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**User Manual**

# **TextMaker 2006**

## **For the Nova5000**

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# Welcome!

Welcome to TextMaker 2006 for the Nova5000. You have purchased a word processor that combines user-friendliness with powerful features at an affordable price. With TextMaker, you will be able to complete your writing tasks quickly and comfortably.

This user guide is written for various platforms, such as Windows, Linux, PocketPC and Handhelds. In the context of this guide, the Nova5000 is considered a Handheld device. So any features listed as either supported or not supported by a handheld device is in fact relevant to the Nova5000.

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## Functional overview

Some features of TextMaker:

- **Practical document templates:** pre-designed letterheads, etc. for creating new documents in no time
- **Extensive paragraph formatting capabilities,** including automatic numbering, bullets, borders, shadows, fill patterns
- **Paragraph and character styles** that allow you to apply frequently needed formats to text with the press of a button
- **Desktop publishing (DTP) features** like “master pages”, drop caps, small caps, automatic paragraph control, adjustable character spacing and pitch
- **Graphics support** in numerous file formats, extensive **drawing functions**
- **Powerful table functions,** including arithmetic functions
- **File and document manager** with search capabilities
- **Table of contents and indexes, footnotes, outline view**
- **Reliable spell checking, hyphenation and synonym dictionaries**
- **Integrated address book** (database)

... and much more

TextMaker is always being improved. If, in the course of your work, you encounter a need for a feature that isn't present, or you have other suggestions, write to us – we want TextMaker to measure up to the users' wishes!

---

## Technical support

If you have questions, our technical support will be glad to help you. You can reach us as follows:

### Internet:

[www.fourier-sys.com](http://www.fourier-sys.com)

At the Fourier website, you will find the latest updates for your program and much additional information, as well as information about the Nova5000.

### E-mail

Please send e-mail inquiries to: **[support@fourier-sys.com](mailto:support@fourier-sys.com)**

### Phone

Of course, you can also call us with your questions.

Toll-free (US only): 1-866-771-NOVA

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## About this manual

TextMaker has a wide variety of functions. In the beginning you might find this a bit intimidating – but don't worry: You don't have to master all the commands! While you're getting started, just use those you need. Later, when you would like to make use of TextMaker's extended functions, you can review the appropriate pages in the manual.

The manual for TextMaker is laid out as follows:

- The chapter “The application screen” (page 17) describes the individual components of TextMaker’s main window. Ideal for beginners!
- The chapter “Basics” (page 23) acquaints you with TextMaker’s most important commands. Ideal for beginners!
- The chapter “The TextMaker Tour” (page 35) treats the topic of text editing in tutorial form and introduces you to the operation of TextMaker with some practical examples.
- The chapters “Working with selections” (page 57) and following are the reference part of the manual. These chapters are organized by subject, like a referencebook, and describe all the functions of TextMaker in detail.

---

## Typographical conventions

Menu commands and dialog box components are identified with **bold type** throughout this manual. For example, **File** > **New** refers to the command **New** in the **File** menu.

File names are given as follows: c:\images\beach.jpg

The Enter key is represented by (e)↵, the direction keys by (æ)←, (Æ)→ etc. To enter a key combination such as (Alt)(F)Alt + F, press the (F)F key while holding down the (Alt)Alt key.

**Important:** Especially important notes or useful tips are highlighted like this.

---

## Starting TextMaker

Use the Start menu to start TextMaker. Go to **Start** > **Programs** > **SoftMaker Office** > **TextMaker** to open TextMaker.

**Note:** When opening TextMaker for the first time, you will be asked to enter your name and contact information. This is *not* for registration purposes, but allows you to insert your name, mailing address, etc., in documents through the USERFIELD function. You can change this information at any time.

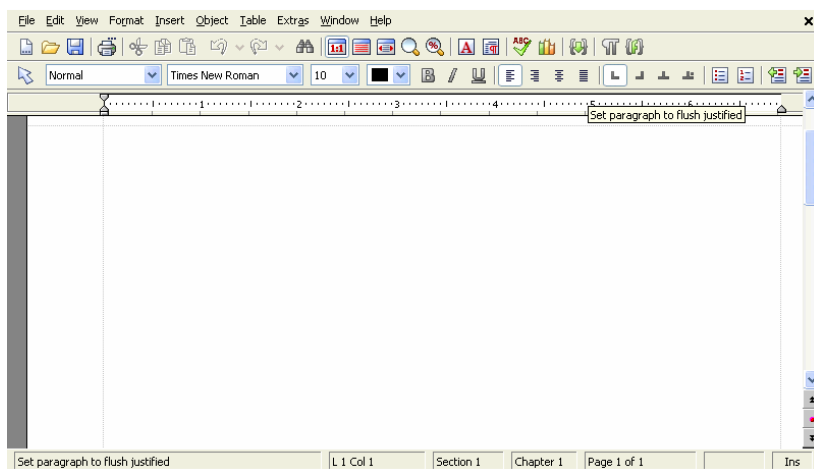


---

# The application screen

On the following pages we present you with the individual components of TextMaker's user interface.

If you have not had much experience working with computers, you should pay special attention to this chapter.



*TextMaker's program window*

**Note:** The illustrations in this manual were prepared for the most part with the **Windows** version of TextMaker. On other operating systems, some of the controls have a slightly different appearance, but their modes of operation are identical.

---

## Title bar

At the bottom of the window you will find the *title bar*.

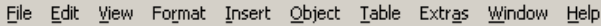


The title bar shows the name of the program. Once a document is opened, its name will be shown after the program name.

---

# Menu bar

The *menu bar* is found under the title bar.



File Edit View Format Insert Object Table Extras Window Help

It contains all of TextMaker’s commands in the form of clearly arranged menus. Click on a menu item to open a menu and invoke a command.

---

# Toolbar

The *toolbar* is shown underneath the menu bar. This contains icons for TextMaker’s most commonly used commands.



## *The Standard toolbar*

*Toolbars* like the Standard toolbar above make possible lightning fast access to a program’s functions. Each icon stands for a specific command. If you click on it the corresponding command is invoked.

**Tip:** If you point the mouse cursor at an icon (without clicking), a text box appears giving the icon’s function.

There are numerous additional toolbars in TextMaker that you can turn on and off as you choose. To do this, invoke the command **View > Toolbars** or click with the *right* mouse button on one of the displayed toolbars. A menu appears, from which you can choose the toolbars to be displayed.

**Customizing toolbars:** You can change the default toolbars at will and create your own toolbars. You will find information about this in the section “Customizing toolbars” [beginning on page 471](#).

---

# Formatting toolbar

Beneath the Function toolbar you find the *Formatting toolbar*. With it, you can both examine and modify the most often used formats (font, bold, italic, etc.) for the current text.



If you select a section of text beforehand, formatting changes affect only the selected text. Otherwise, the text that you subsequently type in is affected.

For example, to choose a different font, click on the little arrow to the right of the font name to open a list, and then select a font.

Other icons in the Formatting toolbar are switches that you can turn and off by clicking – for example the **B** for bold.

**Tip:** If you point the mouse cursor at an icon (without clicking), a text box appears, giving the icon's function.

---

# Document window

The *document window*, used for editing documents, takes up the largest part of the screen.

Every document that you open or create is displayed in its own document window. Thus, you can edit several documents at the same time and move data back and forth between them.

A document window has the following components:

## Horizontal ruler

The *horizontal ruler* is found at the top of the document window. The margins and tab stops for the active paragraph or for all the paragraphs that might be selected at a given moment are shown there. The unit of measure used is inch or centimeter, depending on your computer's settings.



Indentations and tab stops are not just shown here, they can also be changed here using the mouse. You will learn how to change them in the sections “Indents” [beginning on page 74](#) and “Tabs” [beginning on page 82](#).

## Document

The document itself takes up the largest area of the window.

To learn more about working with document windows, see chapter “Document windows” [beginning on page 441](#).

---

## Status toolbar

The *status toolbar* is found at the bottom of the TextMaker window.



When you move the mouse cursor over the buttons of a toolbar or over the commands on a menu, a short explanation of the object is given in the status toolbar.

Additionally, the following information is displayed in the status toolbar.

Example	Explanation
L 37 Col 8	The text cursor is positioned at line 37 and column 8 on the current page.
Section 1	The text cursor is positioned in section 1 of the document (see chapter “Multi-column page layouts” <a href="#">beginning on page 131</a> ).
Chapter 1	The text cursor is positioned in chapter 1 of the document (see section “Dividing a document into chapters” <a href="#">beginning on page 109</a> ).
Page 1 of 2	The text cursor is positioned on page 1 of a document with a total of 2 pages.
Ins	Shows whether Insert Mode (Ins) or Overwrite Mode (Ovr) is active: <b>Ins:</b> Insert mode is active – newly entered text will be inserted into existing text. <b>Ovr:</b> Overwrite mode is active – newly entered text will be written over existing text.

The standard setting is Ins. You can switch between these two modes with the (Ins)Ins key.



---

# Basics

This chapter gives you a brief description of TextMaker’s most important basic functions. Beginners who have not worked much with word processors before now should read these instructions all the way through.

We recommend that you consider taking the *TextMaker Tour* in the next chapter, which guides you through the program step by step with practical examples.

---

## Using the keyboard

PC keyboards are equipped with some extra keys – the so-called *special keys*. The most important of them are described here:

- (F1)F1** This key invokes the on-line help function (only in the Windows version of TextMaker).
- Shift key (⇧)** The Shift key (⇧) produces the uppercase form of a character, as on a typewriter. There are two of these keys, labeled with (⇧), on your keyboard and both work the same way. **Tip:** When you hold down a Shift key and press one of the arrow keys, text is selected (see also chapter “Working with selections” **beginning on page 57**).
- (Ctrl)Ctrl** “Ctrl” means “Control”. Using the Ctrl key with abbreviations, you can start the most often used commands much faster than you can with the menu. For example, (Ctrl)(O)**Ctrl+O** invokes the command **Open** in the **File** menu.
- (Alt)Alt** Alt, like the Ctrl key, is a modifier key that works only in combination with another key. It is used to open the menus. Thus, the key combination (Alt)(F)**Alt+F**, for example, opens the **File** menu.
- (Esc)Esc** The Escape key is a sort of “emergency brake”. With this key you can abort functions.
- (Tab)Tab** The Tab key inserts a tab in the text. Accordingly, the text cursor moves to the next tab stop. On most keyboards, the Tab key is located to the left of the “Q” and is labeled with (⇧\_). However, (Tab) is used in this manual to designate it.
- (↵)↵** is the Enter key. It takes the text cursor to the beginning of the next line. **Important:** You do *not* press this key at the end of every line of text as you would on a typewriter; rather, you use it only at the end of a *paragraph* or to enter blank lines.

Backspace (⌫)	This Backspace key is found above the Enter key (↵) on most keyboards. With this key you can delete the character to the left of the text cursor.
(½)↑, (⌘)→ etc.	On PC keyboards, to the left of the numeric pad you find a small pad with four arrow keys (½) (¼) (⌘) (⌘) ↑ ↓ ← → used to move the text cursor.
(Ins)Ins	Above that are six additional keys used for editing: stands for the word “Insert”. With this key you switch the insert mode on and off. When insert mode is active, any following text moves forward along with the text cursor as you write. Otherwise, the following text is overwritten. You can see whether the insert mode is active by examining the status toolbar, where either Ins (insert mode) or Ovr (overwrite mode) is displayed.
(Del)Del	The Delete key deletes the character to the right of the text cursor. If you selected something before pressing this key, everything selected will be deleted.
(Home) (End)Home End	The direction key “Home” positions the text cursor at the beginning of the active line and the “End” key at its end.
(PgUp½)PgUp	The direction keys (PgUp½)PgUp and (PgDn¼)PgDn are for moving the cursor one page up or down, respectively.

---

## Using the mouse

With the mouse you move the *mouse cursor* over the screen. This cursor is normally in the form of an arrow. If you move it over text, it looks like a capital “I”.

Whenever you move the mouse cursor to a screen element – like an item on the menu bar or a filename – and press the left mouse button, you make a selection. This manual will often use the terms “click,” “double click” and “drag”:

### ■ Click

*Click* refers to a single press of the left mouse button after the mouse cursor has been moved to a specific screen element.



## ■ Double click

A *double click* is accomplished by executing two clicks of the left mouse button in quick succession. A double click on any word in the text selects this word. A double click on an object (for example, a picture) opens a dialog box to allow editing the settings for the object.

## ■ Drag

You can move certain screen elements by *dragging* them over the screen with the mouse. This is done by moving the mouse cursor over the element, pressing the left mouse button and holding it down. Drag the screen element to the desired position with the mouse and then release the mouse button.

You execute all these actions with the *left* mouse button.

## Using the stylus with the Nova5000

What was said above applies also to using the Nova5000 stylus. To click on something, simply tap with the stylus. You make a double click with two taps, etc.

---

# Entering text

When you start TextMaker, an empty document window is opened automatically. Thus, you can begin entering text immediately. Don't worry: If you can use a typewriter you will have no problem operating TextMaker.

**Note:** All the same, you ought to read what follows in case you have never before worked with a word processor: With a typewriter you press the Enter key (↵) at the end of every line. You should *not* do this with a word processor! If a word you type won't fit on the current line, TextMaker will transfer it to the next line automatically. You should press the Enter key (↵) only in the following cases:

- To end a paragraph
- To enter blank lines

So, while inside a paragraph, simply let TextMaker take care of making correct line breaks.

---

# Moving the text cursor

While editing text you always see a blinking line. This is the so-called *text cursor*. When you type something, the letters always appear where this text cursor is positioned.

You can move the text cursor anywhere between the beginning and the end of the text. The direction keys are provided for this purpose. The arrow keys (⌘)← and (⌘)→, for example, move the text cursor one character to the left and right respectively.

Altogether the following direction keys are available for moving the text cursor:

Key	Function
(⌘)←	One character to the left
(⌘)→	One character to the right
(½)↑	One line up
(¼)↓	One line down
(Home)Home	To the beginning of the line
(End)End	To the end of the line
(Ctrl)(½)Ctrl+↑	To the beginning of the current paragraph or, when pressed again, the previous paragraph
(Ctrl)(¼)Ctrl+↓	To the next paragraph
(Ctrl)(Home)Ctrl+Home	To the beginning of the document
(Ctrl)(End)Ctrl+End	To the end of the document
(Ctrl)(PgUp½)Ctrl+PgUp	To the uppermost visible line of the document window
(Ctrl)(PgDn¼)Ctrl+PgDn	To the lowest visible line of the document window

**Mouse:** Mouse users can click anywhere within the document to position the text cursor there.

## Moving the visible part of the text

When you move the text cursor above the upper edge or below the lower edge of the screen, TextMaker scrolls the text down or up respectively on its own. It automatically shifts the visible part of the text of the document in the appropriate direction.

You can also move the visible part of the text yourself. Use the horizontal *scrollbar* (below the document) or the vertical scrollbar (at the right side of the document) to do this.



A horizontal scrollbar

Scrollbars can be operated as follows:

- Click on one of the little arrows to shift the visible segment a little in the desired direction relative to the screen.
- You will notice that a defined area between the little arrows, the so-called *slider*, moves with the text. This shows the position of the segment in view at any given time. You can also shift the visible segment by dragging this slider to the desired position.
- If you click on the area between the slider and either of the little arrows, the visible segment moves by a greater increment (for example, by a whole screen at once).

**Scrollbars and the text cursor:** Note that the text cursor does *not* move relative to the text when you shift the viewable segment with the scrollbars, but remains at its original position. However, after scrolling you can click on any position in the text to place the text cursor at this position.

**Using the keyboard:** You can shift the viewable segment also with keys on the keyboard by pressing the arrow keys in combination with the **Alt** key. Use, for example, **(Alt)(4)Alt + ↓** to shift the viewable segment down for one line.

---

## Deleting text

Everyone makes typing mistakes now and then and would like to delete them. There are numerous ways to do this in TextMaker.

**Deleting characters:** To delete a character, use the Backspace key (**⌫**) situated above the Enter key (**↵**). This key deletes the character to the left of the text cursor. The following text moves back automatically.

You can also delete in the opposite direction: The **(Del)Del** (“Delete”) key does this. It deletes the character not to the left, but to the right of the text cursor.

**Deleting words:** If you place the text cursor before the first letter of a word and then press **(Ctrl)(Del)Ctrl+Del** the word is deleted. If the text cursor is positioned in the middle of the word, this key combination deletes only the letters following the cursor to the end of the word.

**Deleting a carriage return:** You can also remove a carriage return inserted by mistake. Test it: Type a multi-line paragraph and then insert a carriage return in the middle of the paragraph by pressing the Enter key **(e)↵**. The following text leaps to the next line and the paragraph is divided. In certain cases, as when a paragraph is too long and must be divided into two paragraphs, this can be done intentionally. Here, however, it was a “mistake” – so press the Backspace key **(æ\_)** to remove the carriage return.

**Deleting large sections of text:** The above mentioned delete keys are well suited for removing short sections of text, but too time-consuming for removing larger parts of text. For this reason there is yet another method of deleting that involves first selecting text and then pressing the **(Del)Del** key to delete it all at once. There is more about this in chapter “Working with selections” **beginning on page 57**.

---

## Undoing changes

With the command **Edit > Undo** you can cancel recently completed modifications to a document. For example, if you format text in another font, you need only invoke **Edit > Undo** and the new formatting will be removed.

This works not only with formatting, but also with practically all text modifications – so you can also, for example, undo the entry or deletion of text.

The command **Undo** can be applied repeatedly as needed. For example, invoke it five times to cancel the last five text modifications.

By the way, you can also invoke this frequently needed command with the key combination **(Ctrl)(Z)Ctrl+Z**.

### Redoing undone actions

There is also an opposite to the **Undo** command, the command **Edit > Redo**. It restores the effect of your most recently canceled action. So you can undo the cancellation of a text modification.

This command can also be invoked repeatedly. For example, if you invoke the **Undo** command five times, the last five text modifications are canceled. If you then invoke the command **Redo** five times, you get back the original text.

There is also a keyboard shortcut for this command: the key combination **(Ctrl)(Y)Ctrl+Y**.

---

## Insert or overwrite?

Text entry works very simply. You move the text cursor to the desired place and begin typing.

In TextMaker, *Insert mode* is on by default. If you type a character in this mode, it is entered in the existing text and shifts the following text forward.

But you can also switch to *Overwrite mode*. In this mode entered text overwrites the following text.

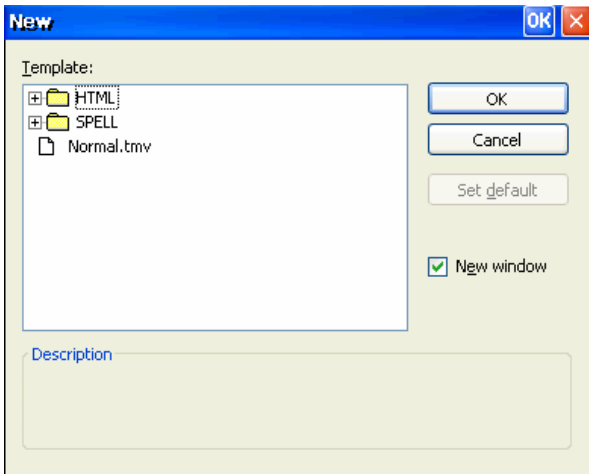
The status toolbar always shows which mode is presently active: If the abbreviation **Ins** appears there, the insert mode is active. If **Ovr** is shown, you are working in overwrite mode.

You can switch back and forth between the two modes with the **(Ins)Ins** key.

---

## Beginning a new document

If you would like to begin a new document, invoke the command **File > New** or press the key combination **(Ctrl)(N)Ctrl+N**.



The dialog box for **File > New**

A window appears, in which you can select the *document template* for the new document.

**Tip:** Next to the standard template Normal.tmv you will see some folders that can be opened with a double click. These folders contain prepared document templates for letters, etc. All you have to do is fill them in. You will find information about them in chapter “Document templates” **beginning on page 126**.

If you simply want to begin a new document and don’t want to concern yourself further at the moment with document templates, just choose the standard template Normal.tmv.

As soon as you confirm with **OK** the new document will be set up.

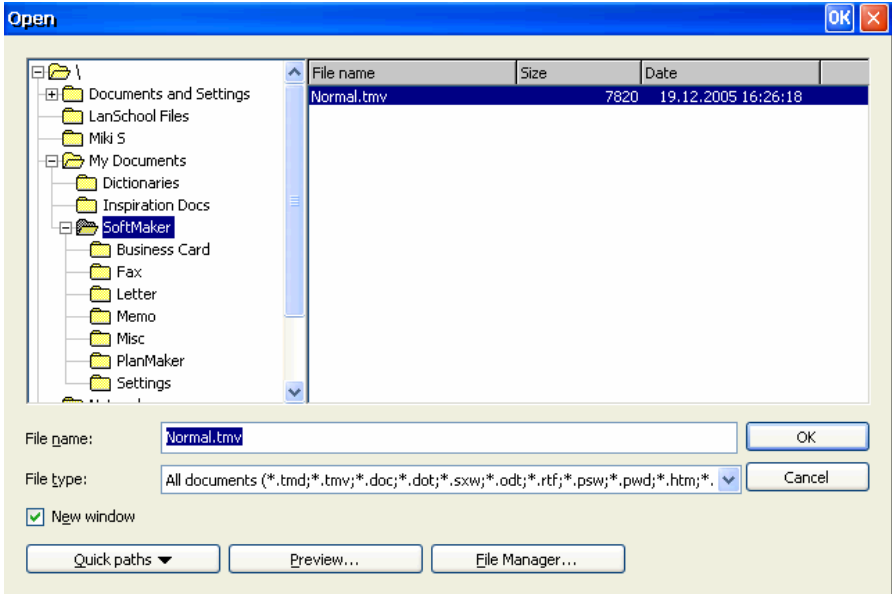
**New window:** If the **New window** checkbox in this command’s dialog is turned on, a new document will appear in a new document window. Otherwise, the document already in the active window will be closed and the new document will be opened in its stead.

---

# Opening a document

To open an existing document invoke the command **Open** in the **File** menu or press **(Ctrl)(O)Ctrl+O**.

