable way to apply globals.

The actual refresh command that retransmits the entire text of the paragraph is a much more reliable way to send all edits, so the globaling functions now use that feature, instead. It takes more time, but the small amounts of text that are transmitted no longer matter when using LAN and Internet bandwidth, compared to the serial-port-based systems used historically.

What the globaling procedure will now do is when it detects that a paragraph has changed as the result of a global, it will send a retransmit command for that paragraph to be transmitted to the Bridge output. That means that all globals will be reflected on the Bridge side no matter what the size or content, as long as you have the "apply edits" feature turned on.

EDITING

Job report command

The Tools/Statistics function has been renamed as Tools/Job report and is now considerably more useful and powerful.

In addition to calculating content statistics, this dialog will now show a complete list of all print commands in the document, allowing you to quickly check running headers and footers, and items such as comment lines left by a scopist or proofreader. Conditional page breaks are excluded since they appear very frequently when some of the automation features are enabled.

This list will have page/line numbers by each print command, and you can select any item on the list and hit the "go to" button to jump immediately to that spot in the transcript. It does this without closing the dialog so that you can cross-check several spots without having to re-generate the report.

Custom contractions

The "Flip apostrophe" editing command performs a number of manipulations of 's, s', and other contractions such as he will to he'll, etc. These contractions and un-contractions also appear as options in the AutoMagic feature when applicable.

Much of this feature is coded directly into the program, and some of it still is since it has to deal with odd situations such as "should have" being abbreviated either as "should've" or "shoul'da" depending on user preference.

However, many contractions are fairly basic and can now be customized to add new ones as desired.

Under the User settings/Programming tab there is now a "Contractions" list. The default list that should appear there is as follows:

```
am+not=ain't  
shall+not=shan't  
will+not=won't  
I+am='m  
it+was='twas  
let+us=let's  
going+to=gonna  
got+to=gotta  
want+to=wanna
```

Note that this feature is not limited to doing contractions. Any common error in which one word becomes two or two words become one can be added to this feature to make the edit as simple as possible.

Typeover tracking should memorize several replacements

The typeover tracking feature itself will still work the same way, but you will now notice if you go into User settings/Programming/Typeover tracking that each word now remembers the last three replacements:

that=the,what,he

All three of these choices will appear in the AutoMagic choices so that they can be selected with a single keystroke when you place the cursor on the original word.

"Text width" zoom level added to display options

Previously, the options were for page length and page width, but the whole page including margins is a bit larger than is normally useful.

Page width/Page length/Text width zoom levels should be dynamic

If you select any one of the page width, page length or text width zoom levels in the display, the display will dynamically change to keep that selected element visible no matter what the window size.

SPELL location for spelling dictionaries

Under user settings/Programming/File locations, you may now specify a SPELL=etc. folder if you wish to have an alternate location for your user spelling dictionaries.

This is especially helpful if you have multiple users with different job folders, but you wish for them to share a single spelling dictionary repository for your added and deleted words.

AutoMagic offers "return to last edit point" after scans and finds

Editing functions that move the cursor a long distance can be disorienting, so the AutoMagic feature will now put the "Last edit point" command as the top choice after such movements.

AutoMagic offers read block/etc. at end of job when not in realtime

Clearing out the AutoMagic suggestions when at the end of a file to allow room for the Auto-briefs display only makes sense when in realtime, so it will now offer the normal end-of-paragraph options at the end of a job unless writing realtime.

Insert index item support extended editing in item and description fields

When typing in the "Insert index item" fields, you can now type autoreplacements, use Ctrl+D to display the time/date dialog, Ctrl+K to change capitalization, etc., just as you can with the globaling dialog and other dialog boxes that use the extended editing fields.

Setting for grammar data file instead of wordpart.dat

Under User settings/Edit/Spell options there is now a setting for the file currently being used to look up grammar table data for features such as the conflict resolution.