A dialog box appears that can look, for example, as follows:



The form of this dialog box can vary a little, depending on the operating system, but the function is always the same: through this dialog you communicate to TextMaker what document it is to open.

To do this, you can simply type in manually the name of the file to be opened. However, it can be done simply by selecting a file from the list, since all files in the current folder are listed here and can be conveniently selected.

**New window:** To open a document in a new document window, you must have activated the **New window** checkbox. Otherwise, the document already in the active window is closed and the file is opened in its stead.

## Opening files with other formats

TextMaker can open not only its own documents, but also other word processors' files. All you have to do is select the format of the file you want to open from the **Files of Type** list. You will find information about the supported formats in chapter “Working with other file formats” [beginning on page 439](#).

## Using quick paths

With the **Quick path** button you can set up or cancel *quick paths* in order to be able to change quickly to a specified folder when opening or saving files. You will find more information about this in section “Quick paths” [beginning on page 427](#).

## The file manager

With the **File Manager** button you can invoke the integrated file manger. This shows a list of your documents and allows you not only to open, print, view or delete them, but also to perform searches (see section “The file manager” [beginning on page 430](#)).

## Previewing a document

When you have selected a document in the open dialog but are not sure if it is in fact the document you want, simply click on **Preview**. A window then opens and the file is displayed in it.

## The list of recently opened files

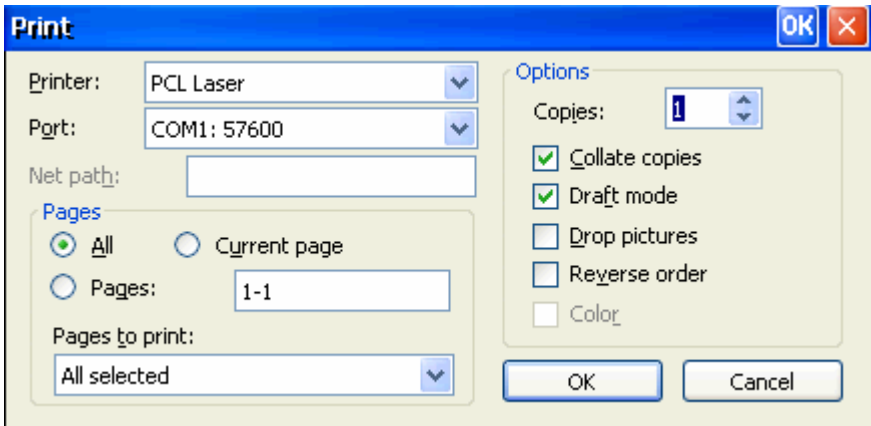
**Tip:** At the bottom of the **File** menu you will find a list of recently opened files. Simply click on one of these files to open it again.

---

# Printing a document

If you would like to print the active document, invoke the command **File > Print** or press **(Ctrl)(P)Ctrl+P**.





A dialog box appears, in which you enter the pages and the number of copies to be printed. One copy of the entire document is printed by default.

You can learn how the other options work in chapter “Printing and e-mailing” [beginning on page 421](#).

---

## Saving a document

When you have prepared a document you ought to save it in order to make it permanent.

You find the **Save** command in the **File** menu. It can also be invoked with the key combination **(Ctrl)(S)Ctrl+S**. It saves the document in the active window under its filename.

If the document should not yet have a name, “Untitled” will be displayed in the title bar. In this case, TextMaker automatically asks you to supply a name before the save.

### Saving under another name or in another place

TextMaker has in addition the command **File > Save as**. This preserves your document too, but you can first give it another name or select another folder in which to save it.

## Saving in another file format

With **File > Save as** you can also save a document in another program's file format. Choose the desired format from the **Files of Type** list (see chapter “Working with other file formats” [beginning on page 439](#)).

## Saving all open documents

If you have several document windows open at the same time, you can use the command **File > Save all** to have the documents in all windows saved. TextMaker checks whether the documents have been altered since the last save and saves only those for which this is the case.

---

# Exiting the application

When you would like to exit TextMaker, invoke **File > Exit**.

If one of the open documents has been altered since it was last saved, TextMaker automatically asks whether you would first like to save it.

---

# The TextMaker Tour

Welcome to the *TextMaker Tour*, in which we will introduce you to TextMaker's most important functions using some practical examples.

**Note:** The illustrations in this manual were prepared for the most part with the **Windows** version of TextMaker. On other operating systems, some of the controls have a slightly different appearance, but their modes of operation are identical.

When working through the exercises, don't be afraid to experiment with new commands as you get acquainted with them! There is no harm done if something goes completely amiss. We have provided example documents for every lesson; this way, at the beginning of each new lesson, you can open the appropriate example document and use it to get started.

---

## A practice letter

Ready for the first exercise? Then start TextMaker now.

**Note:** When you start TextMaker for the first time, you will be asked to enter your name and address. TextMaker needs this information to automatically personalize the document templates for letters, etc. that come with the program. You can always change this information later with the command **Extras > Preferences** (see the section "Preferences, General property sheet" [beginning on page 449](#)).

After the program starts, it always displays an empty document window in which you can immediately start typing. The *text cursor* blinks at the beginning of the document. When you type something, it always appears just behind the text cursor, which moves forward to accommodate it.

To start, we would like to begin a simple letter from "Escher & Sons Architects." Simple, but by no means less than professional quality. At the end of this tour you will have composed a full-fledged business letter, complete with all the bells and whistles.

At this point you might say: “This will be a lot easier if I invoke the command **File** > **New** and select one of the prepared letter templates.” Naturally – but you won’t *learn* anything that way. If you are going to participate in this tour, you have to invest a little time – but afterwards you will be in command of the program’s most important functions and can immediately start adapting the templates to your needs!

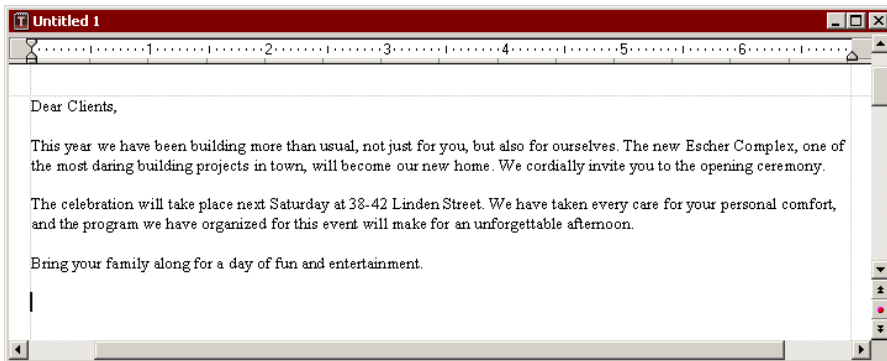
So let’s get started. First, type something resembling the example text that follows. You don’t have to copy it exactly; you can enter whatever text you please – the content doesn’t matter.

**Important:** Press the Enter key (↵) only at the indicated places. When using a word processor, you don’t press this key at the end of every *line* as you would on a typewriter. Rather, you press it only at the end of a *paragraph*, or to insert *blank lines*.

Dear Clients,(↵)  
(↵)  
This year we have been building more than usual, not just for you, but also for ourselves. The new Escher Complex, one of the most daring building projects in town, will become our new home. We cordially invite you to the opening ceremony.(↵)  
(↵)  
The celebration will take place next Saturday at 38-42 Linden Street. We have taken every care for your personal comfort, and the program we have organized for this event will make for an unforgettable afternoon.(↵)  
(↵)  
Bring your family along for a day of fun and entertainment.(↵)  
(↵)

**Typing mistakes:** When you make a typing mistake, you can immediately delete it by pressing the Backspace key (⌫). This key is situated above the Enter key (↵).

If you have followed the example, your document ought to look something like this:



*The finished text*

Next, we need to insert an address above the text of our letter. To get to the beginning of the document, press the key combination **(Ctrl)(Home)Ctrl + Home**.

Press the Enter key (↵) seven times to insert some blank lines. This makes room for our own address, which is to be entered later on. By the way, you can remove blank lines you might have inserted inadvertently with the Backspace key (⌫).

Next, press the (½)↑ key to position the text cursor in the blank line above the text of the letter.

Now type the name and address of the person to whom the letter is to be sent:

Fred Backfish(↵) 7 Shepard's Way(↵) Salmon River, Oregon 77123(↵)
---

Next, insert additional blank lines by pressing the Enter key (↵) eleven times to create a space between the address and the text of the letter.

We have now created the most important elements of a simple letter and at this point would like to save them.

---

## Saving the practice letter

**Note:** You will find detailed information about this topic in the section “Saving a document” **beginning on page 33**.

To save the current document, use the **Save** command in the **File** menu. (From now on we will use **File > Save** to represent this.) Invoke this command as follows:

**Mouse:** Click on **File** in the menu bar. The file menu opens, and you can invoke the **Save** command with a mouse click.

**Keyboard:** PC users can alternatively use the underlined letters in the menus to invoke the corresponding commands. Type them while holding down the Alt key. To save the file, press (Alt)(F)**Alt + F** for **File** and then (S)**S** for **Save**.

Perhaps, while using the menu, you may have noticed that “Ctrl+S” is displayed to the right of the **Save** command. This is the *keyboard shortcut* for this command. This means you can also press (Ctrl)(S)**Ctrl + S** to invoke this command and save your document.

There is also a shortcut for Save for mouse users: In the Function toolbar you will find icons for the most frequently needed commands.



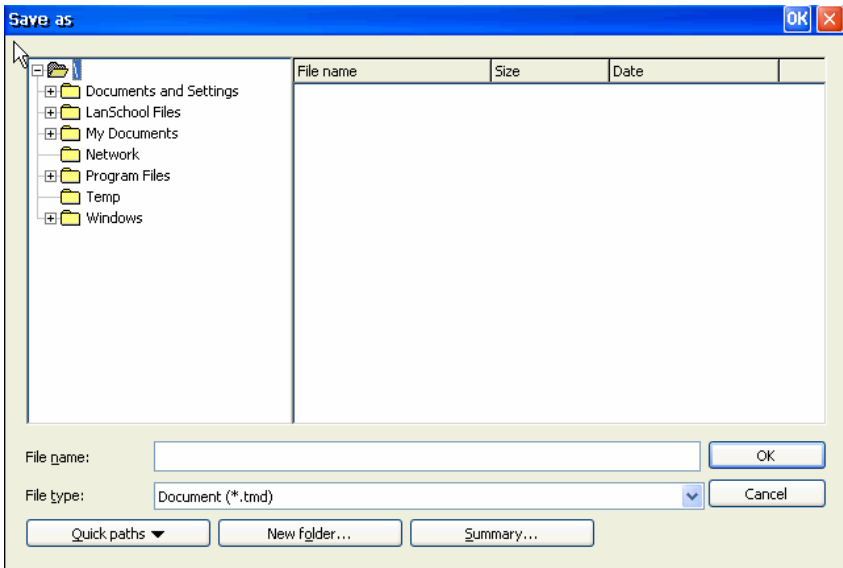
To save your document, click on the diskette icon in the Function toolbar.

**Tip:** If you point the mouse cursor at an icon on the Function toolbar (without clicking) a text box appears giving the icon’s function.

If the Function toolbar is not displayed, it is probably deactivated. To reactivate it, invoke the command **View > Toolbars** and click on the little box in front of **Toolbar**.

## The Save dialog box

If the letter has no name, the program automatically displays a dialog box that asks you to specify the filename as soon as you invoke the **File > Save** command.



Here, type a name for the document in the **Filename** box or, if you would like to overwrite an existing file, choose a name from the list of files.

We are going to name the document Letter. So enter “Letter” in the **Filename** box and click on **OK** or press the Enter key (↵) to confirm your entry. TextMaker saves the file under the specified name and automatically appends the extension .tmd (for “TextMaker document”). Thus, the full filename reads Letter.tmd.

The next time you invoke **File > Save** this dialog box will not appear, since the document now has a name. Hereafter, it will be saved immediately under its name.

By the way, you could have exited the dialog box *without* executing the **Save** command. You could have done that by clicking **Cancel** instead of **OK** on the control panel, or by pressing (Esc)Esc. This “escape route” is available to you in all dialog boxes.

---

## Simple formatting

Now we come to the more interesting functions – for example, to text *formatting*, and thus to the application of fonts, text emphasis (bold, italic, etc.), indentation, etc.

First, we will insert a line with our return address above the address, as is customary for letters that are to be sent in windowed envelopes.

So let's position the text cursor two lines above the address (line 5) and type the address of our firm:

Escher & Sons, Architects – 78 Baker Street - Atlanta, GA 30009

Of course this line is much too wide for a windowed envelope's view window, and so we would like to decrease the font size a bit. In this way, we come to an important topic: *selecting*.

## First select, then format

**Note:** You will find detailed information about selecting in chapter “Working with selections” [beginning on page 57](#).

To format a section of text *after* it has been entered, you must first *select* it, so that TextMaker knows what area should be modified.

To select the lines containing the address, proceed as follows:

**Mouse:** While pressing the mouse button, drag the mouse cursor from the beginning to the end of the text you want to select. By the way, there is an easy way to select complete lines: click in the margin to the left of the line. The complete line will be immediately selected.

**Keyboard:** If you prefer to work with the keyboard, you can make selections by moving the text cursor while holding down the Shift key (**Shift**). In this case, select the address line by positioning the text cursor in front of the first character with (**Home**)**Home** and then pressing the key combination (**Shift**)(**¶**)**Shift + ↓**.

Once you have selected the address line, you can modify the font size. To do this, use the Formatting toolbar, which presents all the most frequently needed formatting commands. If the Formatting toolbar is not visible, invoke **View > Toolbars** and click on the little box in front of **Formatting** to activate it.

## The Formatting toolbar

**Note:** You will find detailed information about the Formatting toolbar in chapter “Character formatting” ([beginning on page 63](#)) and “Paragraph formatting” ([beginning on page 73](#)).





The font size of the selected text is displayed to the right of the font type – at present, 10 point is set. Click with the mouse on the little arrow to the right of the “10” to open a list of the most commonly used font sizes. Choose “8” from the list.

Now choose also a different font type. To do this, click on the arrow to the right of the font and choose the Arial font from the list. If you have not installed this font, you can choose any other font you like.

After these modifications, the Formatting toolbar will look like this:

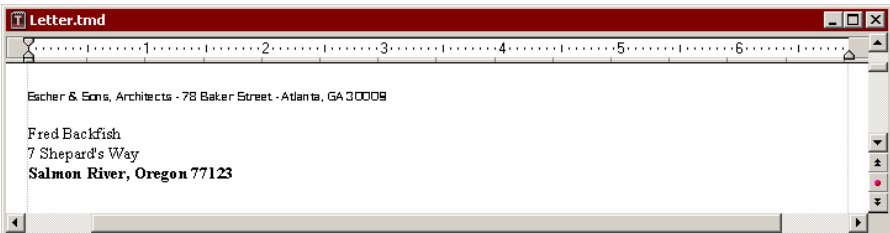


*The Arial font in the 8 point size was set.*

Next, we would like to emphasize addressee’s city and zip code with bold type. Select the line with the city and zip code in the receiver’s address and then click on the **B** in the Formatting toolbar – or press the keyboard shortcut for bold: **(Ctrl)(B)Ctrl+B**. The line will immediately be formatted bold.

By the way, you can apply an *italic* format to text just as easily with the *I* icon or by pressing **(Ctrl)(I)Ctrl+I**; likewise, you can underline with the U icon or with **(Ctrl)(U)Ctrl+U**. And to reverse this sort of formatting, simply apply it once more to the same text.

In the end, the sender’s and receiver’s addresses should look something like this:



Now it is time once again to save the document with **File > Save**.

---

## When something goes wrong ...

*Note:* You will find detailed information about this topic in section “Undoing changes” **beginning on page 28**.

As you saw in the last lesson segment, you can switch off bold, for example, by re-applying the bold attribute to text that is already formatted bold.

TextMaker has an additional feature that is very practical. You can reverse the most recently completed text modifications with the **Edit > Undo** command. For example, if you format some text with a different font, all you need to do is invoke **Edit > Undo** to make it undone.

This works not only with formatting, but also with practically all kinds of text modifications – so you can also, for example, undo the entry or deletion of text.

The command **Undo** can be applied repeatedly as needed. For example, invoke it five times to cancel the last five text modifications.

By the way, you can also invoke this frequently needed command with the key combination **(Ctrl)(Z)Ctrl+Z**.

There is also an opposite to the **Undo** command: the command **Edit > Redo** (key combination **(Ctrl)(Y)Ctrl+Y**). It restores the effect of your most recently canceled action. So you can undo the cancellation of a text modification.

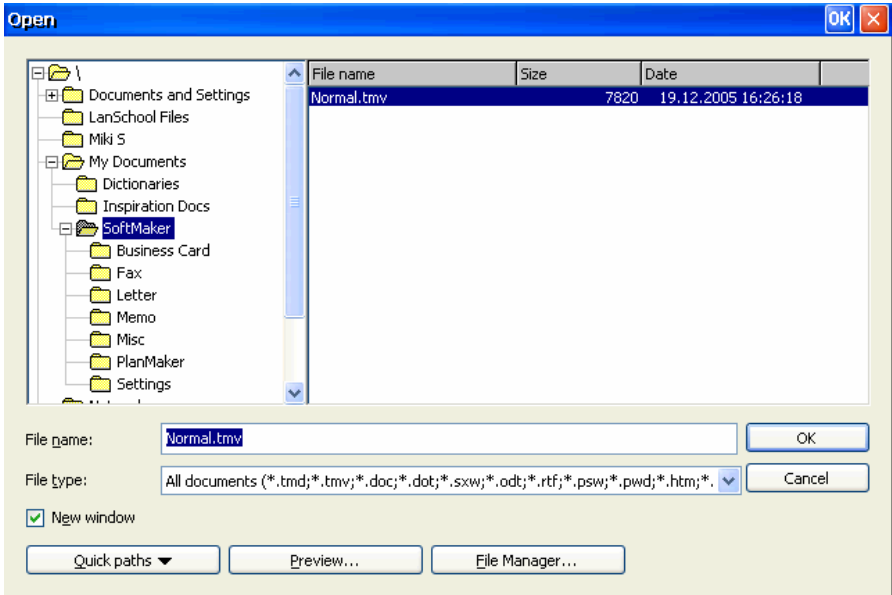
---

## Opening files

*Note:* You will find detailed information about this topic in section “Opening a document” [beginning on page 31](#).

Now we will open the example file `Tour1.tmd` that is provided with the program. It contains our practice document as it should look at this stage of our work.

To open a document, invoke the command **File > Open** from the menu or by using the keyboard shortcut **(Ctrl)(O)Ctrl+O**.



First, change to the folder containing the example documents. On the Nova5000, they are found in the SoftMaker folder, under the folder My Documents.

Switch to this folder and double click on the file Tour1.tmd to open it (if this file was included in your SoftMaker implementation).

---

## Setting up a letterhead

Naturally, our letter needs a distinguished-looking letterhead, with the company name in a larger font and perhaps a line that explains what our company has to offer.

Let's get to work! With **(Ctrl)(Home)Ctrl+Home** move the text cursor to the beginning of the document Tour1.tmd you just opened. Now type:

Escher & Sons, Architects(Ⓢ)↵

Design and Planning of Construction Projects of all Sizes

The company name might safely be somewhat larger: Select the first line and, with aid of the Formatting toolbar, format it in the Arial font; choose a font size of 32 points and turn on bold.

32 is not present in the list of font sizes? It doesn't matter – because the list offers only the most commonly needed sizes, and you can always enter values manually. Simply click on the font size shown in the Formatting toolbar, enter “32” there, and confirm with the Enter key (Ⓢ)↵.

By the way, you can even specify non-integer font sizes by using a decimal point (e.g. 11.6 points), for example, when the area at your disposal is fixed and you want the text to fit precisely.

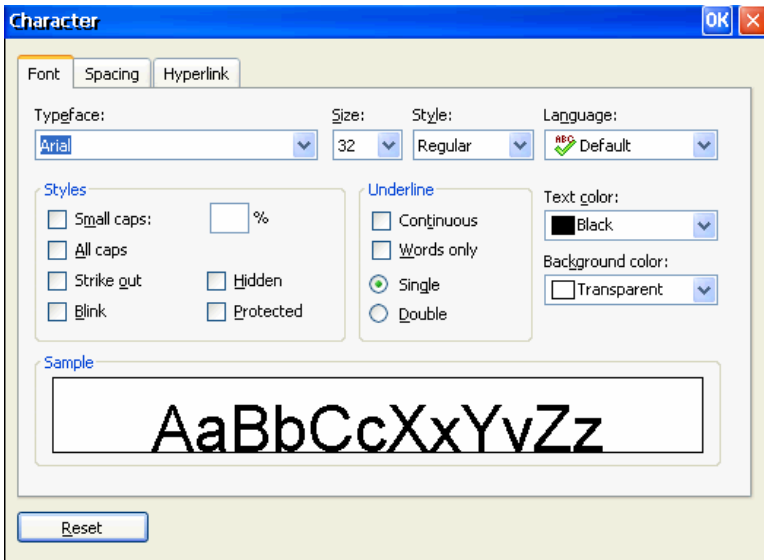
In the end, the Formatting toolbar ought to look like this:



*Font is now set to Arial32 point bold*

Next we want to format the second line in Arial 12 point italic. To do that, we must first select it as before. This time, however, don't use the Formatting toolbar to change the font size. Instead, invoke **Format > Character**, so that you can get acquainted with this frequently needed command as well.

A dialog box opens, revealing at a glance all the possibilities for formatting characters.



The dialog box for *Format > Character*

**Note:** You will find detailed information about this dialog box in chapter “Character formatting” [beginning on page 63](#).

The settings in this dialog box are organized on several *property sheets*. You can switch from one sheet to another by clicking on the tab at the top of the sheet you want to view. As you can see, this dialog has property sheets for **Font**, **Spacing**, and **Hyperlinks**. Since we only want to modify the font, we can stay on the **Font** property sheet.