This is primarily useful for international versions of Eclipse so that it can be changed as a setting instead of having to rename files.

Number conversion in editing now preserves existing type

When converting a number during editing, previous versions would recognize the value of the highlighted number (or would highlight it automatically) but were not recognizing the number type.

For example, if you mark "\$30" and hit the number conversion command, it would recognize it as the value "30" but the information that it was previously a dollar amount would be lost.

This means that the macros for changing numbers to written or digits would tend to turn all numbers into quantities, turning "\$30" into "thirty" or "fourth" into 4.

This version now parses out the original text in order to determine what type of number it is. You will note that on the dialog, the correct original type of number is selected among the radio buttons.

Note that this only applies to quantities, currency and ordinal numbers. There is no automation of this sort for template patterns.

Status bar should show timecode in same format as text document

The time on the status bar will now be shown according to the User settings/Document/Timecodes/Time printing settings.

It will use the 12/24 hour time options, though it will always include hours:minutes:seconds:frames for reference.

Punctuation checker adjusted

Some users complained that some punctuation errors, such as dashes with no spaces before them, were not being recognized as errors.

Since it is possible to add valid punctuation strings for users who wish to do so, the built-in punctuation list has been trimmed down to the sequences that are more universally regarded as correct.

WRITER INTERFACE

Customizable extended steno keyboard implemented

IMPORTANT: If you have been using the extended keyboard with any prior version of Eclipse, your note files and dictionaries will have to be converted to this new system in order to work. To do this, export any old extended/split note files or dictionaries you wish to use in the new version to RTF and then re-import them in the new version AFTER configuring your keyboard. I could supply automated conversion utilities if any users need them, though I suspect not many users have been taking advantage of extended keyboards due to the previous versions' limitations that have now been eliminated.

After discussion with several users and potential users of extended keyboards, the system for dealing with non-standard keyboard has now been completely unified in a way that is very powerful, flexible, and yet preserves cross-compatibility and offers a gradual adjustment process for users wanting to experiment.

There are currently only a few extended keyboards: The Passport, the Gemini/Infinity series, and the Treal. The Lightspeed has the capability to support extended keys in hardware, so it's possible that upgrades to the Lightspeed software may allow it to support this feature in the future.

The basic nature of extended keyboards is this: They have more keys than the normal stenograph keyboard. The Gemini and the Treal have MANY more keys.

Rather than having several different distinct types of extended steno listed under User settings/Input/Keyboard, the system now simply has one, The "extended" keyboard, which supports all of them.

There are a few basic principles that make this system work:

1. An extended steno stroke contains ALL possible steno keys, so even though the Gemini supports 39 keys and the Passport supports 27, an extended steno stroke works the same for both keyboards.
2. Each key of an extended steno machine can be assigned to ANY of the existing steno characters.
3. Multiple keys of an extended steno machine can be assigned to a single steno character.

Next to the Keyboard layout selector under User settings/Input, you now have a "Key map" button that brings up a new dialog box for configuring your extended keyboard.

The sample physical keyboard you see below this dialog will be a graphic representation of your actual keyboard. Note that it will look very different depending on whether you have a Passport, Gemini or Treal. That emulator will show you the way the keyboard will currently behave.

Above that is a dialog that allows you to map any physical key on the keyboard to a steno character. Press the physical key button, which will show a smaller steno machine, then

select the key you wish to change. That will change the text on the button. You can then select any of the available steno characters from the buttons below.

By default, each key on the extended keyboards is a separate, distinct steno character. The S key on a Passport, for example, is split into Z and S. The asterisk is split into * and ~. On a Gemini, there are TWO sets of central keys, meaning that the left is divided into \$ and % and the right into * and ~.

So, for example, if you wanted to keep the individual keys in all cases except that you wanted to keep both the left-side keys as S, you could simply select the physical Z key and assign it to the S steno character. Note that when you do that, the keyboard emulator below the dialog will now show S for both the upper and lower keys on the left side.