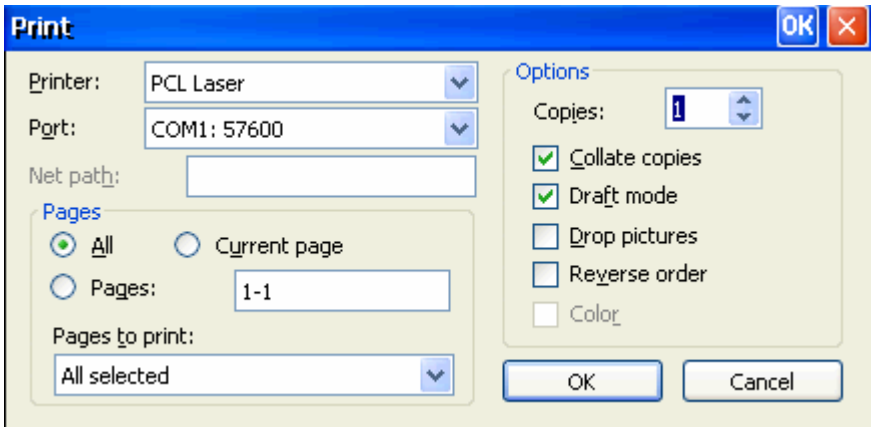
Open the dropdown list **Typeface** by clicking on the little arrow to its right, and choose the Arial font. Then choose the 12 point font size from the **Size** list to the right of the Typeface list. Turn on italic by opening the dropdown list **Style** and selecting the entry **Italic**.

Confirm the settings by clicking the **OK** button. Then save your document.

---

## Printing the practice letter

If you want, you can now print your first composition for proofing. To do this, invoke the command **File > Print** or press the keyboard shortcut **(Ctrl)(P)Ctrl+P**.



The dialog box for **File > Print**

In the “Print” dialog box you can determine how many copies and which pages are to be printed. By default, one copy of all pages is printed. So confirm with **OK**.

---

## Paragraph alignment

The way TextMaker arranges text between the margins is called *paragraph alignment*. You change the paragraph alignment with the command **Format > Paragraph**. A dialog box appears. Open the dialog’s **Alignment** list and choose the desired paragraph alignment.

By the way, this can be done faster with the Formatting toolbar, which contains four icons that you can click on with the mouse to change the alignment:

 Flush left

 Flush right

 Centered

 Justified

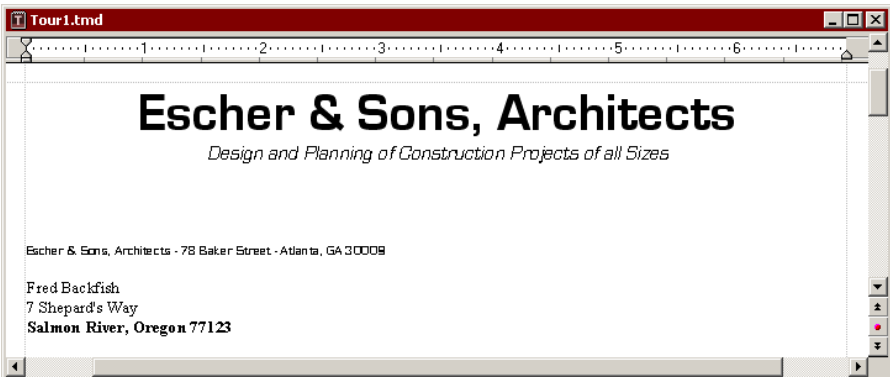
We’ll now center the company name. To do this, move the text cursor to the front of any character within the company name “Escher & Sons, Architects” and click on the icon for “Centered” in the Formatting toolbar.

**Note:** Paragraph format actions – in other words, all format actions that you can carry out with the command **Format > Paragraph** – always affect complete paragraphs. So, if you want to modify the paragraph format of a single paragraph, you don't need to select it first. Simply move the text cursor to any position within the paragraph.

On the other hand, if you want to modify the formatting of several successive paragraphs, you must select them beforehand. The selection can begin at any position within the first paragraph and end anywhere in the last paragraph.

Let's try this out. Invoke the command **Edit > Undo** and the company name will again be formatted flush left. Starting from any letter in the company name, hold the mouse button down and drag the selection into the next line. Then click on the icon for "Centered" in the Formatting toolbar. Both paragraphs will now be centered.

After you have done this, your application screen should look something like this:



We could now put our "With best regards" at the bottom of the letter and send it off without further ado. But there are no doubt still a few things in this letterhead that could be made more attractive.

So let's begin with some refinements.

---

# Tabs

Before going further, you can open the document Tour2.tmd (if this document was included in your SoftMaker implementation) and compare it with your results so far. This document contains our example document as it should look at this stage of our work.

Many business letters include a line with information like “Your reference,” “Your letter of,” etc. We want to insert such a line now, and, in the course of doing so, to get acquainted with the application of *tabs*.

**Note:** You insert tabs by pressing the *Tab* key. Although this key is labeled with two arrows (↵) on most keyboards, the designator (Tab)Tab is used in this manual to better distinguish this key from the arrow keys.

Now move the text cursor to the beginning of the 17th line and type the following line:

Your reference:(Tab)TabYour letter of:(Tab)TabOur reference:(Tab)TabOur letter of:(Tab)TabDate:

Next, format this line in the Arial font, 8 point.

You have now inserted tabs into the text, but you have not yet determined their exact positions. To do this, set the *tab stops*. By default, TextMaker automatically puts a tab stop every 0.5 inch, but in general you should not adopt this convention, which originated with the typewriter.

Tab stops can be set with the command **Format > Tabs** or with the help of the Formatting toolbar and the *horizontal ruler*.



*The horizontal ruler*

If the horizontal ruler is not visible at the top of the document window, you must turn it on first with the command **View > Horizontal Ruler**.

You set tab stops as follows:

1. **Select the paragraph in which the tab stops are to be set:**





If you want to adjust the tab stops of *several* paragraphs, you must first select these paragraphs as previously described.



Please select the line you just entered *and* the line below it, because we want the tab stops for the next line, which is to be filled out later, to be set the same way.

## 2. Choose the desired tab type in the Formatting toolbar:

At the right end of the Formatting toolbar four different tab icons are presented:

-  Flush left tab
-  Flush right tab (the text *ends* at the tab position)
-  Centered tab (the text is *centered* on the tab position)
-  Decimal tab (numbers are aligned on the *decimal separator*)

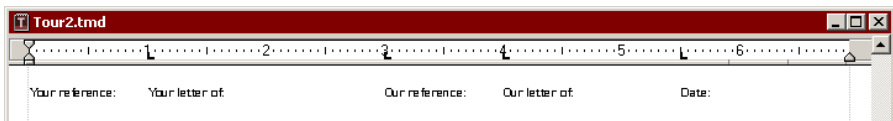
Now click on the icon for flush left tabs.

## 3. Click on the desired tab position(s) in the ruler:

With the mouse, click on the (approximate) positions 1 inch, 3 inches, 4 inches and 5.5 inches to set tab stops at those positions. Notice how the text is adjusted according to your settings.

By the way, you could have proceeded in the opposite way: You could have defined the tab stops *before* you typed the line “Your reference,” etc., and then typed the text along with the tabs.

The ruler and text should now look something like this:



The tab stops are now set and are displayed in the ruler.

If the position of a tab stop doesn't suit you, you can shift it right there in the ruler: First, select the paragraphs to be modified as necessary; then, with your mouse, point at the tab stop and drag it to a new position in the ruler. Note also that when you drag a tab stop downward out of the ruler, it is deleted.

There is yet another way to proceed when setting tab stops. With both paragraphs selected, invoke **Format > Tabs**. A dialog box opens and shows you the exact positions of the tab stops that are currently set. This dialog works as follows:

To	Do this
----	---------

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<b>Set new tab stops</b>	Enter the desired position in the <b>Tabs</b> field and click on <b>Set</b> .
<b>Delete tab stops</b>	Select one of the existing tab stops in the list and click on <b>Clear</b> . To remove all tab stops at once, click on <b>Clear all</b> .
<b>Shift tab stops</b>	Delete the tab stop and set a new one.
<b>Change the alignment</b>	Click on one of the tab stops given in the list, choose a new alignment with <b>Alignment</b> and click on <b>Set</b> .

To confirm your changes, click **OK**.

**Units of measure:** You can enter values in TextMaker’s dialog boxes not only in inches\*, but also in other units of measure. To enter a value in specific units, simply add one of the following units of measure after the number:

Unit	Explanation
cm	centimeter
in	inch – 1 in equals 2.54 cm.
pt	point – 72 pt equals 1 in.
pi	pica – 1 pi equals 12 pt.

\* The default unit of measure depends on your computer’s region settings.

For example, if you type “7.62 cm” as the position for a tab stop, TextMaker puts it at 3 in (= 7.62 cm).

Back to our practice letter:

Now that the tab stops for the line “Your reference,” etc., and the line under it have been set, we want to put something in the second line.

Move the text cursor to the beginning of this line (line 18) and type:

MB(Tab)Tab11/28/05(Tab)TabHG(Tab)Tab11/25/05

You see, since this line was selected along with the line above it when the tab stops were set, those same tab stops are used here too.

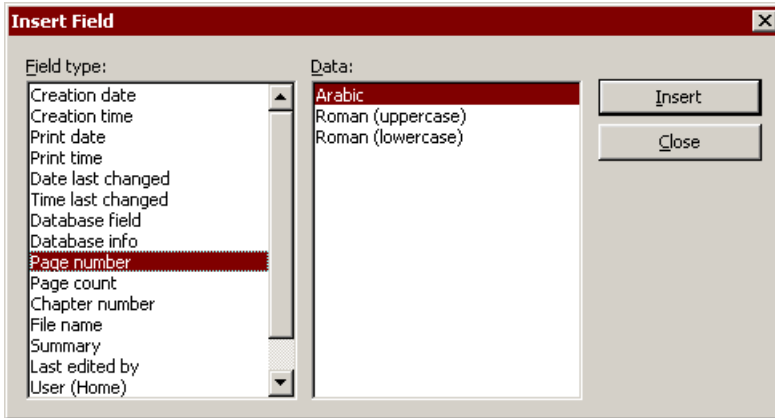
Of course, what is still missing is today’s date. In the next lesson segment, we will let TextMaker insert it automatically and in this way we will get acquainted with *fields*.

---

# Inserting dates and other fields

Today's date should be inserted in the area below "Date:" which has remained empty up until now. Of course we don't want to type it manually; rather, we leave this task to TextMaker.

Insert a tab following the text you just entered with the (Tab)Tab key and invoke the command **Insert > Field**.



*The dialog box for **Insert > Field***

From the **Field type** list, select the field "Print date". The **Data** list changes automatically: here you can select the format in which the date is to be inserted. Choose the desired format and click on **Insert**.

TextMaker now inserts the current date in the text and our letterhead looks something like this:



Fields are very practical aids. First, you have already been spared the trouble of typing the current date manually, and beyond that, the “Print date” field is not merely a fixed value, but a *symbolic* value that stands for the current date. It is automatically updated when you print the document. So, if you print the practice letter tomorrow, tomorrow’s date will appear in the same place.

With the help of fields you can not only insert the date, but also output the current page number of your text, its filename and many other kinds of information.

Furthermore, fields can be used to put in database fields from a database, as is required for form letters.

---

## Page footers

Before you continue, you can open the file Tour3.tmd (if this document was included in your SoftMaker implementation). It contains the example document as it should look at this stage of the exercise.


You can set up page headers and footers for every document – headers will be printed at the top, and footers at the bottom, of *every* page.

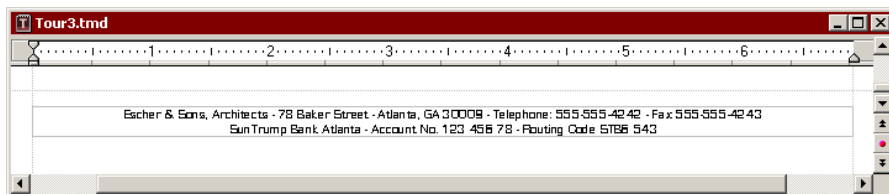
For page footers you invoke the command **Insert > Footer**. Nothing much really happens: the text cursor is just positioned in the bottom margin. This is the area in which you can enter footers.

This time we will select the Arial font in 8 point *before typing*. So, select this font with the aid of the Formatting toolbar. Now, when text is entered it appears immediately in the chosen font.

For the footer, type, for example, the address of our architecture firm and some other information like our firm's bank details. Of course, you don't have to follow the example exactly, if that is too much typing for you:

Escher & Sons, Architects – 78 Baker Street – Atlanta, GA 30009 - Telephone: 555-555-4242 - Fax: 555-555-4243 (c)␣  
SunTrump Bank Atlanta – Account No. 123 456 78 – Routing Code STB6 543

Next, center both footer lines (select them first!) with the icon  in the Formatting toolbar, so that the footer lines appear on the screen something like this:



To get back to the normal text after setting up the footer lines, simply click on any position in the text with the mouse. Later, if you want to edit the footer lines again, all you have to do is click again with the mouse on one of the footer lines.

Give it a try: click on the line under “Bring your family along ...” in the text – and you are back in the text.

This gives us an opportunity to place the complementary close under the last line of the text. Enter a blank line there with (c)␣ and type:

With best regards,(☺)↵  
(☺)↵  
(☺)↵  
(☺)↵  
M.C. Escher(☺)↵  
Escher & Sons, Architects(☺)↵

With this, our letter is essentially finished. In this next and last lesson segment, all we want to do is place a line above the footer to emphasize it better.

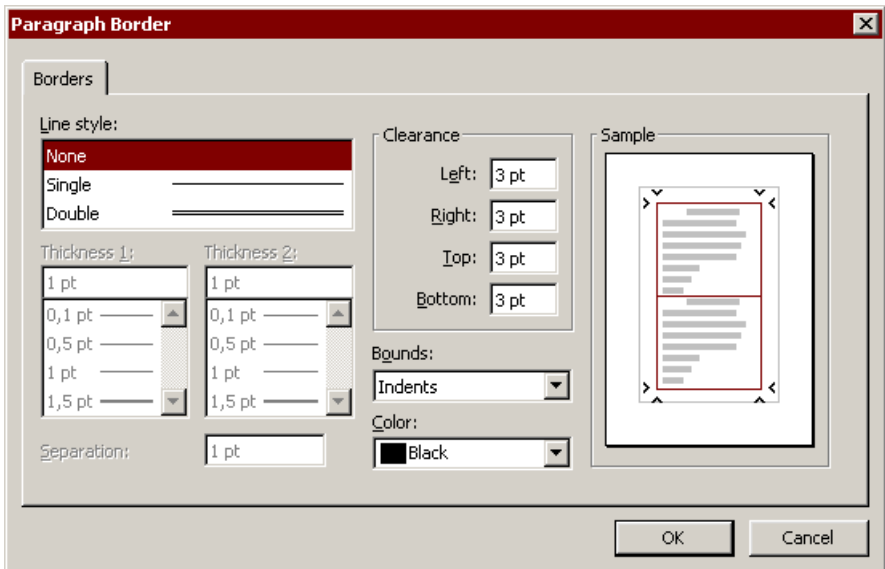
---

## Lines and borders

*Note:* You will find detailed information about this topic in section “Borders and lines” **beginning on page 92**.

In a letter, a line is often drawn between the footer and the body text. This is very easily accomplished in TextMaker with the command **Format > Borders**. Its purpose is to put a border around a paragraph, or to put single lines along the left, right, top and/or bottom edges.

To place a line above the footer, click in the first line of the footer and invoke the command **Format > Borders**. A dialog box appears.



The dialog box for **Format > Borders**

The **Sample** field not only shows you how the bordered paragraph will look; it also allows you to choose, with mouse clicks, *which* lines are to be changed.

At the left, you can set the **Line style** (none, single, double) and the line width.

Let's proceed as follows to place a line above the paragraph:

1. Go to the **Sample** field, where border lines are selected. By default, all the lines (top, bottom, left and right) are pre-selected. This is indicated by the little arrows that appear at the ends of the lines.

Since we only want to change the top line, all the other lines must be deselected. To deselect the unwanted left, bottom and right lines, click on each of them in turn. In the end, only the top line should remain selected, and little arrows should appear only to the left and right of this line.

2. At present **None** is the selected **Line style** – and up until now, no line has been drawn. Select **Single** for a single line.
3. The line width is normally set at 1 point. If you want a thicker or thinner line, select the desired width from **Thickness 1**.

It's as easy as that – first select the lines to be changed in the **Sample** field, then specify whether you want a single or double line under **Line style**, and finally change the **Thickness**.

To remove lines that have already been applied, invoke the command once more, select the lines to be removed, and then click on the line style **None**.

Normal text paragraphs can be furnished with lines using the same method as for footers.

---

## Finished!

Our TextMaker Tour ends here. You will find the final example document (for the completed TextMaker Tour) in the file Tour4.tmd (if this document was included in your SoftMaker implementation).

You now know many of the program's basic functions and you ought to take some time at this point to investigate them further. It would be a good exercise, for example, to format the letter differently, to give it a more attractive font and to put in your own address.

Next, you can delve into the rest of the manual. It has been intentionally put together in such a way that you can read a single chapter at a time as it becomes necessary in the course of your work. So step by step you can familiarize yourself with the functions as you want to use them.

Have fun with TextMaker!



---

# Working with selections

This chapter marks the beginning of the reference section of the manual. This section provides detailed descriptions of all TextMaker's functions organized into chapters by subject matter, as is customary in a reference book.

The reference material in this chapter is about working with *selections*. When you want to delete, copy or move a part of a document, you must first *select* it. This is the case for objects (pictures, drawings, etc.) as well as for text.

In addition, you must select a text segment before you can apply certain commands that modify its formatting. For example, if you want to format a single word in a specific font, you must select the word before you specify the font.

The following pages will teach you everything there is to know about working with selections.

---

## Selecting text

Before you execute a TextMaker command you can, in many cases, *select* a segment of text (or an object) to which you want the command to apply. The command is then performed only on the selected text or object.

You can make a selection with the mouse, stylus or keyboard.

### Using the mouse for selection

You make selections with the mouse as follows:

#### ■ **Selecting text segments**

To select a text segment of any length, position the mouse cursor at the beginning of the segment, press and hold down the left mouse button, and drag the cursor to the end of the segment.

To select a *word*, double click on the word.

To select an entire *line*, click in the left margin beside the line. You can select multiple lines by dragging beside them in the left margin.

To select a whole *paragraph*, double click in the left margin beside the paragraph.

### ■ Canceling a selection

When you want to cancel a selection, simply click anywhere in the document outside the selection.

### ■ Selecting objects

To select an object (picture, drawing, etc.), simply click on it with the mouse. A red frame appears around the object to indicate that it is selected.

## Using the stylus for selection

Selection works the same way with a stylus as it does with a mouse (see above).

## Using the keyboard for selection

You make selections with the keyboard as follows:

### ■ Selecting text segments

Move the text cursor (caret) to the beginning of the text segment you want to mark. Press the Shift key (Shift\*), hold it down, and move the cursor in any direction with the arrow keys.

You can select as little as a single character with (Shift\*)(æ)Shift+← or (Shift\*)(Æ)Shift+→, and as much as whole pages with (Shift\*)(PgUp½)Shift+PgUp or (Shift\*)(PgDn¼)Shift+PgDn.

To select the *entire document*, press the key combination (Ctrl)(Home)Ctrl+Home, followed by the key combination (Ctrl)(Shift\*)(End)Ctrl+Shift+End – or invoke the command **Edit > Select All**.

### ■ Canceling the selection

When you want to cancel a selection, simply press any arrow key.

### ■ Selecting objects

Objects can be selected only with the mouse or stylus (see above).

---

# Moving, deleting and copying

All the operating systems that TextMaker supports have an extremely useful feature: the *clipboard*.

The clipboard works like this: when you select something in the document and then cut or copy it, your selection goes *into the clipboard*. The clipboard holds the selection temporarily, so that it is available for reinsertion anywhere in the document. In this way, the clipboard facilitates the deletion, copying and moving of text segments (as well as objects).

All the required commands are found in the **Edit** menu:

Delete	If you select a text segment (or object) and invoke <b>Edit &gt; Delete</b> , the segment or object will be deleted – <i>without</i> being moved into the clipboard. Using the keyboard shortcut for this command is even faster: the (Del) <b>Del</b> key.
Cut	The command <b>Edit &gt; Cut</b> likewise deletes the content of a selection – but not permanently. Instead, it places this content in the clipboard, so that the content remains available for insertion later anywhere in the document. There is also a keyboard shortcut for cutting: (Ctrl)(X) <b>Ctrl+X</b> .
Copy	The <b>Edit &gt; Copy</b> (shortcut: (Ctrl)(C) <b>Ctrl+C</b> ) copies the content of the selection into the clipboard.
Paste	You use the <b>Edit &gt; Paste</b> command to insert the content of the clipboard into the text. Move the text cursor to the place in the text where you want to make the insertion and then invoke the command or press (Ctrl)(V) <b>Ctrl+V</b> . You can insert the content of the clipboard multiple times in this manner.

In case it still isn't completely clear how the clipboard helps you delete, copy or move something, you can consider the whole subject once again from a different point of view:

## ■ How do I delete text?

Select the text segment and either cut it with (Ctrl)(X)**Ctrl+X** to place it in the clipboard, or delete it permanently with (Del)**Del**.

### ■ How do I move text?

Select the text segment and cut it with **(Ctrl)(X)Ctrl+X**. Then move the text cursor to the place in the text where you want it to appear and reinsert it with **(Ctrl)(V)Ctrl+V**.

### ■ How do I copy text?

Select the text segment and copy it into the clipboard with **(Ctrl)(C)Ctrl+C**. Then move the text cursor to the place where you want to insert the copy and press **(Ctrl)(V)Ctrl+V**.

If you want to insert the text again, all you have to do is move the text cursor to the next place where you want to insert it and press **(Ctrl)(V)Ctrl+V** again.

Everything works the same way for objects like pictures and drawings, as it does for text.

## Moving and copying text with the mouse (“drag and drop”)

You can select a text segment with the mouse, drag it to another position and drop it there. With this technique, known as “*drag and drop*”, you can move or copy text very quickly.