This dialog has shortcuts for the most common keys that users might want to link, such as the Z/S or the */~(\$/%). For Gemini and Treal keyboards, you may also want to link the number bar keys together to simulate a single number bar rather than having them behave as individual number keys.

There is a checkbox where you can select whether the number bar key changes the rest of the keyboard or not. Usually, with the Gemini or Treal, you would select this option only if you were linking the number keys together as a single number.

This new system gives an unprecedented level of control for how users can decide to take advantage of their extended keyboards. Perhaps you want to try the Passport with a split */~ key but keep the S linked? No problem. You want to try the individual number keys on a Gemini, but you want to link both the S/Z and the */~? Again, no problem. This new system can support any possible arrangement and combination of extended keys. You can even re-assign the letter keys! As a really off-the-wall example, you might have the extra row of keys on a Treal and want to shift all of your left-side letters over by one key so that instead of ^ and + on the left, you start with Z/S (or S/S) and then put the ^ + in the middle. It's entirely up to you now.

And remember: Once you have converted your existing standard dictionary over to extended format (which you can do by exporting it to RTF, changing to an extended keyboard under the input options, then re-importing it to a new dictionary from RTF) then you can try any combinations you like without affecting your dictionary.

Once you have converted your dictionary to extended format, it won't look any different. But depending on how you've configured your extended keyboard, you might have to hit entries differently. If you are using the split */~, any existing dictionary entry that contains an * has to be hit with the upper key. If you want to hit it with the lower key, you have to change the entry. But the point is, you can have different entries now for the upper and lower, and these changes can be made gradually.

Likewise, if you wish to try the split S at some point in the future, you can start out with it linked and then change it later without having to convert your dictionary again.

This degree of customizability should finally cover all possible "what-if" scenarios for extended keyboards.

Extra Passport keys supported in steno simulator dialog

The ^ and + keys on the Passport will now appear as virtual keys on the steno keyboard emulator dialog.

If you have selected the extended key option, you will see the S and Z keys on the steno emulator, as well as the ~ and * keys.

Passport shadows now appear on notes display

After reading in a note file from the Passport, it is now possible to open the note file and see the key shadows just as they appear on the Passport display.

Remember that keys showing in any shade of red or pink are shadows and will not be used in the translation

Any keys showing in black or gray count as registered and will be used in translation.

Portugese steno keyboard added

There is now a Portugese keyboard listed among the steno keyboards on the list under User settings/Input.

TRANSLATION

Translation Magic settings

Translation Magic settings now appear under User settings/Realtime in a separate dialog which can be displayed using the "Translation Magic" button.

That dialog is now where the "Translation Magic" checkbox appears.

There is a new setting for "Require an untran" that is similar to what would happen in previous versions when you set the Translation Magic weight to zero.

The "Overall replacements" slider is equivalent to the weight in previous versions. It uses a slider, but it will display a number as a percentage indicator just as the previous Translation Magic 1-100 setting.

The "Misstroke replacements" slider determines how likely Translation Magic is to prefer misstrokes.

The "Phonetic replacements" slider determines how likely Translation Magic is to prefer phonetic replacements.

Finally, it is possible to test these settings by typing in sequences of steno strokes to see how they would translate with the current settings. Hit the "Test steno" button, type a sequence of steno strokes, and watch what happens.

The box on the left will show the original steno strokes. The box on the right will show a detailed report of how Translation Magic would process those strokes IF they were the very next thing that was going to translate, so when testing for a particular sequence, always start with the first stroke in the sequence, though you can add extra strokes to the end to test for matches that might be too long.

The results box shows the following information: First, it shows how the strokes would translate from your main dictionary, which it will display in brackets.

It will then show how certain the translator is that these strokes should or should not be considered for possible replacement by the Translation Magic feature. Any inclusion of an untranslate will drop the certainty to zero. High-frequency words will usually be 100%. Note that moving the "Overall replacements" slider can cause this percentage to change, permitting more or fewer opportunities for Translation Magic to change your translation.

Finally, it will show a list of the possible replacements that Translation Magic would consider for that start of the steno sequence. These will be marked with (M) for misstrokes and (P) for phonetics, and will have a priority number associated with them. Misstrokes will also show the steno for the entry that it is considering using to replace what was written.

The smaller the priority number, the more likely it is to be used (1st priority is better than 10th.) The top item is the one that would be translated. It may be that for some replacements

that are right on the borderline, changing the sliders will cause the replacements to change or may cause it not to be replaced at all.

Some experimentation will likely reveal an important principle: The decision about whether to use a misstroke or phonetic is often very easy, since most steno sequences are not hugely ambiguous. However, this feature does offer some insight into where a Translation Magic result came from.

In fact, that may end up being the most useful thing in this dialog. If you get an unusual Translation Magic replacement and are wondering where it came from, enter the steno into this dialog and you will find out. If it's a misstroke, you will see the (M) and you will also see the steno for the entry, so you could remove it from your main dictionary if you wish. If it's a phonetic replacement, you'll see the (P) and know that you could remove it from the spelling dictionary if you don't ever want the word to appear, or you could examine your phonetics table and make adjustments there.

Translation Magic rules

Under User settings/Programming there is a new setting for "Translation Magic rules" which allows further adjustments to the way Translation Magic works.

Many customers like Translation Magic to a point, but are disturbed by "false positives": Places where Translation Magic makes a replacement where it should not have, or replaces too much steno when it found a long match that it liked.

The rules allow you to specifically eliminate false positives through several mechanisms.

First, you can enter any single steno stroke on a line by itself in order to prohibit Translation Magic from ever replacing that steno, no matter what.

There are certain strokes that tend to get absorbed into Translation Magic that are often undesirable. For example, if you write the word "agree" followed by a period (-FPLT) you could end up with "agreement" if Translation Magic guesses that -FPLT is a misstroke for -PLT. -RBGS can end up creating all sorts of interesting phonetic replacements with "rks" in them. For that reason, putting -FPLT and -RBGS on this list is recommended.

You may want to add some other high-frequency strokes, such as A or E, because they can often cause phonetic false positives.

The reason these rules weren't built into the system from the beginning is because they are theory-specific and are not universal to all reporters. Also, some reporters get more benefit out of being able to write "PHARPL A KOL SKWRAOE" to get "pharmacology" which would not happen if replacing the A were prohibited. Other reporters would never write the A that way in a steno sequence, so it's safe to prohibit it.

The other way that false positives can be eliminated is to eliminate certain entry text strings from consideration for misstroke replacement.

In particular, most reporters have expressed that an untran should never be interpreted as the

{DELETE} stroke, or as an editing macro. Others have asked that print commands be prohibited. Some go as far as requesting that all commands in braces be prohibited.

This can now be completely customized. In the same list as you can type the steno, you can also type lines starting with +, =, < or > to indicate the following:

=EntryEquals
+EntryContains
<EntryStartsWith
>EntryEndsWith

For example, the line ={DELETE} prevents Translation Magic from translating something as the delete stroke. The line <{M: prevents it from translating any entry starting with {M:, which would be any macro. The line +{FLUSH} would prevent it from translating any entry containing the flush command, which could be disruptive for captioners.

Combined with the new Translation Magic sensitivity settings, this feature now offers much more ability to fine-tune. For example, it may be possible for many users to turn the feature up to a more aggressive setting and eliminate the false positives a few at a time using the exception rules.

Integral prefix/suffix translation now supports phrases

This amounts to a whole new feature when used this way.

If you're using a writing theory in which many common words can be added to other words or phrases by including them in the same stroke, you can now use this theory in combination with the integral pre/suf feature.