Proceed as follows:

1. Select the text segment.
2. Position the mouse cursor on the selection.
3. Press the left mouse button and hold it down.
4. With the mouse button held down, drag the selection to the desired position.
5. When you release the mouse button, the content of the selection is *moved* to the new position. When you release the mouse button while pressing the **(Ctrl)Ctrl** key, the selection is instead *copied* to the new position.

---

## Pasting with special formatting

When you place information in the clipboard using **Edit > Cut** or **Edit > Copy**, this information is saved in several formats. For example, if you select text, the text is saved both in formatted form and in unformatted form.

Normally, you don't need to be concerned about this, because TextMaker automatically selects the most appropriate format when it inserts the content of the clipboard into your document in response to an **Edit > Paste** command. However, if you need to, you can select the format in which the content is to be inserted yourself. You use the **Edit > Paste Special** command to do this.

When you invoke this command, a dialog box appears and presents you with a list of all the formats in which the information currently residing in the clipboard is saved. When you select a format and then confirm with **OK**, the content of the clipboard is inserted in the selected format.

---

## Inserting a document

With the **Insert > Document** command, you can insert a complete TextMaker document into the current document.

To do this, proceed as follows:

1. Move the text cursor to the position in the current document at which the other document is to be inserted.
2. Invoke the command **Insert > Document**.
3. A dialog box opens and allows you to select the document to be inserted.
4. After making your selection, confirm with **OK**.

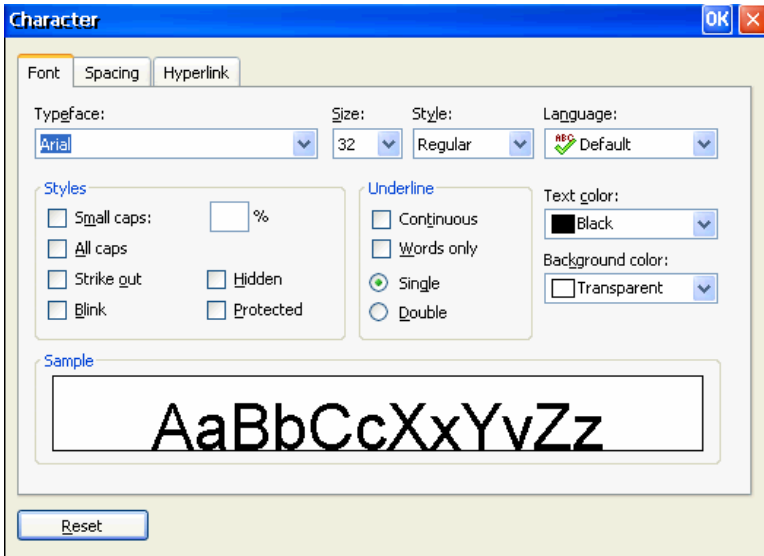
The selected document is inserted.

<p><i>Note:</i> The <b>Insert &gt; Document</b> command only works in body text – it is not available within text frames.</p>
---



# Character formatting

With the help of the **Format > Character** command you can change the appearance of one or more characters in the text. The term “character” refers to any letter, numeral or punctuation sign.



The **Format > Character** dialog box provides several property sheets and you can switch between them by clicking on one of the property sheet tabs along the top of the window:

- **Font** property sheet

For selecting the typeface and font size, font styles like bold, italic and underlined, colors and language

- **Spacing** property sheet

For changing super- and subscript properties, character spacing and character pitch

- **Links** property sheet

For inserting and editing Internet links. You will find information about this topic in section “Creating links” [beginning on page 418](#).

## Modifying character formatting

There are two ways to modify character formatting:

- *After text has been entered*, you can modify character formatting by selecting the desired text, invoking the **Format > Character** command and making the desired changes.
- *As you type new text*, you can modify character formatting by pausing to select the format for the text to follow with the **Format > Character** dialog, and then continuing to type. For example, you can select a new font. From that point on, all text that you enter will appear in the new font – until you again make a font selection.

Note also that once character formatting has been applied, it can be removed at any time using the **Format > Standard** command or the **Reset** button in the **Format > Character** dialog box. The text will then appear in the default font, without any emphasis or other special character formatting.

Additional information on the topic of character formatting is presented on the following pages.

---

## Typeface and font size

To change the typeface and/or the font size, do the following:

1. Select the text to be modified.
2. Invoke the command **Format > Character**.
3. Switch to the **Font** property sheet.

Now you can set the desired typeface and font size:

- To change the *typeface*, open the **Typeface** dropdown list box by clicking with the mouse on the small arrow to its right and select the desired typeface.
- The most useful *font sizes* are presented in the **Size** dropdown list box. You can select one of these sizes or enter a different size manually. Type sizes can be given with a precision of a tenth of a point – thus a size such as 12.7 is allowed.

Font sizes are customarily given in *points* (abbreviated “pt”). As a rule, you should use font sizes between 10 and 12 points for normal text, and a somewhat larger



size, say 14 to 18 pt, for headings. Major headings may be even larger (24 pt, for example).

## Using the Formatting toolbar

You can also change the typeface and font size with the Formatting toolbar.



*The Formatting toolbar*

This is done by selecting the text you want to format, opening the dropdown list box containing typefaces or the one containing type sizes and selecting the desired format from the list with a mouse click.

---

## Text styles

*Text styles* like bold, italic, underline, etc. are formats that give emphasis to text.

TextMaker provides the following text styles:

- **Italic:** A slanted variant of the typeface.
- **Bold:** A heavier (“thicker”) variant of the typeface.
- **SMALL CAPS:** Lowercase letters are replaced with small uppercase letters.
- **ALL CAPS:** All letters are rendered in UPPERCASE.
- **Strike-out:** The text is struck through.
- **Blinking:** The text blinks (for HTML pages; not visible in all web browsers).
- **Hidden:** The text does not appear on the screen, or on the printed page, or both (see the section “Hiding text” [beginning on page 69](#)).
- **Protected:** The text cannot be modified (see the section “Protecting text” [beginning on page 70](#)).
- **Underline:** You can give text a **single** or **double** underline. The underline can be **continuous** or by **word only** (spaces not underlined).

- **Superscript** (e.g.  $r^2$ ) and **subscript** (e.g.  $H_2O$ ): These text styles are found on the next property sheet (see “Superscripts and subscripts” [beginning on page 67](#)).
- **Text color** and **Background color**: see the next section
- **Language**: If necessary, you can also specify the language of a section of text (only required when you use *more than one* language in a document – see section “Setting the language” [beginning on page 280](#)).

Text styles can be combined as desired.

## Applying text styles

To apply text styles, invoke the command **Format > Character** and switch to the dialog’s **Font** property sheet. Now you can turn the desired styles on and off.

For example, to turn on bold or italic, open the **Style** list (to the right of typeface size) and select the desired format from the list: Regular, *Italic*, **Bold** or ***Bold-Italic***.

To apply other text styles, turn them on (or off) by clicking with the mouse on their checkboxes in the **Styles** section of the dialog.

## Using the Formatting toolbar

The most useful text styles can also be applied using the Formatting toolbar.



Click on the icon for the format you want to apply or remove: The **B** stands for bold, the *I* for italic, and the U for single underline.

**Tip:** There are also keyboard shortcuts for the application of these formats: **(Ctrl)(B)Ctrl+B** for bold, **(Ctrl)(I)Ctrl+I** for italic, and **(Ctrl)(U)Ctrl+U** for single underline.

---

# Text color


You can specify color for both the text itself and for its background.

To do this:

1. Select the desired text.
2. Invoke the command **Format > Character**.
3. Switch to the **Font** property sheet.

You can now select the desired color for the text from the **Text color** list box.

You can also specify a background color for the text using the **Background color** list box. By default, text has a **transparent** background. If you select a color for the background, the text will appear against this color – somewhat as if it was marked with a highlighter.

*Tip:* The text color can also be changed using the color list  in the Formatting toolbar. You can click on this list, which is situated to the right of the size list, and select the desired color.

If none of the existing colors suits you, you can always compose your own colors. To do so, click on “Define color...”, the last item in the color list (see section “Document properties, Colors property sheet” [beginning on page 463](#)).

---

# Superscripts and subscripts

You can position text above or below the baseline and in this way create a superscript (e.g.  $r^2$ ) or subscript (e.g.  $H_2O$ ).

To do this, select the text, invoke the command **Format > Character**, switch to the **Spacing** property sheet and check the **Superscript** or **Subscript** check box.

If you wish, you can specify the amount of offset above or below the baseline by entering a percentage in the **Position** edit box. In addition, you can specify the size reduction to be applied to the superscripted or subscripted text by entering a percentage in the **Size** edit box. For example, if you want a subscript to be the same size as adjoining normal text, you can specify 100 percent.

**Tip:** Keyboard shortcuts are available for super- and subscripts as follows: (Ctrl)(Shift\*)(Num+)**Ctrl+Shift+(Num+)** (Plus key on the numeric pad) for superscript, (Ctrl)(Shift\*)(Num-)**Ctrl+Shift+(Num-)** for subscript and (Ctrl)(Shift\*)(Num\*)**Ctrl+Shift+(Num\*)** to remove a super- or subscript.

---

## Spacing and pitch

With TextMaker, you can also change the spacing and pitch of text.

**Spacing** is the horizontal distance between characters. Giving a value smaller than 100% causes the characters to appear closer together than normal; giving a value larger than 100% causes the characters to appear farther apart.

If you change the **pitch**, the width of the characters themselves, rather than the spacing between them, is changed – thus, the shapes of the characters are changed.

To change these settings, invoke **Format > Character**, switch to the **Spacing** property sheet and enter the desired value at **Spacing between characters** or **Character pitch**.

Note that the pitches of characters belonging to *printer fonts* usually cannot be changed.


---

## Transferring formatting

With the command **Format > Transfer Formatting** you can quickly apply a character's format (typeface, size, styles etc.) to other characters.

To do so, proceed as follows:

1. Select the character whose format is to be transferred. You can also select multiple characters; they should however be formatted in the same text style.
2. Invoke the command **Format > Transfer Formatting**.

The mouse pointer now becomes a little brush: 

3. Drag the mouse (with the mouse button held down) over all the characters to which the format is to be transferred.

4. If you want to apply the format to additional characters, repeat step 4 as often as required.
5. When you are finished, invoke **Format > Transfer Formatting** again or simply press the (Esc)Esc key.

---

## Hiding text

You can *hide* sections of text. Normally, hidden text is displayed on the screen but not printed.

However, there are options in the document properties for **Show hidden text** and **Print hidden text**. Hidden text will or will not appear on the screen and on the printed page, depending on the settings of these options.

Application: Hidden text is ideal for comments or notes that you want to incorporate into a document so that, for example, they will be viewable on the screen, but not appear on the printed page.

### Hiding text

To hide text, do the following:

1. Select the text you want to hide.
2. Invoke the command **Format > Character**.
3. Switch to the **Font** property sheet.
4. Check the **Hidden** option.

The text is now hidden. By default, it will still be displayed on the screen, but will not appear on the printed page.

### Displaying/printing hidden text

By default, hidden text is visible on the screen but does not appear on the printed page. However, you can specify in the document's properties whether hidden text is to be visible on the screen and whether it is to be printed.

To do this, invoke the command **File > Properties** and switch to the **View** property sheet. In the **Hidden text** group box, you will find the following options:

■ **Show hidden text**

This option controls the visibility of hidden text on the screen.

By default, this option is checked, so that hidden text is visible. Hidden text is displayed with a dotted underline to distinguish it from normal text.

If you disable this option, hidden text is not visible on the screen.

■ **Print hidden text**

The **Print hidden text** option controls the printing of hidden text along with the document's normal text.

By default, this option is not checked and hidden text is not included on the printed page.

If you want all hidden text segments to be printed you must enable this option.

## Removing the "Hidden" format

If you want to remove the **Hidden** format, do the following:

1. Make sure that the **Show hidden text** option in the document properties is enabled (see above), so that you can see the text.
2. Select the hidden text, invoke **Format > Character** and uncheck the **Hidden** option on the **Font** property sheet.

The text is now without the hidden property.

---

## Protecting text

You can *protect* a segment of text to prevent it from being changed or deleted.

### Protecting text

To protect text, do the following:

1. Select the text you want to protect.
2. Invoke the command **Format > Character**.
3. Switch to the **Font** property sheet.
4. Check the **Protected** option.

Text that is protected in this manner cannot be edited. If you position the text cursor in such text and attempt to insert or delete something, your attempts will have no effect.

**Important note:** If you select a range of text that *includes* some protected text and delete the entire range, the protected text included in the range will be deleted along with the other text! Protection only prevents editing or deleting *within* the protected segment itself.

## Removing the “Protected” property

To remove the “Protected” property, select the segment of protected text, invoke the command **Format > Character** and uncheck the **Protected** option on the **Font** property sheet.

The text segment is no longer protected and can be edited as normal.

---

## Undoing character formatting

You can always remove character formatting that you have applied.

To do so, proceed as follows:

1. Select the text segment of interest.
2. Invoke **Format > Standard** or press the corresponding shortcut keys: **(Ctrl)(Space)Ctrl+Space**.

TextMaker now removes any character formatting that you have applied using **Format > Character** or the Formatting toolbar.

Paragraph formatting and character formatting that is part of a paragraph style remains in place.

*Note:* This process also removes the **Hidden** and **Protected** property of characters. Accordingly, text that was previously hidden becomes visible, and text that was previously protected can again be edited.



---

# Paragraph formatting

You specify the *formats for paragraphs* with the **Format > Paragraph** command.

**Some of the most common paragraph formats include:**

- Indents
- Line spacing
- Spacing before/after the paragraph
- Paragraph alignment (left, right, centered or flush)
- Hyphenation (automatic)
- Character format (changes of font, text style, etc. that apply to the *entire* paragraph)
- Tab stops

**Besides these, TextMaker provides the following additional paragraph formats:**

- Bulleted and numbered lists
- Drop caps
- Shading
- Borders
- Outline level
- Forced breaks before paragraphs (page breaks, column breaks...)
- Paragraph control (keeping specified paragraphs together, etc.)
- Additionally, you can use non-breaking spaces for keeping two words on the same line

Paragraph formats always apply to *complete paragraphs*. Changes to paragraph formatting affect the entire paragraph in which the text cursor is positioned. If you select several paragraphs, all the selected paragraphs are affected.

## Changing the paragraph formatting

You can modify the paragraph formatting in either of two different ways:

- To change the formatting of paragraphs *after they have been typed*, select the paragraphs of interest, invoke **Format > Paragraph** and make the desired changes.
- To change the paragraph formatting *while typing new text*, set the desired formatting with **Format > Paragraph** without anything selected. The current

paragraph is re-formatted according to your settings. Moreover, from this point on, every new paragraph that you begin by pressing the Enter key (↵) takes on the same new format – until you change the paragraph formatting again.

Paragraph styles (for the advanced user): You will find that *paragraph styles* can relieve you of a considerable amount of the work involved in formatting paragraphs. With their help you can apply pre-defined formats to paragraphs very quickly. You will find information about this topic in the chapter “Styles” beginning on page 115.

Units of measure: You can enter values in TextMaker’s dialog boxes not only in inches\*, but also in other units of measure. To enter a value in specific units, simply add one of the following units of measure after the number:

Unit	Remark
cm	centimeter
in	inch – 1 in equals 2.54 cm.
pt	point – 72 pt equal 1 in.
pi	pica (character) – 1 pi equals 12 pt.

\* The default unit of measure depends on your computer’s region settings.

For example, if you type 7.62 cm as the position for a tab stop, TextMaker puts it at 3 in (= 7.62 cm).

---

## Indents

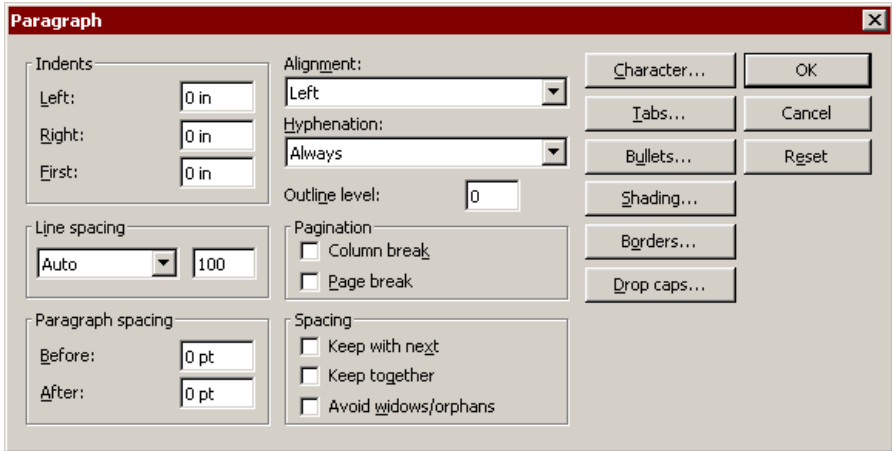
With the help of *indents*, you can change the left and right margins of paragraphs to occasionally inset or widen text. The indent for the first line of a paragraph can be specified separately.

For example, in this paragraph the **First** line indent is set at 0.4 in, the **Left** indent at 0.8 in and the **Right** indent at 1.2 in.

Indents are always given relative to the page margins. For example, if the left page margin is set at 1 in and you set the **Left** indent to 1.5 in, the text begins at 2.5 in.

**Note:** You set the page margins themselves with the help of the **File > Page Setup** command, *not* with indents.

To use indents, place the text cursor in the paragraph to be modified or select multiple paragraphs to be modified, then invoke **Format > Paragraph**.



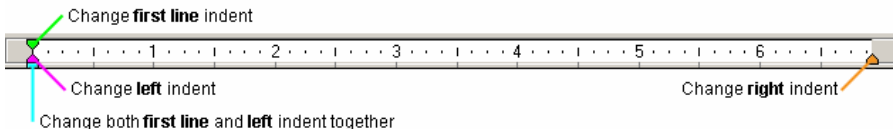
You can set the **Left** indent, the **Right** indent, and the **First** line indent in the **Indents** group box. Enter the desired values in the respective edit boxes.

You can also enter negative values when, for example, you want to widen the text.

## Using the Horizontal ruler

When the horizontal ruler is visible (**View > Horizontal Ruler** checked), it provides a convenient alternative for changing indents.

Indents are shown in the ruler as follows:



To change the indents, first select the paragraph(s) you want to modify; then click with the mouse on one of the triangles in the ruler (see illustration above), hold the mouse button down and drag it to the desired position.

When changing the **Left** indent, be careful to catch hold of the correct triangle: the *lower* triangle is the one that will affect this indent. Likewise, the upper triangle is only for the **First** line indent. The rectangular slider under both triangles changes both the **Left** and **First** indents together.

## Using the keyboard

Indents can also be changed using the following keyboard shortcuts:

- (Ctrl)(M)**Ctrl+M**      Increase **Left** indent
- (Ctrl)(Shift\*)(M)**Ctrl+Shift+M**      Decrease **Left** indent
- (Ctrl)(T)**Ctrl+T**      Increase hanging indent\*
- (Ctrl)(Shift\*)(T)**Ctrl+Shift+T**      Decrease hanging indent\*

\* Increases the **Left** indent while at the same times decreasing the **First** line indent. As a result, the first line of the paragraph keeps its position and only the other lines are indented.

---

## Line spacing

*Line spacing* is the distance between the lines of a paragraph.

To change the line spacing, do the following:

1. If multiple paragraphs are to be modified, select them.
2. Invoke the **Format > Paragraph** command.
3. You will find the options for line spacing in the **Line spacing** group box:

First, select the method you want to use to specify the line spacing (see below) from the dropdown list box.

Then enter the spacing in the edit box to its right.

When you confirm with **OK** the line spacing will be changed according to your settings.

## Methods of specifying the line spacing

You can specify the line spacing in three different ways. The dropdown list in the **Line spacing** group box which was described above allows you to choose from the following methods:

- **Auto** (automatic line spacing)

With automatic line spacing, TextMaker determines the optimum line spacing automatically. If you increase the font size in the paragraph, it increases the line spacing automatically. If you decrease the font size, it automatically reduces the line spacing.

To the right of the list box you can enter a percentage. The default value of 100 percent corresponds to a normal automatic line spacing; if you enter “150”, the automatically determined spacing is multiplied by 1.5, etc.

- **Exactly** (fixed line spacing)

Here, you can enter the line spacing manually in points. Tip: a rule of thumb for correct line spacing is:

$$\text{line spacing} = \text{font size} \times 1.2$$

So, for a 10 point font a line spacing of about 12 points is suggested.

- **At least** (automatic line spacing with a given minimum)

The **At least** setting provides an automatic line spacing of 100% but prevents any reduction below the specified minimum value. So, if you enter 12 points as a minimum value, TextMaker uses normal automatic line spacing as long as you use font sizes of 10 points or more – but it keeps the line spacing at 12 points when you use smaller font sizes.

By default, the line spacing is set to **Auto** and 100 percent.

There are also keyboard shortcuts for the most useful settings:

- (Ctrl)1) **Ctrl+1** Automatic single line spacing (100%)
- (Ctrl)5) **Ctrl+5** Automatic one and a half line spacing (150%)
- (Ctrl)2) **Ctrl+2** Automatic double line spacing (200%)

---

## Spacing before/after

Besides the line spacing, you can specify the amount of empty space to be added above the first line and below the last line of a paragraph. You do this in the **Paragraph Spacing** group box in the dialog box of the **Format > Paragraph** command.

The following options are available here:

Option	Meaning
<b>Before</b>	Here enter the amount of spacing to be added between the end of the previous paragraph and the beginning of the current paragraph.
<b>After</b>	Here you can set the amount of spacing that TextMaker should reserve between the end of the current paragraph and the beginning of the next paragraph.

---

## Paragraph alignment

In TextMaker there are four kinds of paragraph alignment (listed here with their corresponding keyboard shortcuts):

- Flush left            (Ctrl)(L)**Ctrl+L**
- Flush right         (Ctrl)(R)**Ctrl+R**
- Centered            (Ctrl)(E)**Ctrl+E**
- Justified            (Ctrl)(J)**Ctrl+J**

To modify the paragraph alignment, select the paragraphs you want to change and press one of the keyboard shortcuts listed above.