This will save adding hundreds or even thousands of additional dictionary entries into your main dictionary.

These work exactly the same way as normal integral prefixes and suffixes. However, they do NOT check for spelling since they're not creating composite words, so they will ALWAYS apply if the steno matches.

An integral prefix/suffix entry normally looks like this:

`^ing=-G,-GSTDZ`

That means "If the user writes steno that is not in the dictionary, but which does match an existing dictionary entry if you include the -G in it, and there are none of the keys -GSTDZ in the original dictionary entry, then translate that entry with the suffix {^ing} attached (as long as that word is correctly spelled.)"

Likewise, you can now something like the following:

`^ there=-RT,-FRPBLGTSDZ` (note the space between the ^ and the word "there.")

That means "If the user writes steno that is not in the dictionary, but which does match an existing dictionary entry if you include -RT in it, and there are no right-side keys in the original dictionary entry, then translate that entry followed by the word 'there.'"

For example, if you had "WRU = were you" and "SWE = was he" in your main dictionary, you could write WRURT and get "were you there" and SWERT and get "was he there."

This also works with prefixes:

something ^=STKPW-,STKPWHR- (again, note the space after the word "that" and the ^.)

If you had "UBGD in you could" and "ED = he did" in your main dictionary, you could write STKPWUBGD and get "something you could" and STKPWED and get "something he did."

Keep in mind that these integral pre/suf phrases will never override a dictionary entry of the same size.

For example, let's say you have the two phrase examples above, and you also have the following in your main dictionary:

SE = is he
SERT = certificate

if you write SERT you will get "certificate," not "is he there" because the dictionary overrides the integral steno.

Permanently record brief reminder statistics

When using Auto-brief, the software will now automatically create a REMIND.DIX file which is a collection of all of the briefs you have been reminded about. Unlike the Autobrief.dix file, which starts empty with every translation, this is a permanent record and can be consulted at any time.

Of particular interest is the "used" column in the dictionary. Rather than being the number of times that these briefs have been used, it is instead recording the number of times that you have been reminded of these briefs. Sorting this dictionary by the Used column will therefore show you the brief forms you most need to work on memorizing in order to make your writing more efficient.

Add Mark Kislingbury's briefs to the Auto-brief suggestions

Mark has kindly provided a selection of tens of thousands of brief forms for use with the Auto-brief feature.

Under the Auto-brief settings, there is now a "use Kislingbury suggestions" checkbox. These suggestions are part of his Magnum Steno theory, so if you try them out and like what you see, you should consider looking at his theory materials at www.magnumsteno.com.

If you turn this checkbox on and you write "everywhere else" and get a suggestion like WR*EFRLS, you'll know that's Mark at work. Also, though most briefs are marked with "AB" in the comments of the dictionary entries, his are marked as "MK AB" so that they can be identified.

Allow a separate dictionary to be used for AB suggestions

Alternatively, if you have been collecting briefs from any other users but you're not quite ready to load them into your main dictionary, you can make the Auto-brief feature suggest them automatically.

If you create a SUGGEST.DIX file in your jobs folder, you can put as many briefs in it as you want. During the course of writing in realtime, if you write any word or phrase that appears in that dictionary, you will immediately get a brief form suggestion from that dictionary.

AutoMagic item for creating briefs

If you are in realtime, have the Auto-brief feature turned on, and you block mark a piece of text, an AutoMagic item will appear for creating a brief on the fly for the marked text.

Text entries should record usage statistics

If a text entry in a dictionary is used to replace something in the translation, the usage statistics will increase to indicate that.

Setting for CART window always top window

The CART window settings that appear when you right-click on it now contain an option for whether you wish for the CART window to be always the top window or not.

It is helpful to be able to make it always the top window if you're displaying the CART window above another application, such as a power-point presentation, when that application has to be the active application during the realtime session.

Setting for division overlap

Under User settings/Realtime there is now a "Division overlap" checkbox that determines whether the Division interval feature leaves an overlap between sections of a document.

When you have the overlap turned on, it will overlap by at least one full paragraph in order to make it possible to divide up the labor and combine the files along logical boundaries. When you have the overlap turned off, it will only use a very small three-word overlap in order to double-check that the section boundaries match.

Option for system to turn digit strokes into untranslates

Normally, any number written with the number bar and containing only digits is considered a valid translation regardless of whether it appears in the dictionary or not.

Some users would prefer that a number bar entry, even if it only contains digits, would be considered an untranslate unless they specifically have a dictionary entry for it. For example, some users work with a theory in which they can hit two number keys at once to make numbers such as 23, but they never intentionally hit three numbers at once, such as 234, and would like for this to appear as an untranslate.

Under User settings/Translate, there is now a "Number bar untrans" feature that causes all number bar entries to appear as untranslates unless they are specifically defined in the dictionary, just like any other steno stroke. Keep in mind that if you turn this on and you do want to use the number bar intentionally, you will need to make dictionary entries for 5 = 5 for every possible number bar stroke that you would write in your theory.

DICTIONARIES

Dictionary analysis tool added

You will notice that the "Analyze documents" command, previous restricted only to voicewriters using speech recognition, has been moved to the Tools menu and is now available to steno reporters. This is a tool that was originally inspired by the speech recognition engines.

This command will bring up a dialog with several options:

The list of dictionaries can be populated using the "Add" button or select an item and hit "Remove" to remove it. Note that this tool always includes your main dictionary in the analysis, so it is not necessary to select your main dictionary.

The list of documents can be populated the same way. Note that documents can include both Eclipse files and ASCII files.

At the bottom of the dialog are places where you can select the two reports that will be generated, which can be placed in any location and can have any name. By default, they will be placed in your jobs folder and be named ANALYSIS.ECL and ANALYSIS.TXT

Here's what this analysis tool does:

It reads and keeps track of every single word in all of the documents. It then goes through every entry in all of the selected dictionaries AND your main dictionary. It produces these two reports and immediately opens them. The .TXT file will be opened in Windows Notepad or whatever your default .txt file editor is.

The two reports it produces have the following information:

The ANALYSIS.TXT file is an ASCII word list that contains all of the words from the selected documents that do NOT appear in any of the dictionaries that you selected. This gives you a very easy way to build a list of specialized vocabulary words in preparation for doing a job if you have any sort of file from a previous reporter to work on the case. You could also gather vocabulary by copying/pasting from websites into a text file and then running the analysis.

Since the dictionary analysis tool should be looking only for unusual or unique vocabulary words, it will ignore any words that appear on the common words list or the auto-brief ineligible words list, since both of these lists tend to be normal vocabulary words.

It will also take any word that appears in any of the dictionaries being analyzed and will exclude variations of that word with common prefixes and/or suffixes appended to it. This will prevent the tool from pointing out that the word "walking" appears in one of the text files that you've told it to analyze because even though you don't have "walking" in your dictionary, you already have "walk" and {^ing} defined, so it really shouldn't put "walking" on the list.

When preparing the report, rather than supplying an alphabetical sort, which isn't terribly

useful for the purpose of dictionary building, it will order the words differently. It will list all capitalized entries first, followed by all entries starting with lower-case letters. Within each of those lists, however, the words will be ordered by frequency, with the most common words first. This is determined by the frequency of the words in the text files that you have told the tool to analyze.

Note that the Tools/Build dictionary function allows you to select an ASCII wordlist and build a dictionary by hitting strokes on the writer, so after reviewing the ANALYSIS.TXT file and saving it, you can easily use this word list to perform the dictionary build function.

An alternative to editing the ANALYSIS.TXT file in another editor is to simply use it right away with the dictionary build function, which now allows you to edit the words as they appear from the list. For example, a word may appear with an initial cap, but you want it in all lower-case.