Alternatively, you can invoke the command **Format > Paragraph** and select the desired paragraph alignment from the **Alignment** dropdown list.


### Using the Formatting toolbar

You can also set the paragraph alignment with the help of the Formatting toolbar. To do so, click on one of the following buttons:

 Flush left

 Flush right

 Centered

 Justified

The alignment of the selected paragraph changes accordingly.

---

## Hyphenation

The purpose of hyphenation is to regularize the right margin of the text by breaking up long words that occur at the ends of lines.

In TextMaker, hyphenation is completely automatic and takes effect as you type (unless you have turned it off with the **Format > Paragraph** command). So you normally don't need to concern yourself with it at all.

You have only to make sure that you have set the correct *language*. Naturally, the hyphenator will not produce correct results if you allow it to separate, for example, German words according to English hyphenation rules.

### Setting the default language

**Important:** For the spell checker, hyphenator and thesaurus to function correctly you must set the *default language* to the language which you will, by default, use.

To set the default language, do the following:

1. Invoke the command **Extras > Preferences**.
2. Switch to the **Language** property sheet.
3. Select your native language as the **Default Language**.
4. Confirm with **OK**.

Once you have let TextMaker know which language you use to write your documents, you can safely “forget” hyphenation. It will work automatically in the background.

## Formatting text segments in another language

If you ever compose a document wholly or partly in a foreign language, the **Format > Character** command will be useful to you. You can use it to format segments of text in another language.

When you format a segment of text in another language, the spell checker, thesaurus and hyphenator operate there according to the specified language.

Normally, the whole document is formatted in the **Default** language; so the default language specified in the **Preferences** is applied to it (see above). If the document contains a segment of foreign language text – for example a citation in German – that segment can be formatted in the appropriate language as follows:

1. Select the segment that contains foreign language text.
2. Invoke the command **Format > Character**.
3. Switch to the **Font** property sheet.
4. Choose the desired language from the **Language** list.
5. Confirm with **OK**.

Now, when it comes to this segment of text, the hyphenator will follow German language rules; likewise, the spell checker will refer to the German dictionary.

You can change the language within a document as often as you like; and of course you can format a whole document in a foreign language.

**Back to the default language:** To reformat a segment of text in the default language, select it and assign the **Default** language to it with the **Format > Character** command as described above.

**“No” language:** If you format a segment of text as **No language**, no hyphenation will be performed on it at all. In addition, the spell checker will skip this segment.

You will find additional information about this topic in section “Setting the language” [beginning on page 280](#).

## Setting the hyphenation frequency

If you wish, you can specify how often the hyphenator should break words – or even turn the hyphenator off. You can do this separately for each paragraph.



To do so, first select the paragraphs of interest, then invoke **Format > Paragraph** and make the desired setting in the **Hyphenation** dropdown list.

The following options are available:

Setting	Effect
<b>None</b>	No hyphenation is performed.
<b>Always</b>	Hyphenation is attempted in successive lines without limit. This is the default setting.
<b>Every 2 Lines</b>	Hyphenation is attempted only in every second line.
<b>Every 3 Lines</b>	Hyphenation is attempted only in every third line.

Thus, with **None** you turn hyphenation completely off for the selected paragraph. With **Always**, on the other hand, you allow hyphenation to be performed whenever possible on any line of the paragraph.

But what do the other two options do? It is not always a good idea to hyphenate at every point where it would be possible to do so. When working with text in narrow columns, for example, that could lead to a broken word at the end of almost every line and consequently to a reduction of the document's legibility. In such cases you can use the **Every 2 Lines** or **Every 3 Lines** option to direct TextMaker to attempt hyphenation only in every second or third line.

## Manual modifications to hyphenation

The hyphen that TextMaker inserts when performing hyphenation is not a normal dash. Rather, it is known as a *soft hyphen*. If you change the text in such a way that the hyphenation becomes superfluous, the soft hyphen separating the word disappears automatically.

Should TextMaker perform a hyphenation in the wrong place, or fail to hyphenate when a hyphen is needed, you can insert soft hyphens in the text manually. To do this, use the keyboard shortcut **(Ctrl)(-)Ctrl+Minus** (minus sign).

**Tip:** Soft hyphens that you insert manually always have priority over hyphens that TextMaker sets automatically. This priority allows you complete control over the automatic hyphenation.

---

# Characters

The dialog box for the **Format > Paragraph** command has a button called **Character**. With the help of this button, you can modify the character formatting (font, text style, etc.) *for entire paragraphs*. This is especially useful in format styles (for more detail, see section “Paragraph styles” [beginning on page 121](#)).

To change the character formatting of complete paragraphs, select the paragraphs you want to change, invoke **Format > Paragraph** and click on the **Character** button. A dialog box like the one for **Format > Character** will appear (for a description, see chapter “Character formatting” [beginning on page 63](#)).

---

# Tabs

A tab stop is a kind of “jump target” that you can use to position the text cursor at a specific point within a line by inserting a tab.

Tabs help you to compose, for example, tabular reports.

To work with tabs, two steps are required:

1. Define the tab stops with the **Format > Tabs** command. This is the way you specify the positions to which tabs will move the cursor.
2. Now you can use the (Tab)**Tab** key to make the text cursor jump from one tab stop to the next – this is called inserting tabs.

**Note:** Although the tab key on most PC keyboards is marked with **two arrows**(**↵**), the legend (Tab)**Tab** is used for it in this manual to distinguish it better from the direction keys.

---

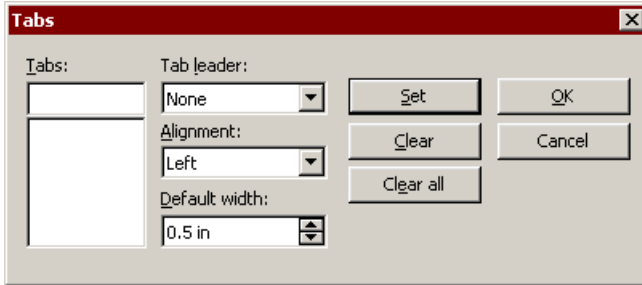
# Using tabs

By default, tab stops are preset at 0.5 in intervals. However, these preset tab stops are merely relics from the era of the typewriter and you are by no means limited to them.

You can define different tab stops for every paragraph of the document.

**To set tab stops, proceed as follows:**

1. Select the paragraphs of interest.
2. Invoke the command **Format > Tabs**.



3. In the **Tabs** edit box, enter the desired position relative to the left page margin – thus, “0” corresponds to the left page margin.
4. If desired, select another **Alignment** and another **Tab leader** for the tab (see the next pages).
5. *Don't forget:* Click on the **Set** button.
6. Set up any additional tab stops you need in the same way before you exit the dialog box with **OK**.

Once tab stops have been set, you can use the Tab key (Tab) **Tab** to insert tabs in the text to move from one tab stop to the next.

You can enter a value for the **Default width** to specify the spacing between the predefined tab stops mentioned earlier (normally 0.5 in). However, once you have defined your own tab stops for a given paragraph, the predefined tab stops are ignored.

---

## Tab alignment

With **Format > Tabs** you can specify not only the position for a new tab stop, but also its alignment:

**Left**

A normal tab stop similar to one on a typewriter. The tab stop determines where the following text *begins*.

- Right**                      Here the text following the tab is aligned flush right. Thus, the tab stop determines where the text *ends*.
  
- Center**                     The text after the tab is centered on the tab position. Thus, the tab stop determines where the *middle* of the text falls.
  
- Decimal**                    For formatting columns of numbers. The numbers are positioned in such a way that their *decimal separators* are vertically aligned.

To change the alignment of an existing tab stop, invoke **Format > Tabs**. Select one of the tab stops that has been set, change its alignment by selecting a new alignment from the **Alignment** list and click on **Set**.

## Tab leaders

The space that a tab skips over can be filled with a leader character if desired:

- None**                         A tab without a leader
- Solid** \_\_\_\_\_            A tab with underscores as leaders
- Dashed** -----            A tab with dashes as leaders
- Dots** .....                 A tab with dots as leaders (used frequently in tables of contents and indices)

To provide an existing tab stop with a leader, invoke **Format > Tabs**. Select one of the tab stops that has been set, choose the desired leader from the **Tab leader** list and click on **Set**.

## Deleting and moving tabs

Tab stops can be modified at any time after they have been defined. Select the paragraphs whose tab stops are to be edited and invoke **Format > Tabs**.

Select one of the tab stops that is already set from the **Tabs** list. You can remove it with the **Clear** button. The **Clear all** button removes all the tab stops in the selected paragraphs.

It is not possible to move a tab stop to a new position with the **Format > Tabs** command. You can only clear the tab stop and then set a new one at the desired position. However, moving tabs is easier with the horizontal ruler.

---

## Using the horizontal ruler





All the tab stops that are set for the current paragraph are shown in the horizontal ruler.



*The horizontal ruler with some flush left tabs set at various positions*

With the ruler, tab stops can be set, moved and deleted.

To set tabs, first select the paragraphs of interest. Then, to choose the desired tab type, click on one of the following icons in the Formatting toolbar:

-  Flush left tab
-  Flush right tab (the text *ends* at the tab position)
-  Centered tab (the text is *centered* on the tab position)
-  Decimal tab (numbers are aligned on the *decimal separator*)

Finally, simply click on the ruler on the desired positions to position the tabs.

If the position of a tab stop doesn't suite you, you can move it very easily: click on it with the mouse and, while holding the mouse button down, drag it to another position.

To clear a tab stop, drag it downward outside the ruler.

---

## Bulleted lists

Lists in which each item is placed in its own paragraph and set off with a marker, are much easier to read than comma separated lists.

The markers used for such lists (typically little boxes, circles, etc.) are called *bullets*.

Creating bulleted lists is an easy task for the TextMaker user: TextMaker can add bullets to paragraphs and automatically inset them with the press of a key.

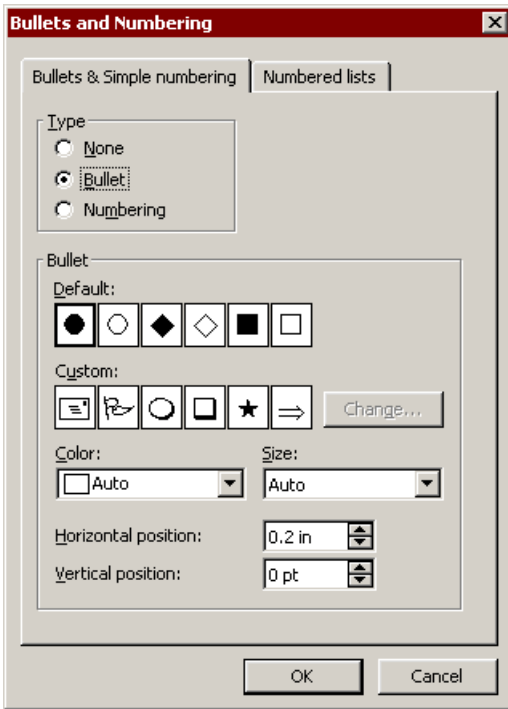
Alternatively, you can create lists whose elements are numbered rather than bulleted. In this case, the paragraphs are automatically numbered with 1., 2., 3.,

etc. You will find information about this in chapter “Automatic numbering” [beginning on page 155](#).

## Adding bullets

To begin a bulleted list, do the following:

1. Invoke the command **Format > Bullets and Numbering**.
2. Switch to the **Bullets & Simple numbering** property sheet.
3. Select the **Bullet** option in the **Type** group box.



4. Select the kind of bullet you want by clicking on one of the bullets in the **Bullet** group box.
5. Confirm with **OK**.

6. Now type your text. At the end of the paragraph press the Enter key (↵) to start a new paragraph. TextMaker automatically indents the paragraph and adds a bullet.

Naturally, you can also add bullets to paragraphs after they have been typed. To do so, select the text, invoke the command introduced above, and select a bullet.

## Removing bullets

To end a list or remove existing bullets, proceed as follows:

1. At the end of the last bulleted paragraph press the Enter key (↵) to start a new paragraph.  
*Or:* Select the bulleted paragraphs where you want the bullets to be removed.
2. Invoke **Format > Bullets and Numbering**.
3. Switch to the **Bullets & Simple numbering** property sheet.
4. Turn bulleting off by selecting the option **None** in the **Type** group box.
5. Confirm with **OK**.

## Options

The **Bullets & Simple numbering** property sheet in the **Format > Bullets and Numbering** dialog box allows you to make the following settings for bullets:

### ■ Type

Here you can specify either a **Bullet** or **Numbering** for the paragraph. So, for bullets you select the **Bullet** option. (You will find information about the **Numbering** option in section “Simple enumerations” [beginning on page 156](#).)

If you set the **Type** to **None**, any existing bulleting or numbering is removed.

You can transform a bulleted list into a numbered list any time you like simply by changing the **Type** to **Numbering**. Naturally, you can also do the opposite.

## ■ **Default and Custom**

Here you can select the bullet to be used. Predefined bullets are presented in the **Default** row. The bullets presented in the **Custom** row can be edited to create user-defined bullets (see below).

## ■ **Color** (default bullets only)

You can select a different color for the bullet from the **Color** dropdown list. The default colors presented in this list can always be supplemented with colors you compose yourself (see section “Document properties, Colors property sheet” [beginning on page 463](#)).

*Tip:* If you set the color to “Automatic”, TextMaker will automatically set the color of the bullet to the color assigned to the paragraph at its right.

## ■ **Size** (default bullets only)

Here you can change the size (in points) of the bullet as required.

*Tip:* If you select the option “Automatic”, TextMaker will automatically set the size of the bullet to the font size specified for the paragraph at its right.

## ■ **Character** button (custom bullets only)

If you have selected a bullet from the **Custom** row, the two options mentioned above are replaced by a **Character** button. Click on this button if you want to change the character formatting (size, color, emphasis, etc.) of the bullet.

*Tip:* If you do *not* make any changes to the character format, the bullet will automatically use the character format of the paragraph at its right.

## ■ **Horizontal position**

Specifies how far the text is to be inset to the right to make room for the bullet.

## ■ **Vertical position**

Specifies the vertical position of the bullet on the line. A negative value makes the bullet lower; a positive value makes it higher.

## ■ **Numbered lists** property sheet

This property sheet gives access to an additional option for creating bulleted or numbered paragraphs: *numbered lists*. Numbered lists can be saved and re-used whenever you need them. In addition, numbered lists can have hierarchical numbering (1., 1.1., 1.1.1. etc.).



You will find information about numbered lists in section “Numbered lists” [beginning on page 160](#).

## Using user-defined bullets

If the bullets presented in the above described dialog don’t suit you, you can always use some other symbol as a bullet.

Recall that the dialog box for this command presents two rows of bullet icons: The bullets in the **Default** row cannot be modified. The bullets in the **Custom** row, on the contrary, can be swapped at will.

Proceed as follows:

1. In the **Custom** row, click on the icon that you want to change.
2. Click on the **Change** button to the right of the row.
3. TextMaker’s character table now appears. First, set the **Font** that you want to use.

*Tip for Windows users:* The *Symbol* and *Wingdings* fonts contain numerous characters that are suitable for bullets.

4. Double click on a character to select it.
5. The selected character now appears in the row of available **Custom** bullets. Click on **OK** to apply it.

Note: Although only six user defined bullets are shown in the dialog box, you are not limited to using only six different bullets. The custom bullets can be redefined as often as you like – even within the same document.

---

## Drop caps

A “drop cap” refers to a large ornamental letter at the beginning of a paragraph.

TextMaker is capable of creating such an ornamental letter automatically from the first letter of a paragraph, and of automatically adjusting the following paragraph text so that it flows smoothly around this first letter.

**Note:** Drop caps can be used only in paragraphs that have been aligned *flush left* or *justified*.

To create a drop cap, do the following:

1. Position the text cursor in the paragraph that is to be ornamented with a drop cap, or select multiple paragraphs.

**Important:** The alignment of these paragraphs must be flush left or justified; otherwise, the drop cap will not be displayed.

2. Invoke the command **Format > Drop Caps**.
3. From the **Drop Caps** options, select the type of drop cap you want.
4. Select the desired **Font size**. If you want the drop cap to be rendered in a font different from the paragraph font, click on the **Character** button and set the desired character formatting.
5. Change the **Margins** for the drop cap as required.

As soon as you have confirmed with **OK**, TextMaker renders the drop cap of the paragraph as you have specified. The content of the paragraph can still be edited as usual.

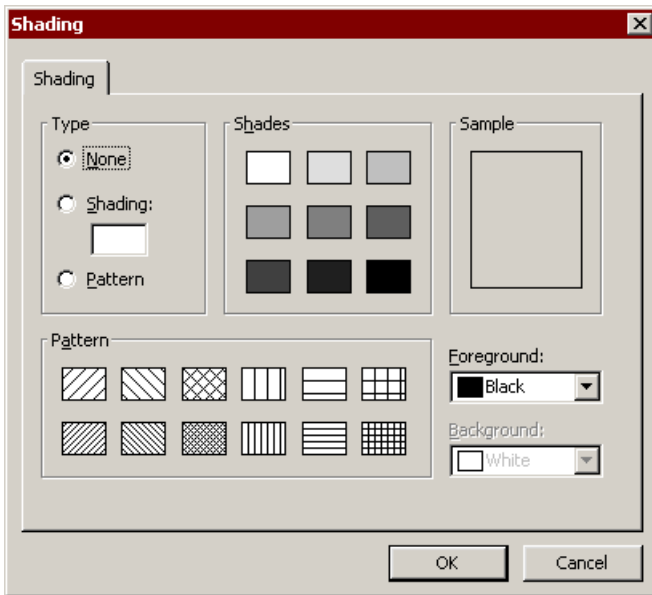
## Removing drop caps

To remove drop caps, again invoke the command **Format > Drop Caps** and set the **Drop Caps** option to **None**.

---

# Shading

With the **Format > Shading** command you can add a colored and/or patterned background to designated paragraphs in the text.



To do this, select the paragraphs of interest, invoke **Format > Shading** and then continue as follows:

#### ■ Adding a shade

To add a shade, click on one of the shades presented in the **Shades** group box – or enter the desired saturation for the shade in percent in the **Shading** edit box. Values between 0 (invisible) and 100 (fully saturated) are allowed.

If desired, you can set the color for the shade with the **Foreground** option.

If you also set the **Background** to some color other than white, the shade will be a mixture of the foreground and background colors.

#### ■ Adding a pattern

To add a pattern, click on one of the patterns in the **Pattern** group box.

You can also select **Foreground** and **Background** colors for the pattern.

#### ■ Removing a shade or pattern

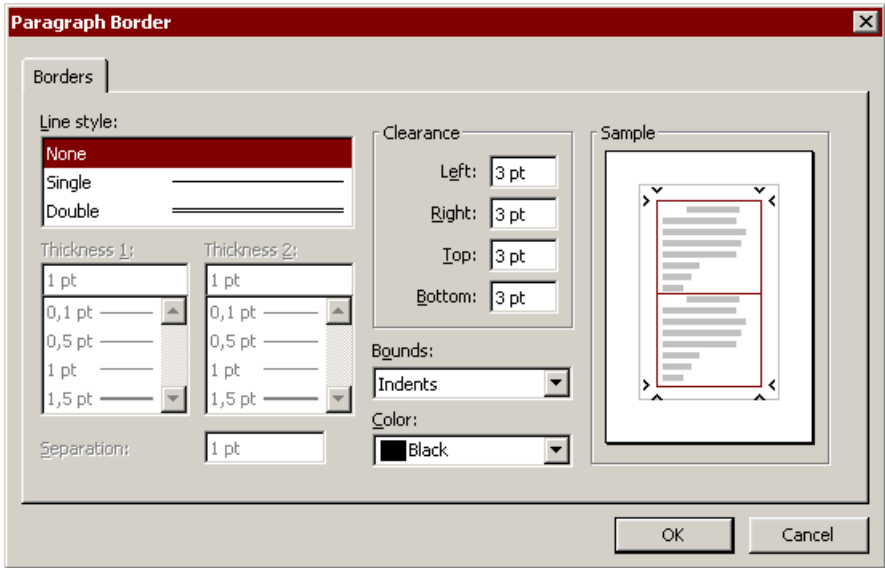
If you want to remove an existing shade or pattern, select **None** as the **Type**.

Then confirm with **OK**.

---

# Borders and lines

With the command **Format > Borders** you can add bordering lines at the left, right, top or bottom of paragraphs, and you can create borders that completely surround paragraphs.



*The dialog box for **Format > Borders***

To add borders to paragraphs, you do the following:

1. Select the paragraphs to be bordered. If you want to add a border to only a single paragraph, it is only necessary to position the text cursor within it.
2. Invoke the command **Format > Borders**.
3. Select a single or double **Line style**.
4. As required, change the thickness of a single line at **Thickness 1**. A thickness of one point is preset.

With double lines, you can change the thickness of the inner line with **Thickness 1**, and the thickness of the outer line with **Thickness 2**.

5. If you wish, you can also change the **Color** for the lines, and additional options (details are given below).

## 6. Confirm with **OK**.

This is the way complete borders are added to paragraphs. Read on to learn how to add individual bordering lines, how to edit existing borders and how to use the other options in this dialog.

### Adding individual bordering lines

As was noted in the introduction, paragraphs can have individual left, right, top or bottom bordering lines as well as surrounding borders.

To add individual bordering lines to a paragraph, simply select the lines you want in the dialog's **Sample** field *before* you set the line style. You select a line by clicking on it; by clicking on it a second time, you deselect it.

After you have selected the desired lines, choose the desired line style.

### Changing or removing existing borders

To change the thickness, style or color of an existing bordering line, invoke the **Format > Borders** dialog again. First, select in the **Sample** field the line or lines you want to modify; then make the desired changes.

To remove lines, choose the option **None** from the **Line style** list.

### Options

The dialog box for the **Format > Borders** command presents a number of options that you can set:

#### ■ **Line style**

Determines the kind of line to be drawn: **None**, **Single** or **Double**.