If you're building a dictionary from a word list and you want to make a change to the word that's suggested, you can now simply edit the word in the edit box and the edited word is the one that will be added to the dictionary once you supply the steno. Don't forget that you can use extended text box editing keystrokes such as Ctrl+K in order to cycle through capitalizations.

The ANALYSIS.ECL file is an Eclipse job which contains a report of ALL of the conflicts between the selected dictionaries, including any conflict between them or between one of them and your main dictionary.

If the same sequence of steno is used in any two dictionaries, it will add a line to the ANALYSIS.ECL file showing you the steno, followed by the various ways in which that steno might translate depending on which dictionary you have selected.

Many of these may be expected and trivial, such as STPHAO = {S:SPEAKER01} | {S:MR. JONES}. However, when you see lines such as UPL PWAEUR TOE = Umberto | Humberto, you know there's a "gotcha" out there waiting. I expect this feature to be particularly helpful for captioners who have many dictionaries.

A note about how to best use the ANALYSIS.ECL file: Make sure that the Steno window is visible and that you turn on the User settings/Display/Notobar/Dictionary entries checkbox. This will show you exactly which dictionaries the currently highlighted entry appears in.

You will note as you move through the ANALYSIS.ECL file that there is steno tracking corresponding to the entries, and that the entry display at the bottom shows which dictionaries the text comes from, such as "M:Umberto,2:Humberto". Remember that you can left-click directly on these lines in the steno window to open up the dictionary in question to jump directly to that entry.

Dictionary entry viewer shows definitions for words where applicable

If the system detects that the current dictionary entry is a word which has an entry in the definitions dictionary, it will show that definition in the entry properties dialog.

Allow user to type steno sequences while in the dictionary to search

If you are working in a dictionary (and you do NOT have Hyperkeys on) you can now type the first several letters of steno stroke in order to jump directly to the dictionary entry you're interested in without having to use the search or go to functions.

Note that this feature does allow phonetic equivalents. As long as you type the letters with less than a second delay, it will assume that you intend them as a sequence.

For example, if you hit "N" it might jump to "TPH- = in", then hitting "I" will jump to "TPHEU = any", then hitting "N" again will jump to "TPHEUPB = anyone".

PRODUCTION

Automatic exhibit lettering

In previous versions, using NUM at the end of a form field variable name would automatically cause a number to be incremented when prompting for a new value.

You can now use ALPHA at the end of a form field variable name to auto-increment letters, so after filling in A for the first exhibit, the next one will automatically come up B.

These two features can be used together, so you might have PLAINTNUM and DEFALPHA and they would increment separately.

After reaching Z, it will start over at AA. After reaching ZZ, it will start over at AAA, etc.

Job-specific common words list for indexing

In the Tools/Job variables feature, you can now add a COMMON=etc. line in order to specify which words in the current document should not be indexed when generating a concordance index. For example, you might list the following:

COMMON=lawsuit,contract,party,parties

if these words appeared on practically every page in a particular case, but you didn't want to use the page threshold feature to eliminate them.

Note file printout should have same options as ASCII

When printing a note file you will now be offered the option of including absolute and/or relative timecodes and, optionally, the phonetic or translated versions of the strokes being printed.

ASCII button in file manager should both make and copy the ASCII

You can now select one or more files in the file manager and press the ASCII button and you will not only get ASCII files for each of the documents in your jobs folder, but you will also get copies in the folder you have specified for ASCII copies.

Note that this copying only takes place if the secondary location is a folder on your hard drive, and if you have previously created an ASCII file and selected the "Make [1] copies" option setting with a number other than zero. It will not attempt to perform this function if the copies are being told to go to another drive such as an external USB drive.

Allow watermark on non-draft printout

It is now possible to print a complete copy of the document, including the text box, footers, etc., but still include a watermark. Under the Print/Watermark dialog, there is now a "Force on all printouts" checkbox that will force the watermark even on a non-draft printout.