#### ■ **Thickness**

Determines the width of the line. For double lines, you can change the width of the inner line with **Thickness 1** and the width of the outer line with **Thickness 2**.

## ■ Separation

Only for double lines: determines the spacing between the inner and outer lines.

## ■ Clearance

Determines the distance from the border to the text.

## ■ Bounds

Determines where the lines should begin and end:

Option	Meaning
<b>Margins</b>	Lines extend from the left page margin to the right page margin.
<b>Indents</b>	Lines extend from the paragraph's left indent to its right indent. This is the default setting.
<b>Text</b>	Lines are the same width as the text they surround.

## ■ Color

Here you can change the colors of the lines.

You can use the colors presented, or colors that you compose yourself (see section “Document properties, Colors property sheet” [beginning on page 463](#)).

## ■ Sample field

Here you can select the individual lines you want to add or change. You select or deselect lines by clicking on them with the mouse. When lines are selected, little arrows are displayed at their ends.

---

# Outline level

Long documents (manuals, for example) are usually organized and composed on the basis of outlines.

TextMaker provides an *Outline view* for setting up and editing a document's outline. Here, you can assign normal text to headers and promote or demote existing headers to different levels in the outline.

**Note:** Normally, you should *not* change a header’s outline level manually with the **Format > Paragraph** command; it is preferable to perform this action using the buttons in the Outline view.

If you should have occasion to change the outline level manually, you can enter the desired level in the **Outline level** edit box that appears on the dialog box of the **Format > Paragraph** command.

You will find detailed information about working with outlines in section “Outlines” [beginning on page 363](#).

---

## Forcing breaks before paragraphs

You can direct TextMaker to always insert a page or column break before the current paragraph. To do so, invoke **Format > Paragraph** and enable the **Page break** or **Column break** option.

From this point on, TextMaker will always break the page or column before this paragraph – even if the paragraph is moved to another position in the text.

---

## Paragraph control

The **Spacing** group box in the dialog box for **Format > Paragraph** provides options for limiting the way that automatic pagination is handled in order to ensure that pages have the desired appearance:

- **Keep with next**

If this option is enabled, TextMaker is prevented from inserting an automatic page break that would separate the current paragraph from the paragraph following. Instead, TextMaker inserts the break before the current paragraph.

If several paragraphs are selected, these paragraphs *and the paragraph that follows next* after them are kept together.

Application example: If you enable **Keep with next** for a header, you can avoid the situation in which a heading would fall at the end of a page, and the text belonging to it would begin on the following page.

## ■ Keep together

Enabling this option prevents TextMaker from inserting a page break in the middle of the paragraph. Instead, TextMaker puts the automatic page break before the paragraph, so that all of it falls on the next page.

## ■ Avoid widows/orphans

This option prevents paragraphs from being broken in such a way that so-called *widows or orphans* would result. A widow or orphan is a single line of a paragraph that has been separated by a page break from all the other lines of the paragraph. Widows and orphans are not especially pleasant to the eye and interfere with the reading of a longer document.

If you enable this option, pagination is performed in such a way that a paragraph is not broken where the break would leave fewer than two of its lines on a given page. If a paragraph cannot be broken in this way – for example because it has only two lines – the entire paragraph is placed on the next page.

---

# Non-breaking spaces

In certain cases, it is necessary to keep two words that are separated by a white space character on the same line. TextMaker knows nothing about this, and possibly puts the words on separate lines when it automatically inserts line breaks.

An example: You want all the parts of the expression “29.80 USD” to remain together and unbroken whenever it is printed. You can ensure this by inserting a so-called *non-breaking* or *protected* space between “29.80” and “USD”. To insert such a space press the key combination **(Ctrl)(Shift\*)(Space)Ctrl + Shift + Space** instead of the space bar alone.

When printed, the non-breaking space becomes a normal space. It differs only in directing TextMaker to ensure that the words between which it is placed are not separated on two lines.



# Page formatting

You specify the page formatting of a document with the **File > Page Setup** command. Among the options you can set are the following:

- Paper size (e.g. letter format)
- Orientation (portrait format or landscape format)
- Page margins
- Headers and footers (see also: “Master pages”)

**Note:** Changes of these settings affect the *entire* document unless you divide the document into *chapters*. Each chapter can have its own page formatting. You should divide the document into chapters when, for example, you need to change the document’s page headers and footers or you want to change the paper format in the middle of the document (see section “Dividing a document into chapters” [beginning on page 109](#)).

You can influence page formatting not only by setting the above mentioned options, but also by setting manual page breaks. Normally, TextMaker fills the pages from top to bottom. When the text reaches the end of a page, an automatic page break is inserted, and the text is carried over to the next page. If you want the text to be broken *before* it reaches the end of a page, you can insert a manual page break (see the next section).

**Units of measure:** You can enter values in TextMaker’s dialog boxes not only in inches\*, but also in other units of measure. To enter a value in specific units, simply add one of the following units of measure after the number:

Unit	Explanation
cm	centimeter
in	inch – 1 in equals 2.54 cm.
pt	point – 72 pt equals 1 in.
pi	pica – 1 pi equals 12 pt.

\* The default unit of measure depends on your computer’s region settings.

For example, if you type “5.08 cm” for the left page margin, TextMaker sets it to 2 in (= 5.08 cm).

---

## Entering page breaks

By default, TextMaker automatically fills the pages of a document from top to bottom. When the text reaches the end of a page, an automatic page break is inserted, and the text is continued on the following page. If you want to start a new page *before* the text has reached the end of the current page, you can always insert a manual page break.

Whenever you want to do this, position the text cursor at the point in the text where the new page is to begin and invoke **Insert > Breaks > Page break**. Alternatively, you can use the keyboard shortcut **(Ctrl)(e)Ctrl+↵**.

TextMaker now inserts a forced page break.

When you need to remove a manual page break that you have forced in this manner you can do so by positioning the text cursor at the beginning of the first line *following* the break and pressing the Backspace key (**⌫**).

### Specifying a page break at the beginning of a specific paragraph

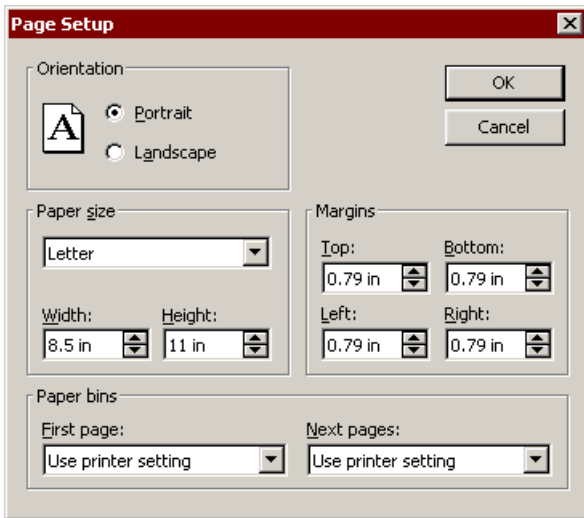
You can force an early page break not only with the **Insert > Breaks > Page break** command, but also by giving a paragraph the attribute “always begins on a new page.”

To do the latter, position the text cursor within the paragraph of interest, invoke **Format > Paragraph** and check the **Page break** option in the dialog box that appears. TextMaker will then *always* insert a page break before this paragraph – even when you move it to a different place in the text.

---

## Paper format and page orientation

You can specify the page format of a document with the **File > Page Setup** command. Here you can set such things as paper format and page orientation (portrait or landscape).



The dialog box for the **File > Page Setup** command

In all, the settings that can be made are as follows:

### ■ **Orientation**

Here you can specify the **Orientation** of the document on the printed page: **Portrait** or **Landscape**.

### ■ **Paper size**

Here you can specify the size of the paper for which the document is to be formatted. The **Paper size** dropdown list contains all the paper sizes that are supported by the currently selected printer. If you want to specify a size that is not listed, you can do so by manually entering values in the **Width** and **Height** fields.

### ■ **Margins**

Here you can set the page margins (for details, see the next section).

### ■ **Paper bins**

**Available only under Windows:** If your printer has multiple paper trays, you can select which one(s) the printer should use. If you don't want TextMaker to influence tray selection, you should retain the default setting **Use printer setting**. On the other hand, if you want the first page of your document to be

printed on paper from tray 1 and the remaining pages on page from tray 2, for example, you should change the settings accordingly.

**Note:** Changes of these settings affect the *whole* document unless you divide the document into *chapters*. Each chapter can have its own page formatting. You should divide the document into chapters when, for example, you want to change the paper format in the middle of the document (see section “Dividing a document into chapters” [beginning on page 109](#)).

---

## Page margins

The blank areas between the text and the edges of the printed page are known as *page margins*.

To change the page margins, invoke the **File > Page Setup** command and enter the desired values in the **Margins** group box. The left, right, top and bottom page margins can be set separately.

**Note:** Changes to the page margins affect the *entire* document, unless you divide it into *chapters*. Each chapter can have its own page format. So, when you need to change the page margins in the middle of a document, you should divide the document into chapters (see section “Dividing a document into chapters” [beginning on page 109](#)).

**Tip:** If all you want to do is change the left or right margin of one or more *single paragraphs*, you should use *indents* instead of changing the page margins. For more information on this topic, see section “Indents” [beginning on page 74](#).

---

## Headers and footers

*Headers* and *footers* are lines of text that are always printed the same way at the top and bottom respectively on every page of the document.

TextMaker places headers in the top and footers in the bottom page margins. When you change the margins of your document, the positions and sizes of the headers and footers are adjusted automatically.

The following pages present everything you will ever need to know about headers and footers.

---

## Creating and editing headers and footers

To enter a header invoke the **Insert > Header** command. TextMaker then positions the text cursor in the header frame in the top page margin. Here you can enter and format text as usual.

The header frame is initially only one line high; however, it grows automatically as you type text that extends beyond this single line, or when you begin a new line with the Enter key (↵).

To get back to the normal text from the header frame, simply click anywhere in the normal text with the mouse. If you should later want to edit the header again, you can invoke **Insert > Go to Header** or click in the header frame with the mouse to return to the header and perform your editing.

The insertion and editing of footers is accomplished in a similar way. A footer is inserted in the bottom page margin with the **Insert > Footer** command and edited with the **Insert > Go to Footer** command.

**Note:** By default, the header and footer apply to the whole document. If you want to use different headers and footers within the same document you must divide the document into *chapters*. Then headers and footers can be set up for each separate chapter (see section “Dividing a document into chapters” [beginning on page 109](#)).

### Tip: Using the header and footer toolbar

TextMaker provides a useful aid for editing headers and footers: the *header and footer toolbar*.



*The header and footer toolbar*

This toolbar appears automatically when you position the text cursor in a header or footer, unless it has been disabled. If it is not displayed, invoke the **View > Toolbars** command and click in the check box for **Header toolbar** to re-enable it.

This toolbar contains the following icon buttons (from left to right):

- Change the properties of the current header or footer (see section “Changing the properties of headers and footers” [beginning on page 103](#))
- Change the page format (invokes the **File > Page Setup** command)
  
- Insert a header (or go to the existing header)
- Insert a footer (or go to the existing footer)
- Delete the current header or footer
  
- Insert the page number (as a field)
- Insert the page count (as a field)
- Insert the date the document was last printed (as a field)
- Insert the time the document was last printed (as a field)
- Insert other fields (invokes the **Insert > Field** command)
  
- Go to the previous header or footer
- Go to the next header or footer
- Switch between header and footer
- Exit header or footer (position the text cursor back in the text)

**Tip:** If you point with the mouse to one of the icons (without clicking), a text box appears, giving the icon’s function.

---

## Inserting the page number, date, etc.

Headers and footers often contain the page number, date, etc. With TextMaker, you can insert this sort of information using what are called *fields*.

To do this, move the text cursor to the desired position in the header or footer, invoke the **Insert > Field** command and select the desired field – for example “Page number” or “Print date”. You will find information about the various kinds of fields in chapter “Fields” [beginning on page 147](#).

**Tip:** There are some buttons in the *header and footer toolbar* for inserting the most frequently used fields (page number, date, etc.). See the previous section.

### Example: inserting the page number in a footer

For example, to insert the page number in a footer proceed as follows:

1. Click in the footer to position the text cursor there.

2. Invoke the **Insert > Field** command.
3. Select “Page number” from the **Field type** list and the desired representation of the number from the **Data** list – e.g. Arabic (1, 2, 3, ...) or Roman (I, II, III, ...).
4. Confirm with **OK**.

TextMaker now inserts a page number field in the footer.

## Controlling page numbering

By default, the first page of every document is assigned the number “1”. However, if necessary you can instruct TextMaker to begin with a different number.

To do this, invoke the **Format > Chapter** command, change the **Page number** setting from **Increment** to **Value** and enter the desired starting number in the edit box. For example, type “42” to assign the number 42 to the first page.

---

## Changing the properties of headers and footers

By default, TextMaker adjusts the position and size of the frame that contains a header or footer automatically.

Accordingly, when you increase the left or right page margin, TextMaker automatically decreases the width of the header and footer frames to match.

*Note for users of older versions:* Beginning with the 2006 version of TextMaker, the header frame can be any height. If the top page margin becomes too small to accommodate the header, the normal body text is automatically pushed down on the page. The same goes for the footer frame.


You can edit the properties of the header and footer frames as required, and in this way change their widths or set their distances from the text and page edges.

To do this, proceed as follows:

1. Click with the mouse in the header or footer frame – depending on whether you want to edit the header or the footer.

Alternatively, you can invoke **Insert > Go to Header** or **Insert > Go to Footer**, which accomplish the same thing.

2. Invoke the **Object > Properties** command to bring up a properties dialog.

**Tip:** This command can also be invoked with the  icon in the header and footer toolbar.

The following settings can be made in the dialog:

## Properties property sheet

The **Properties** property sheet allows you to edit the following properties of a header or footer frame:

### ■ Width

Here you can change the width of the header or footer frame:

**Page width:** This is the default setting. The frame extends from the left page margin to the right page margin.

**Whole page:** If you choose this option, the frame will extend over the entire width of the page – from the left edge of the page to the right edge.

### ■ Height

Here you can change the height of the frame:

**Growing:** This is the default setting. The height of the frame is adjusted automatically. The more text you enter, the larger the frame becomes.

**Fixed:** If you select this option, you can specify the height of the frame yourself. Note: With this setting, TextMaker will display a red bar at the bottom edge of the frame whenever the header or footer text grows too large to be fitted completely in the frame. If this bar appears, you should enter a greater value for the fixed height, select the **Growing** option, or reduce the amount of text in the frame.

### ■ Distance to edge

Here you can specify the amount of space TextMaker should leave between the frame and the (top or bottom) edge of the page.

### ■ Distance to text

Here you can specify the amount of space TextMaker should leave between the frame and the normal body text.



## ■ Margins

Here you can change the margins inside the frame.

For example, if you set the left inside margin to 0.5 in, all text within the frame will be indented by half an inch with respect to the frame edge.

## Borders property sheet

Here you can specify bordering lines for the frame.

The options on this property sheet correspond to those for the **Format > Borders** command (see section “Borders and lines” [beginning on page 92](#)).

## Shades property sheet

Here you can specify a shaded or patterned background for the frame.

The options on this property sheet correspond to those for the **Format > Shading** command (see section “Shading” [beginning on page 90](#)).

---

## Setting the beginning page for a header and footer

The header and footer are parts of the so-called *master page* (see also section “Master pages” [beginning on page 107](#)).

As required, you can set the page of the document on which you want the master page – including the header and footer – to begin to be applied for display and printing. For example, when using pre-printed letterheads, it is desirable that the header and footer should be printed only on pages 2 and following.

To set the beginning page, invoke the **Format > Chapter** command and change the setting for **Starts on page** in the **Master page** group box. Here, enter the number of the page beginning on which the header and footer should appear – in our example you would enter “2”.

---

## Different headers/footers on left and right facing pages

In books, different headers and footers are often used on left and right facing pages. For example, on left pages of manuals, the page number is usually flush left in the footer and on right pages it is flush right.

To enable different headers and footers for left and right facing pages, you must proceed as follows:

1. Invoke the **Format > Chapter** command.
2. Check the **Facing pages** option.

You will now be able to set up different headers and footers for left and right facing pages.

More precisely: Now, when you set up or edit a header on any left page of the document, the header for the right pages will remain untouched. Likewise, changes to the header on any right page will affect only the right pages.


The same goes, of course, for footers.

---

## Deleting headers and footers

You can remove the text from a header any time you like by clicking in the header frame, selecting all the text and then simply deleting it.

As required, you can also *completely* remove the header frame itself from the document, even though this is normally not necessary. To do this, proceed as follows:

1. Position the text cursor within the header frame.
2. Click on the  icon in the header and footer toolbar.

Alternatively, you can right-click on any *empty* area in the header frame and choose the **Delete Header/Footer** command from the context menu.

The header frame, together with all its content, is now removed. You can set up a new header frame any time you like with **Insert > Header**.

The procedure for removing footers is similar.

---

# Master pages

This chapter has already introduced you to headers and footers, which have to be entered only once and then appear on *every page*. This is a very useful thing; but TextMaker has yet another trick up its sleeve:

The *master page* is likewise applicable to every page of the document. However, as its name implies, it is not limited to a few lines at the top and bottom margins, but can cover an entire page.

However, only *frames* are permitted on a master page (thus, for example, text frames, picture frames etc.).

For example, if you wanted to enhance a letter with a “watermark”, you would simply insert a picture frame containing an appropriate picture on the master page and set the **Text wrapping** property of the picture to “Behind text”. The watermark would then appear on every page of the document, and the text would flow right over it.

---

## Editing the master page

If you want objects to appear on *every page* of a document or chapter, simply put them on the master page. To do this, switch to the *master page view* and insert the objects there.

**Note:** Only frames (text frames, picture frames, etc.) and drawings can be inserted on master pages. You can find information about working with these objects in chapter “Frames and drawings” **beginning on page 213**.

You edit the master page as follows:

1. Switch to the master page view with **View > Master Pages**.
2. Make the desired changes. For example, to insert a picture, invoke the **Object > New Picture Frame** command; to be able to insert text, first insert a text frame with **Object > New Text Frame**, etc.
3. When you are finished, invoke **View > Standard** to exit the master page view.

If, later on, you want to edit the content of the master page, simply invoke **View > Master Pages** again.

Objects that you insert on the master page appear on *all* pages of the document.

Different master pages in the same document: By default, the master page applies to the whole document. If you want to use different master pages within a single document, the document must be divided into *chapters*, for each chapter has its own master page. You can read more about this in section “Dividing a document into chapters” [beginning on page 109](#).

Headers and footers: Both the header and the footer are parts of a master page. Apart from the fact that they are automatically positioned respectively in the top and bottom margins, they behave in principle like other text frames inserted on a master page.

## Locking master page objects in normal view

Optionally, objects that have been inserted on a master page can be “locked” to prevent them from being moved accidentally with the mouse when the document is being edited in normal view.

To lock such objects, invoke the **File > Properties** command and switch to the **View** property sheet. Check the **Lock objects on master page** option in the **Locking** group box.

Once locked, master page objects can be neither moved nor resized when the document is edited in normal view. They can be modified only in master view.

**Note:** This setting affects only the current document.

## The beginning page to which the master page should be applied

By default, the master page is applied to a document or chapter beginning on the first page. If you don’t want this, invoke **Format > Chapter** and change the **Starts on page** setting in the **Master page** group box. Here, enter the number of the first page to which the master page should be applied.

## Different left and right master pages

As you already learned in the section on headers and footers, it is possible to set up different headers and footers for the left and right facing pages of books, etc. Thus, it should come as no surprise that you can set up whole master pages that differ for left and right facing pages.

To enable setting up different master pages (and, by extension, different headers and footers) for left and right facing pages, proceed as follows:

1. Invoke **Format > Chapter**.
2. Check the **Facing pages** option.

Now, whenever you edit the master page for any *left* page of a document or chapter, the master page for the *right* pages will remain untouched, and vice versa. Accordingly, you can set up different master pages for left and right facing pages.

---

## Dividing a document into chapters

By default, the page formatting described in this chapter applies to the whole document. Thus, all pages will have the same header and footer, the paper format will remain constant throughout the document, etc.

*Chapters* provide a way around this limitation. With the **Insert > Breaks > Chapter break** command, you can divide a document into as many chapters as you wish.

This has the following effects on the page formatting of the document:

- **Paper format, orientation and margins** can be set separately for each chapter.
- Each chapter can have its own **master page**, and by extension its own **headers and footers**.
- The **page numbering** can be reset (as needed) to any beginning value whatever in each individual chapter.
- If you check the **Facing pages** option in the chapter formatting dialog, you can set up different headers, footers and master pages for the chapter's left and right facing pages. Optionally, the pages can be printed with a gutter.
- You can specify that a chapter should always begin on a left or right page. If you specify, for example, a right page, TextMaker will automatically insert an empty page into the document as required to prevent the first page of the chapter from falling on a left page.

To the extent that it provides these possibilities, the division of a document into chapters makes sense in a variety of situations, not only when you are writing a long work that contains “chapters” in the ordinary sense. For example, it could be

that you would want to change from portrait to landscape orientation in the middle of a document in order to better accommodate a wide table.

To do that, you could insert a chapter break, set the paper orientation in the new chapter to **Landscape** and then lay out the table. Following the table, insert another chapter break and set the paper orientation back to **Portrait**, so that you can continue the writing the main text in portrait format.

You will find details about working with chapters on the following pages.

---

## Inserting and removing chapters

To start a new chapter, simply insert a *chapter break* in the text:

1. Move the text cursor to the position at which the new chapter should begin.
2. Invoke the **Insert > Breaks > Chapter break** command.

TextMaker now inserts a chapter break.

**Note:** TextMaker always performs a page break at the beginning of a new chapter.

**Tip:** The chapter in which the text cursor is currently positioned is displayed in the “Chapter” field in the status toolbar at the bottom of the TextMaker window.

### Removing a chapter break

You can remove a chapter break by positioning the text cursor at the beginning of the first paragraph following the break and then pressing the Backspace key (**⌫**). The chapter lying *before* the break is then integrated into the chapter *after* the break and takes on the latter’s formatting.