Print command right margin should be variable

Previously, print commands that had to show multiple lines of text, such as index lines and comment lines, had an arbitrary right margin.

You can now specify the right margin for print commands under User settings/Document/Advanced.

SMPTE-TT file export added

This is a specialized type of XML output that is used for web-based off-line captioning. Like the .scc output, this is being used by many companies in order to comply with the regulations for providing off-line versions of on-line captions when videos are published on the web.

You can get to this conversion by using File/Export and selecting the SMPTE-TT file type.

.scc file export added

The .scc file format is used for closed captioning.

This is a format which can be used for two main purposes: It can be imported by a number of off-line captioning software products such as the CPC software, and some encoding hardware can directly import .scc files and encode the captions stored in them directly to video without using any additional software.

.scc files contain timecodes and captions, meaning that you can do a live captioning job, go back and clean up the text, and then provide a .scc file to the station so that they can burn the edited captions on the stored copy of the program for later distribution.

Part of the reason that this is such an important enhancement is that is a new legal requirement to provide captions on any Internet-distributed video if the original broadcast version of the video had captions on it. With some encoders and some software such as CPC, it's possible to do this by taking a .scc file from a piece of on-line software like AccuCap and using it to create the off-line captions.

These files can be created by going to File/Export and selecting .scc under "file type" in the dialog.

VOICEWRITING

SpeechText.dix processing improvements

The next several enhancements were all created simultaneously as part of an overall improvement to the process of creating raw text files from edited documents for the purpose of analyzing in the speech recognition engine.

The manual has details about how the SpeechText.dix is supposed to work. The following enhancements make the results much more accurate and useful.

Randomized speaker tokens for colloquy labels

If the SpeechText.dix file contains several speakers, such as `spee-1 = {S:SP01}`, `spee-2 = {S:SP02}`, etc., the converter will now collect all of these and will randomly replace any speakers in the current document with one of the voisteno tokens given in the SpeechText.dix file.

This is necessary to avoid having to manually add all of the actual speaker names from the document into the SpeechText.dix.

Note that you can differentiate between these and the standard speakers by putting the standard speakers in without the braces. For example, you might put `witwit = THE WITNESS:` and `judmac = THE COURT:`

More punctuation combinations

The system will now support additional punctuation combinations such as `?"`, `.`), etc.

Remove automatic punctuation marks at the ends of paragraphs

Since the terminal punctuation is usually not being spoken, it should be removed. For example, you will now see items such as `"qmac were you there amac no qmac okay"` which is exactly how it would be spoken, without the extra terminal punctuation marks between the paragraph designators.

Create replacements back to voisteno for all possible results of a conflict

If there is a conflict such as `nodmac = \ (Nods head.) \ (Nodding)` the system can handle it. (Note that conflict like this work just fine. It will learn to pick the first if it's the end of a statement, but the second if it's at the beginning of a statement.)

What it will do is create two reverse-replacements such as `(Nods head.) --> nodmac` and `(Nodding) --> nodmac` so that no matter which one appears in the text, it will put in the original voisteno to be taught to the speech engine.

Apply the replacements in superstring/substring order

This applies (large) superstrings first, and (small) substrings last.

This will allow entries such as yesir = yes{,}sir to work, because they will be applied to the text first, and entries such as kah = {,} will be applied later, preventing the system from seeing "yes, sir" and turning it into "yes kah sir"

Remove all whitespace, including hard returns

Hard returns are seen by the speech engine as places where the user would be expected to say "new-paragraph" so they should be removed.

Apply replacements to both caps and non-caps

Any entry in the SpeechText.dix file that starts with a lower-case letter should also be available to replace its upper-case equivalent in case it appears at the beginning of a sentence.

For example, plif = plaintiff should make two replacements: plaintiff --> plif and Plaintiff --> plif so that they will work in all possible circumstances.