---

## Chapters and page formatting

**Important:** A different page format can be applied to each chapter.

To recapitulate – a page format encompasses:

- Paper format, orientation and margins

- Headers, footers and master pages
- Page numbering

When you begin a new document, the document consists initially of a *single* chapter. Accordingly, if you change something related to page formatting, your change affects the whole document.

If you divide the document into chapters with **Insert > Breaks > Chapter break**, each new chapter assumes at first the page formatting of the original document. In general, the following holds:

**Important:** When you insert a chapter break, the new chapter that is created takes on the page formatting and the master page layout of the current chapter. However, when you subsequently modify the page formatting and master page layout of the new chapter, your changes affect only that chapter.

Accordingly, you can set up different headers and footers for each chapter, set a different paper format for each chapter, etc.

---

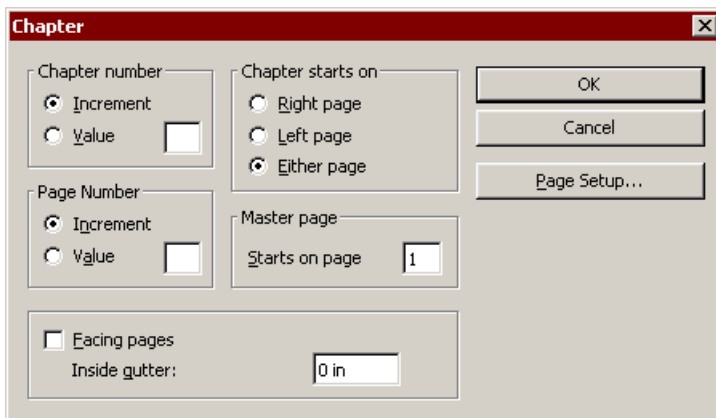
## Chapter formatting

*Chapter formatting* goes beyond the *page formatting* that can be applied to chapters on a chapter-by-chapter basis, and involves formats that are specific to chapters as such.

To modify a chapter's *page formatting*, use the commands described in chapter "Page formatting" **beginning on page 97**.

To modify a chapter's *chapter formatting*, proceed as follows:

1. Position the text cursor anywhere within the chapter of interest – or select several chapters to change the format for all of them at the same time. A selection can begin in any paragraph of the first chapter of interest and end in any paragraph in the last chapter.
2. Invoke the **Format > Chapter** command.



3. Make the desired changes and confirm with **OK**.

The dialog box for this command allows you to make the following settings:

### ■ Chapter number

TextMaker automatically numbers chapters incrementally. You can always view the number of the current chapter in the status toolbar.

When you change the **Chapter number** setting from **Increment** (the default) to **Value**, you can set the chapter number yourself by entering it in the value field. For example, if you enter “5” as the number for the third chapter, the chapters will have the numerical sequence 1, 2, 5, 6, 7 etc.

*Tip:* The chapter number can be inserted into the text (for example, in a header or footer) at any time with the **Insert > Field** command.

### ■ Page number

Automatic page numbering can be modified in the same way. To modify the page numbering, change the **Page number** setting from **Increment** to **Value** and enter the desired number for the first page of the chapter in the adjacent field.

For example, if you type “42”, the first page of the chapter will be page 42, the second page 43, etc.

You will find additional information about the use of page numbers in section “Inserting the page number, date, etc.” [beginning on page 102](#).



## ■ Chapter starts on

Whenever you insert a chapter break, TextMaker adds a page break. Accordingly, new chapters always begin on new pages.

Now, when you change the setting of **Chapter starts on** from **Either page** (the default) to **Right page**, for example, TextMaker makes sure that the chapter always begins on a right page by automatically adding a blank page as necessary at the end of the previous chapter.

For example, it is customary for every chapter in a printed book to begin on a right page. This allows the reader to page through the book quickly to find the beginning of any chapter of interest.

## ■ Master page

You can specify the page beginning on which the master page (and by extension its header and footer) is to be applied by entering the page number in the **Starts on page** field. The default setting is “1” – accordingly, by default the master page will be applied beginning on the first page of the chapter.

You will find additional information in the section “Setting the beginning page for a header and footer” [on page 105](#) and in “The beginning page to which the master page should be applied” [on page 108](#).

## ■ Facing pages

This option is useful when your document is to be printed double-sided. When it is checked, different master pages (and, by extension, headers and footers) can be set up for left and right facing pages.

## ■ Inside gutter

Here you can set the *inside* page margin for documents that are to be printed doubled-sided. On left pages, the gutter margin is added to the right margin; on right pages, it is added to the left margin.

## ■ “Page Setup” button

This button gives you access to the dialog for the **File > Page Setup** command, where you can set the paper format and page margins.

Don’t forget that you can specify a different page format for each separate chapter. So, if you have divided a document into several chapters and you want to change the page formatting for the *whole* document, you must first *select* the whole document.

---

## Navigating among chapters

You can page to a specific chapter with the **Edit > Go to** command. To do this, invoke the command, choose the **Chapter** option in the **Go to** list and then select the desired chapter.

---

# Styles

*Styles* are very useful aides for advanced word processing users.

When you need a specific character or paragraph format frequently, it pays to create a style for it. You can then apply the style to any segment of text you like, and this text will be formatted as you have specified in the style definition.

**And:** Using styles not only saves you time when you have to apply the same formatting repeatedly, but also ensures that your document will be formatted consistently. The reason: if you change the definition of a style, the formats of *all* text segments to which this style has been applied are changed accordingly!

In practical terms, styles work like this: You set up a paragraph style named “Headings”, choosing for it a larger, bold type, a centered alignment, a specific line spacing, etc. Now, whenever you want to make a paragraph into a heading, all you have to do is select this style for it and it will be formatted accordingly.

**Keyboard shortcuts:** Keyboard shortcuts can be defined for styles, so that you can apply them with single key presses.

Every document has its own styles: You can define different styles for each document – they are saved in the document.

**Document templates:** Beyond that, you can save styles that you will need to use frequently in a *document template*. Then, whenever you create a new document, TextMaker will let you select this document template as the basis for the document.

---

## Character styles

You can save a frequently needed character format (typeface, size, emphasis, etc.) in a *character style* and apply it repeatedly to any characters you like.

For example, if you want some sections of a contract to be formatted in a special typeface and in a smaller size, simply create an appropriate character style – let’s call it “Fine print” – and apply the style to those sections.

**Note:** The difference between character styles and paragraph styles (see section “Paragraph styles” [beginning on page 121](#)) is that character styles contain only

saved character formats, while paragraph styles contain *both* saved character formats *and* saved paragraph formats (indentation, tab stops, alignment, etc.).

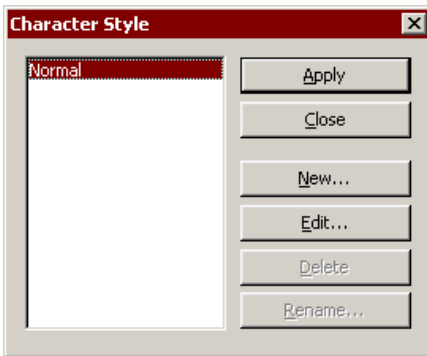
Accordingly, character styles are applicable to individual characters, while paragraph styles are applicable only to complete paragraphs.

---

## Creating character styles

To create a character style, do the following:

1. Invoke **Format > Character Style**.



2. Click on the **New** button.
3. Give the character style any name you like.
4. A dialog box, very much like the dialog for **Format > Character**, appears. Here, you specify the desired character formatting (see section “Character formatting” [beginning on page 63](#)).
5. If you will be needing this style frequently, you can assign a keyboard shortcut to it (see below).
6. When all the desired settings have been made, click on **OK** to define the style.
7. Exit the “Character Style” dialog box with **Close**.

The style is now defined and ready for use. You will learn how to use it in a moment (in section “Applying character styles”).

## Using keyboard shortcuts

If you need a format style very frequently, you can always give it a keyboard shortcut. The advantage of doing that is that you can then apply the style very quickly, using a single key press.

To assign a keyboard shortcut to a style, switch to the **Style** property sheet in the **Format > Character Style** dialog, position the text cursor in the **Shortcut key** edit box and press the desired key combination.

**Note:** If you press a key combination that is already *assigned*, the current assignment is displayed below the **Shortcut key** edit box. In that case, you should press the Backspace key (⌫) to delete this key combination and then enter another one. Otherwise, you will overwrite the assignment for another style, or even for one of TextMaker's commands.

We recommend using key combinations that include the keys **(Ctrl)Ctrl** and **(Shift\*)Shift**, since these are normally not assigned.

---

## Applying character styles

To apply a character style, do the following:

1. Select the segment of text to which you want to apply the style.
2. Invoke **Format > Character Style**.
3. Choose the desired style.
4. Click on **Apply**.

**Tip:** You can also select character styles from the font list box in the Formatting toolbar.

**Even faster:** If you have assigned a keyboard shortcut to the format style you can apply the style even more quickly: Select the text to which you want to apply it and press the assigned key combination.

The formatting of the selected text is immediately changed to correspond to the specifications for the character style.

To remove the style, apply the “Normal” character style to the text. Keep in mind that text to which a character style has been applied can always be given additional formatting with **Format > Character**.

---

## Modifying character styles

It goes without saying that you can modify character styles whenever you want.

**Important:** When a character style is changed, the formatting of all text segments to which this style has been applied is automatically changed accordingly! However, this automatic reformatting is limited for any such text segments to which manual character formatting has also been applied (see next section).

To edit a character style, proceed as follows:

1. Invoke **Format > Character Style**.
2. Select the style to be changed from the list.
3. Click on **Edit**.
4. Make the desired changes in the style.
5. Click on **OK**.
6. Exit the dialog box with **Close**.

Your modifications to the style are now effective.

### Deleting or renaming character styles

To delete a style in the current document, click on it in the dialog box mentioned above and then click on the **Delete** button.

To give a style a new name, click on **Rename** and type the new name.

To delete or rename a format style in a *document template*, open the document template, make the changes there, and then save the template.

---

## The scope of character styles

You changed a character style, but the formatting of some of the text segments to which this style had been applied didn't change accordingly? This happens when those segments had been reformatted manually. An example:

Let's assume that you define a style with the Arial font and apply it. If you subsequently change the style's font to Times New Roman, all the text segments that are formatted in this style are reformatted accordingly.

**But:** If you had selected a completely different font for one of these text segments with **Format > Character** or the Formatting toolbar, any changes you make to the character style thereafter will *no longer* be applicable to this text segment. That is to say, manually applied character formats take precedence over styles.

If you want to "free" such a text segment of its manual formatting, invoke **Format > Standard**. The formatting specified for the applied character style will then be restored to the segment.

---

## The character style Normal

A character style named "Normal" is present by default in every document and has a special significance. It is the standard style for the text. When you start typing text in a new document, the text is automatically assigned the "Normal" style, unless and until you select another style, which becomes effective from the current position.

If you change the "Normal" style, for example by specifying a new typeface for it, the new typeface is applied to the entire existing text (to the extent that no special typeface has been assigned to it with **Format > Character**). Moreover, it is applied to any text you enter subsequently, for by changing the "Normal" style in this way you are changing the standard typeface.

---

## Creating linked character styles

Whenever you create new styles, as described at the beginning of this section, they are based on the "Normal" character style. So, if you change the "Normal" character style, for example by selecting a new typeface for it, all the other styles are changed accordingly – to the extent that they themselves do not specify differences from the "Normal", for example a different typeface.

**So:** Normally, all character styles are linked to the “Normal” style. However, when you create a new style, you can select any other character style you like as its basis from the **Based on** list box.

To create a style and base it on a style other than “Normal”, proceed as follows:

1. Invoke **Format > Character Style**.
2. Click on the **New** button.
3. Give the character style a name.
4. *Now comes the distinctive step:* Select the existing style with which the new style is to be linked from the **Based on** list box.
5. Now you can enter the desired formatting, etc.

### **An application example:**

Let’s assume that you want to use a bolded strong-featured font for the headings in your doctoral thesis. But you also want the headings to be in different sizes to reflect their hierarchical relationships.

To accomplish this, you would proceed as follows:

1. First, create a character style called “Headings1” for the highest level headings. At this point, select the special typeface you want, specify 24 points for the size, and enable bold.
2. Next, add a style called “Headings2”, select the “Headings1” style in **Based on** and specify 18 points for the size.
3. A character style called “Headings3”, based on “Headings2” and with 14 point type, can follow for the next lower level, etc.

**Benefit:** If it should occur to you later that a different font is better suited for the headings, you can reformat *all* the headings with the styles “Headings1” through “Headings3” in this font merely by changing the font specification for the “Headings1” character style. If you had based the heading styles on “normal”, you would have had to change the font specification for each style separately.



## Relative font sizes

When you base one style on another, you can, if you wish, specify the font size in a *relative* manner. For example, you can specify that the font size for style X should always be 80% of the font size for style Y.

You can do this as follows:

1. Invoke **Format > Character Style**.
2. Select a style and click on **Edit**.
3. Switch to the **Style** property sheet.
4. Enable the **Scale** option.
5. Enter the desired factor as a percentage – for example 80.
6. Confirm with **OK**.

The font size for a style edited in this manner will always be 80% of the size specified for the style on which it is based.

---

## Paragraph styles

You can save a frequently needed paragraph format (indentation, tab stops, alignment, etc.) in a *paragraph style* and apply it repeatedly to any paragraph you like.

For example, if you want the headings in your document to be in large bold type and centered, simply create a paragraph style called “Heading” and apply it to the desired paragraphs.

**Note:** The difference between character styles (see section “Character styles” [beginning on page 115](#)) and paragraph styles is that character styles contain only saved character formatting (typeface, text styling, etc.), while paragraph styles contain *both* character formatting *and* paragraph formatting.

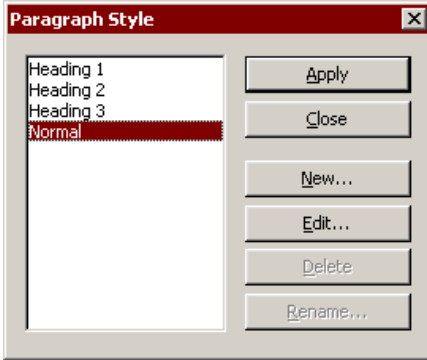
Moreover, character styles are applicable to individual characters, while paragraph styles are applicable only to complete paragraphs.

---

## Creating paragraph styles

To create a paragraph style, do as follows:

1. Invoke **Format > Paragraph Style**.



2. Click on the **New** button.
3. Give the paragraph style whatever name you like.
4. A dialog box much like the **Format > Paragraph** dialog appears. Here, specify the desired paragraph formatting (see section “Paragraph formatting” [beginning on page 73](#)).
5. Tip: If you will need the paragraph style frequently, you can assign a keyboard shortcut to it (see below).
6. After you have made all the settings, click on **OK** to define the style.
7. Exit the dialog box with **Close**.

The style is now defined and ready for use. You will learn in a moment how to use it (in section “Applying paragraph styles”).

### Using keyboard shortcuts

If you need a format style very frequently, you can always give it a keyboard shortcut. The advantage of doing that is that you can then apply the style very quickly, using a single key press.

To assign a keyboard shortcut to a style, switch to the **Style** property sheet in the **Format > Paragraph Style** dialog, position the text cursor in the **Shortcut key** edit box and press the desired key combination.

**Note:** If you press a key combination that is already *assigned*, the current assignment is displayed below the **Shortcut key** edit box. In that case, you should press the Backspace key (⌫) to delete this key combination and then enter another one. Otherwise, you will overwrite the assignment for another style, or even for one of TextMaker's commands.

We recommend using key combinations that include the keys (Ctrl)**Ctrl** and (Shift\*)**Shift**, since these are normally not assigned.

---

## Applying paragraph styles

To apply a paragraph style, do the following:

1. Select the paragraphs you want to format.
2. Invoke **Format > Paragraph Style**.
3. Select the desired style.
4. Click on **Apply**.

**Tip:** You can also select paragraph styles from the list box displayed at the far left in the Formatting toolbar.

**Even faster:** If you assigned a keyboard shortcut to the format style, you can apply the style even faster: simply select the desired paragraphs and press the assigned key combination.

The formatting of the selected paragraphs is immediately changed to the formatting specified for the paragraph style.

The “Next Style” option – or: Which style should be applied to the next paragraph?

Whenever you close a paragraph by pressing the Enter key (↵), that paragraph's style is automatically carried over to the next paragraph.

This is the normal case; however, it is sometimes inconvenient. For example, headings usually consist of just a single line followed by normal text, and when you have typed a heading, you usually want to revert to the “Normal” style.

Therefore, for every paragraph style you can specify a style to be applied to the next paragraph once the current paragraph is closed by pressing **(¶)**. To do this, select the desired following style in the **Next Style** list box – according to our example it would be the “Normal” style.

---

## Modifying paragraph styles

Naturally, you can modify paragraph styles whenever you like.

**Important:** Changing a paragraph style automatically changes the formatting of all paragraphs to which that style is applied! However, this automatic reformatting is limited for any paragraphs to which manual paragraph formatting has also been applied (see the next section).

To edit a paragraph style, proceed as follows:

1. Invoke **Format > Paragraph Style**.
2. Select the style to be modified from the list.
3. Click on **Edit**.
4. Make the desired changes in the style.
5. Click on **OK**.
6. Exit the dialog box with **Close**.

The style is modified according to your edits.

## Deleting or renaming paragraph styles

To delete a style in the current document, click on it in the dialog box mentioned above and then click on the **Delete** button.

To give a style a new name, click on **Rename** and type the new name.

To delete or rename styles in a *document template*, open the document template, make the changes there and save the template.

---

## The scope of paragraph styles

You changed a paragraph style, but the formatting of some of the paragraphs to which this style had been applied didn't change accordingly? This happens when those paragraphs had been reformatted manually. An example:

Let's assume that you define a style specifying the paragraph alignment to be centered. If you subsequently change the style's alignment to flush right, all the paragraphs to which this style is applied are reformatted accordingly.

**But:** If you had selected a different alignment for one of these paragraphs with **Format > Paragraph** or the Formatting toolbar, any changes you make to the paragraph style thereafter will *no longer* be applicable to this paragraph. That is to say, manually applied paragraph formats take precedence over styles.

If you want to “free” such a paragraph of its manual formatting, simply select it and reapply the original paragraph style using **Format > Paragraph Style**. The format of the paragraph will revert to that specified in the style, and subsequent changes to the style will be effective on the paragraph.

---

## The paragraph style Normal

A paragraph style called “Normal” is present by default in every document. It has a special significance: it is the standard style of paragraph formatting for the document. When you start typing text in a new document, the “Normal” style is automatically assigned to the text, unless and until you select a different style, which becomes effective from the current position.

If you change the “Normal” style, for example by specifying a new line spacing for it, every paragraph in the document is reformatted accordingly (excepting those paragraphs formatted with a different line spacing using **Format > Paragraph**). Moreover, paragraphs you enter subsequently will have this new line spacing.

---

## Creating linked paragraph styles

When you create new styles, as described at the beginning of this section, they are always based on the “Normal” style. So, if you change the “Normal” style, all the styles based on it are changed accordingly, as long as those styles do not contain explicit specifications of their own – for line spacing, in this example.

**So:** By default, all paragraph styles are linked to the “Normal” style. However, when you create a new style, you can specify another paragraph style as the basis for it in **Based on**.

To create a style based on a specific style *other* than “Normal”, do the following:

1. Invoke **Format > Paragraph Style**.
2. Click on the **New** button.
3. Give the paragraph style a name.
4. *Now comes the distinctive step:* In **Based on**, select the style to which the new style is to be linked.
5. Next, you can choose the desired formatting, etc.

The print version of this manual serves as example of the use of linked paragraph styles. Here, the paragraph styles for all heading levels are based on a single paragraph style that specifies, among other things, an increased spacing from the preceding paragraph.

When we reviewed the printed proofs, we determined that the spacing we had chosen was too small. To correct the problem, all we had to do was increase it in that one underlying style; immediately, the spacing of *all* the headings grew. Had we based the header styles on “Normal”, we would have had to change each of these styles separately.

---

## Document templates

As you learned from the last two sections, character and paragraph styles are saved in the document in which they were created. If you want to use such styles in other documents as well, you should save them in a *document template*.

Each time you invoke **File > New** TextMaker allows you to select a document template as the basis for the new document. If, at this point, you select a document template that you have created, all character and paragraph styles that you stored in the template will become available to you in the new document.

Document templates can also include text – for example a letterhead. So, you can kill two birds with one stone: set up a document template with your letterhead *and* your favorite styles for letters, another for business reports, and so forth.

## Templates with database links

It gets even better: You can attach a database to a document template and then insert database fields into it. Then, when you create a new document on the basis of this template, the TextMaker database appears automatically, allowing you to select a record and insert it into your letterhead, etc.

Creating a letter becomes child's play: invoke **File > New**, choose the letter template, select the addressee – and the letterhead is completely filled out and ready.

*Tip:* TextMaker comes with numerous prepared document templates for letters, etc. Try them out sometime – simply invoke **File > New** and select a template from one of the sub-folders.

You will find more information about this topic in section “Importing individual addresses” [beginning on page 317](#).

---

## Creating document templates

To create a new document template, proceed as follows:

1. Start a new document or open a document or document template that you want to use as a basis for the new template.
2. If the document template is to contain text, create and edit this text in your new document.
3. Make any desired changes to the character and paragraph styles.
4. Invoke **File > Save as**.
5. Select the entry **Template** from the **Files of Type** list box.
6. At this point, TextMaker switches automatically to the folder where document templates are kept.
7. Type a name for the template in the **File name** edit box (omitting the extension). TextMaker automatically appends the filename extension **.tmv**.
8. Confirm with **OK**.

Organizing templates in several folders: You can use the **New Folder** button at any time to set up a new folder under the Templates folder, then switch to the new

folder and save the template there. In this way, templates can be stored in separate folders according to application. For example, the document templates supplied with TextMaker are organized under folders named Letter, etc.

---

## Applying document templates

To make use of a document template, simply begin a new document with **File > New**. TextMaker automatically asks you what template you want to use as a basis for the new document.

So, you do the following:

1. Invoke **File > New**.
2. A dialog appears, allowing you to select the desired document template from a list.

You will see both templates and folders in the list. The folders can be opened by double clicking on them. They contain prepared document templates for writing letters, etc.

3. Select a document template and click on **OK**.

A new document is now set up from this template and all the character and paragraph styles saved in the template become available to you. If the template contains text, text corresponding to it is displayed in the new document and can be edited just like normal text.

**Tip:** TextMaker is distributed with various prepared document templates. These contain complete letterheads, etc. and are linked with the address database tmw.dbf. They can lighten your daily writing load considerably – read about this in section “Importing individual addresses” [beginning on page 317!](#)

---

## Modifying document templates

Modifying a document template is no different from editing a normal document. You open the template, make your changes and save the template.

**Important:** Naturally, when you modify a document template, your modifications will affect *all* documents that are subsequently created on the basis of this template.



To modify a document template, proceed as follows:

1. Invoke **File > Open**.
2. Select the entry **Template** from the **Files of type** list box.
3. Find the template to be modified and confirm with **OK**.
4. Make the desired changes in the text or in the character and paragraph styles.
5. Invoke **File > Save** to save the modified template.

Of course, you could also save the template under another name, using **File > Save as**, if you did not want to overwrite the original.

---

## The document template Normal.tmv

The document template normal.tmv has a special significance: it is the default template for new documents. It contains no text, and only the default “Normal” character and paragraph styles, along with some styles for headings.

Accordingly, the Normal.tmv template is a suitable basis for creating a completely new template, starting from scratch.

***Important:*** As a rule, you should not modify the default template Normal.tmv. Nevertheless, if you want to do this, you ought to be aware that it contains the default values for page, paragraph and character formatting, as well as many additional defaults. Any modification will affect all documents that you subsequently create new on the basis of the default template Normal.tmv.

If you want to change a default format (for example, the typeface) so that the format will be applied by default to all documents that you create in the future on the basis of the Normal.tmv template, open the template, make the change – in this case to the character formatting for the “Normal” paragraph style – and save the template.

You can also choose a template other than Normal.tmv to be the default for new files. To do this, invoke **File > New**, select the desired template, and click on **Set Default**. From now on, TextMaker will always offer this template as the default when you create a new document.



---

# Multi-column page layouts

In TextMaker it is possible to lay out text in multiple columns. Within a document, you can change the number of columns as often as you like.

Entering text in a section of the document that has multiple columns is not much different than entering text in a single column section. The one difference: when you reach the end of the first column, your text is not continued on a new page; instead, it is continued in the next column on the same page. In other words: a *column break* is automatically inserted. A *page break* is inserted only when you continue typing past the end of the last column.

**Manual column break:** You can direct TextMaker to break a column above the point at which it would insert a break automatically by manually invoking the **Insert > Breaks > Column break** command at the desired place. TextMaker then breaks the column immediately.

Detailed information about setting up multi-column text is given on the following pages.

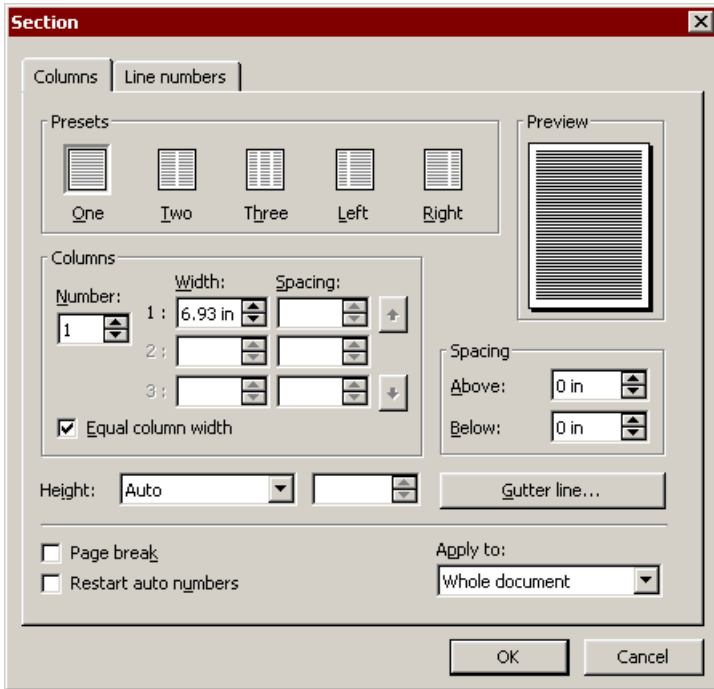
---

## Changing the number of columns

To reformat a section of single column text in e.g. three columns, all you have to do is select the text and change the number of columns with the **Format > Section** command.

To do this, proceed as follows:

1. Select the text section you want to reformat.
2. Invoke **Format > Section**.



3. **Important:** Make sure **Selected text** is selected in the **Apply to** list box.
4. Enter the desired number of columns in the **Number** field.
5. TextMaker determines the optimum column widths automatically. However, you can specify manually both the column width and the spacing between columns in the **Columns** group box if you need to do so (see the next section).

The selected text is now formatted in the specified number of columns.

If you want to convert multi-columnned text back to single-columnned text, follow the procedure described above, but enter “1” for the number of columns.

---

## Options for the Format > Section command

The dialog box for the **Format > Section** command gives you access to the following options:

## Columns property sheet

You specify the number of columns and their format on the **Columns** property sheet:

### ■ **Presets** group box

Here you can select one of several pre-defined column layouts by clicking on it with the mouse.

### ■ **Columns** group box

Lets you specify the number, width and spacing of columns.

Enter the desired number of columns at **Number**.

Specify the width and spacing of the columns at **Width** and **Spacing** respectively. If **Equal column width** is checked, all columns will have the same width and spacing. If this option is unchecked, you can specify a different width and spacing for each column.

### ■ **Height**

Let you specify the height of the columns:

**Auto:** When you select this setting, TextMaker automatically adjusts the height of the columns based on the length of the text, so the text is fitted into columns of equal height.

**Page height:** With this setting, the column height is set equal to the page height – independently of text length.

**Fixed height:** When you select this setting, you can specify a fixed column height.

### ■ **Spacing** group box

Here you can specify the amount of blank space TextMaker should insert above and below the multi-column section.

### ■ **Gutter line** button

With the help of the **Gutter line** button, you can direct TextMaker to insert vertical lines between the columns of multi-column text.

When you click it a dialog appears, allowing you to select the desired line style, thickness, etc.

If you want to remove gutter lines, simply select **None** as the **Line style**.

### ■ Page break

If this option is checked, TextMaker inserts a page break at the beginning of the multi-column section.

### ■ Restart auto numbers

This option does not affect the column layout but auto numbers. If it is checked, the “Auto number” field is reset to one in the current section. You will find information about the use of auto numbers in section “Numbering with Auto numbers” [beginning on page 169](#).

### ■ Apply to:

Determines what parts of the document will be affected by the settings you make in this dialog:

**Whole document:** the entire document.

**This point forward:** that part of the document beginning at the current position of the text cursor and ending at the end of the document.

**Selected text:** the selected text.

**Current section:** the current section. A section is a segment of text with a uniform number of columns (see also the next section).

**Selected sections:** all sections included in the current selection.

**To end of section:** the segment of text beginning at the current position of the text cursor and ending at the end of the current section.

## Line numbers property sheet

The options on the **Line numbers** property sheet do not affect the column layout. Rather, they allow you to direct TextMaker to number the lines of your text and add the *line numbers* in the left margin. You will find additional information about this in section “Adding line numbers” [beginning on page 170](#).

---

# What are sections?

The term “section” has been used several times in this chapter. But what are sections? Simply put, a *section* is a segment of text that has a uniform columnar layout.

An example: you have selected a segment of text in the middle of a single-column document and formatted it as double-column text.



By doing this, you have created three sections: a single-column section at the beginning of the document, a double-column section in the middle, and another single-column section at the end.

If you decide you want the middle section to be formatted in three columns instead of two, you can reformat it simply by moving the text cursor to a position anywhere within the middle section and then invoking **Format > Section**. Under **Apply to**, select **Current section**; then change the number of columns to 3. The double-column section is immediately reformatted in three columns.

**Entering a section break:** You can use the **Insert > Breaks > Section break** command to divide a section into two sections. In this way, a document can be divided into additional sections, and each section can be formatted with a different number of columns.

**Page breaks before sections:** By default, TextMaker does not insert a page break between two sections, and it allows the text to flow without interruption from one section to the next. However, if you want to ensure that a given section will always start on a new page, you can position the text cursor within this section, invoke the **Format > Section** command and check the **Page break** option in the dialog box.





---

# Searching and replacing

In this chapter you will get acquainted with all the functions that have to do with searching and replacing text and formatting.

## ■ Searching and replacing

You can *search* for terms in the text and, if required, *replace* them with other terms.

For example, if a text contained several occurrences of the name “Smith”, misspelled “Smithe”, you could direct TextMaker to replace all occurrences of “Smithe” with “Smith”.

In addition, it is possible to search and replace *formatting* such as the formatting for characters and paragraphs.

## ■ Bookmarks

*Bookmarks* provide another way to get quickly to specific points in the document. You can set a bookmark at any position in the document you wish. After giving the bookmark a name, you can use the **Edit > Go to** command to return to the bookmarked position any time you wish. You can insert as many bookmarks as you wish in a document.

## ■ The Go to ... command

The **Go to ...** command also allows you to move to specific positions in the document according to other criteria – for example, you can move to a specific *page*, a specific *chapter*, a specific *object*, etc.

---

# Searching

You can search a document for a specific term using the **Edit > Search** (keyboard shortcut **(Ctrl)(F)Ctrl+F**) command.

It is even possible to search for formatting – for example for all passages in bold characters (see section “Searching/replacing formatting” [beginning on page 142](#)).



You perform a text search as follows:

1. Invoke the **Edit > Search** command.
2. Under **Search for**, enter the text for which you want to search.
3. As necessary, check the **Options** for the search (see section “Expanded search functions” [beginning on page 140](#)).
4. Click on the **Search** button to begin the search.

When TextMaker finds the search text, it brings it within the document window and selects it.

You can then do either of the following:

- A) You can click on **Search again**, to proceed to the next occurrence of the search text.
- B) You can click on **Close** to end the search and close the search dialog.

You can not only search for a specific text, but also replace it with something else. You will read about this in the next section.

---

## Replacing

Sometimes you want to do more than just find a term in the text. You want an easy way of exchanging it for another term. The command **Edit > Replace** (keyboard shortcut **(Ctrl)(H)Ctrl+H**) is provided to meet this requirement.

Proceed as follows:

1. Invoke the **Edit > Replace** command.

2. Under **Search for**, enter the text for which you want to search.
3. Under **Replace with**, enter text that is to replace the search text.
4. As necessary, check the **Options** for the search (see section “Expanded search functions” [beginning on page 140](#)).
5. Click on the Search button to begin the search.

When TextMaker finds the search text, it brings it within the document window and selects it.

You can then do any of the following:

- A) You can click on **Replace** to have TextMaker replace the selected occurrence of the search term with the replacement term and jump to the next occurrence of the search term.
- B) You can click on **Search again** to have TextMaker jump to the next occurrence of the search term – without replacing the selected occurrence.
- C) You can click on **Replace all** to have TextMaker replace the selected occurrence of the search term and *all* subsequent occurrences it finds in the text.
- D) You can click on **Close** to end the search and close the search dialog.

---

## Repeating a search/replace

To repeat a search or replace operation or to continue a search or replace operation that was interrupted, you can invoke the command **Search again** or **Edit > Replace again**, or simply press the **(F3)F3** key.

TextMaker then continues the search; when it finds another occurrence of the search term, it displays that occurrence.

---

# Expanded search functions

When you click on the **Enlarge** button in the **Edit > Search** or **Edit > Replace** dialog, the dialog expands to offer additional options.

When you click on **Reduce** the dialog contracts and the additional options are hidden. Thus you can specify the expansion or reduction of the dialog according to your preference for having the most options at your disposal or for having as much of the text as possible visible while you are searching.

The expanded search/replace dialog offers the following additional functions:

## Options group box

Here you can make settings for controlling the search operation as follows:

### ■ Case sensitive

By default, the case of letters in the search term is ignored. Thus, if you search for “house”, not only “house”, but also “House”, “HOUSE”, “HouSe”, etc. will be found.

However, if you check this option, only those occurrences of the search term will be found in which the cases of the letters correspond exactly to the cases of the letters in the search term. Thus, if you search for “house”, only “house” will be found.

### ■ Whole words only

If you check this option, only those occurrences of the search term that are separate words will be found.

Thus, if you search for “test”, it will be found only when it stands alone (as a separate word) and not when part of another word like “testament” or “protest”.

### ■ Search from top

By default, TextMaker begins a search at the current position of the text cursor. However, if you check the **Search from top** option, TextMaker begins at the beginning of the document.

When the **Search backwards** option is checked, **Search from top** is replaced by **Search from end**, which works in a corresponding way.

## ■ Search backwards

If you check this option, the search proceeds in the reverse direction, that is, from the current position of the text cursor towards the beginning of the text.

## ■ Search all frames

By default, TextMaker searches only in the text frame in which the text cursor is presently positioned. If the text cursor is in the body text, only the body text is searched. However, if you check this option, TextMaker searches not only the body text, but also all text frames present in the document (including headers and footers).

## “Reset” button

The **Reset** button clears the contents of the **Search for** field or the **Replace with** field (including formatting) – depending on which of these fields contains the text cursor.

## “Format” button

The **Format** button enables you to search a document for specific formatting – for example, for all segments of text in bold characters, or for all centered paragraphs.

Click on this button and set the formatting for which you want to search.

You will find more information about this function in the next section (“Searching/replacing formatting”).

## “Special” button

The Special button enables you to search a document for special characters and to use symbols for such things as “any character”:

- **Paragraph break** (^a) – searches for the paragraph mark that is found at the end of every paragraph.
- **Line break** (^z) – searches for a manual line break ((Shift\*)(e)Shift + ↵).
- **Tab** (^t) – searches for tabs.

- **Any number** (^#) – if you specify, for example, a search for “200^#”, TextMaker will find occurrences of “2000” through “2009”.
- **Any letter** (^\$) – if you specify, for example, a search for “^\$”, TextMaker will find occurrences of “a” through “z” and “A” through “Z” (including letters with umlauts and other accents).
- **Any character** (^?) – searches for any character whatsoever (letter, number or punctuation sign).
- **Any Smart quote** (^q) – searches for any kind of Smart quote like » “ or „, (Neutral quotes like " and ' will not be searched for.)
- **Caret** (^) – searches for “^” (the caret).

To include one of these symbols in the search term, click on the **Special** button and select the desired symbol with a mouse click.

You can repeat and combine these symbols at will within the same search term. Moreover, you can use them together with normal text. A search for “^#^# gallons of ^\$^\$^\$” would yield all occurrences of this form – for example “10 gallons of oil”, “42 gallons of gas”, etc.

---

## Searching/replacing formatting

The **Edit > Search** and **Edit > Replace** allows you to search not only for text, but also for formatting, and to replace the specified formatting with other formatting as required.

With this command you can, for example, replace a specific font with another font at all the points in the text where the former occurs.

**To search for formatting, proceed as follows:**

1. Invoke **Edit > Search**.
2. If the **Format** and **Reset** buttons are not displayed in the dialog, click on the **Enlarge** button to expand the search dialog.
3. Clear any old search term in the **Search for** field by clicking on the **Reset** button.
4. Click on the **Format** button.

5. Select the kind of formatting for which you want to search: character formatting, paragraph formatting, character style or paragraph style.
6. In the new dialog box that appears, specify the format(s) for which you want to search. Then confirm with **OK**.
7. Now you can start the search with the **Search** button.

**To search for formatting and replace it with other formatting, proceed as follows:**

1. Invoke **Edit > Replace**.
2. Using the **Format** button, specify the formatting for which you want to search (see above) and confirm with **OK**.
3. Click in the **Replace with** field.
4. Again use the **Format** button to specify the formatting that is to replace the formatting specified above as the search term. Again confirm with **OK**.
5. Now you can start the search with the **Search** button.

When TextMaker finds an occurrence of the search term, it displays the occurrence in the document window.

To continue searching, click on the **Search again** button. Alternatively, if you want to replace the present occurrence of the formatting, click on the **Replace** button. If you click on **Replace all**, TextMaker replaces the occurrence of the formatting it has just found and all subsequent occurrences that it finds in the text, with the new formatting.

**Tip:** You can use this function to replace, for example, one font with another, wherever the former occurs in the document. However, experts would use *styles* to do this (see chapter “Styles” [beginning on page 115](#)), since they provide a much more elegant means of accomplishing this task. If you change the font in a style, *all* text segments that are formatted with this style are automatically modified accordingly.

One final point: Text and formatting can be searched in combination. Thus, you can search for a specific term in a specific format. For example, if you enter “TextMaker” as the search term and also specify “bold” character formatting for the search, the search will find every occurrence of “TextMaker” in bold characters in the document.

---

# Bookmarks

You can place text markers in TextMaker documents just as you do in books when, for example, you want to be able to return quickly to important passages. These text markers are called *bookmarks*.

To insert a bookmark, invoke the **Insert > Bookmark** command at the desired position in the text and give the bookmark a name. Once you have marked a position in the text in this way, you can jump to it at any time with the **Edit > Go to** command.

## Setting bookmarks

To mark a position in the text, set a bookmark there using the following procedure:

1. Move the text cursor to the position in the text that you want to mark.
2. Invoke the **Insert > Bookmark** command.
3. Enter whatever name you like for the bookmark.

The name can contain a maximum of 20 characters and may not begin with a numeral.

4. Click on **OK** to set the bookmark.

You can set as many bookmarks as you wish in each document.

## Using bookmarks

To return to a bookmarked position in the text, do the following:

1. Invoke the **Edit > Go to** command or press **(F5)F5**.
2. Select **Bookmark** from the **Go to** list.
3. A list of all bookmarks in the document is displayed. Select the desired bookmark from the list, or enter its name manually.
4. Confirm with **OK**.

TextMaker immediately moves the text cursor to the position at which the bookmark was set.



## Deleting bookmarks

When a bookmark is no longer needed, you can delete it using the following procedure:

1. Invoke the **Insert > Bookmark** command.
2. Select the bookmark you want to delete from the list, or enter its name manually.
3. Click on **Delete**.

Note: When you delete a passage of text containing a bookmark, the bookmark is deleted automatically.

---

## The Go to ... Command

The command **Edit > Go to ...** (keyboard shortcut: **(F5)F5** or **(Ctrl)(G)Ctrl+G**) is used to jump to a specific position in a document – to a specific page or bookmark, for example.

To jump to a specific page, do the following:

1. Invoke the **Edit > Go to...** command.
2. Select **Page** from the list of **Go to** options.
3. Enter the desired page number. The page is then immediately brought into view.
4. Click **Close** to close the dialog.

You can perform a number of similar operations with this command by selecting other options from the **Go to** list, including those described in the following table:

Option	Function
<b>Page</b>	jump to a given page (as described above)
<b>Chapter</b>	jump to a given chapter
<b>Bookmark</b>	jump to a given bookmark
<b>Footnote</b>	jump to a given footnote
<b>Footnote text</b>	jump to the footnote text for the given footnote

<b>Object</b>	jump to the selected object (picture, table etc.)
<b>Table of contents</b>	jump to the document's table of contents
<b>Index</b>	jump to the document's index
etc.	

### Tip: Using the buttons at the bottom of the vertical scrollbar

You can also perform **Go to** operations with the three buttons in the lower right corner of the program window.



You use these buttons as follows:

- Click on the button with the red dot icon to bring up a small menu. Then select the type of **Go to** operation you want to perform from the menu.
- Click on the button with the up arrow icon to jump to the target prior to the current position. For example, if “Page” was selected as the target type, clicking on this button will result in a jump to the previous page.
- Click on the button with the down arrow icon to jump to the target following the current position – to the next page, for example.

---

# Fields

You can insert various kinds of “fields” in the text using the **Insert > Field** command.

*Fields* are symbolic representations for the specific values or contents that are assigned to them depending on their types and placement in the text. The “Print date” field, for example, stands for the current date; the “Page number” field stands for the current page number, etc. The available fields even encompass fields from a database that are needed for form letters.

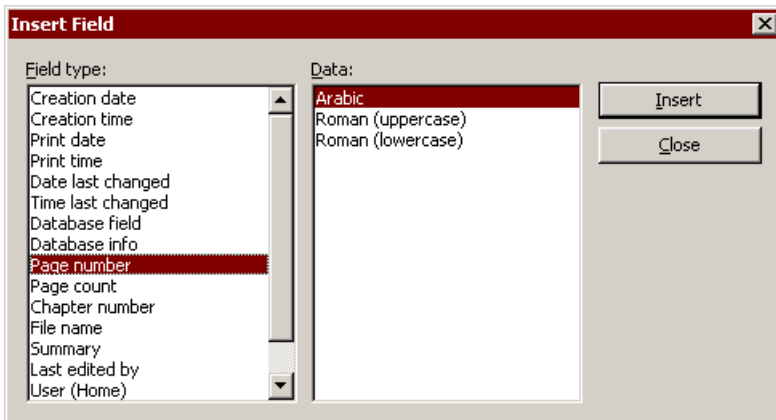
Whenever a document is opened or printed, the contents of all its fields are updated automatically. Thus, if a document containing the “Print date” field were reprinted tomorrow, tomorrow’s date would appear automatically in the document wherever the “Print date” field had been inserted. If required, field contents can be updated manually at any time with the **Extras > Update Fields** command (keyboard shortcut: **(F9)F9**).

Fields can be formatted, deleted, copied and moved like normal text; however, their contents cannot be edited directly.

---

## Inserting a field

To insert a field in the text, move the text cursor to the desired position and invoke the **Insert > Field** command.



Select the type of field to be inserted from the **Field type** list. If you wish, you can also specify the field’s subtype or form of representation by clicking on it in the **Data** list – you can, for example, specify whether a page number should be rendered in Arabic (1, 2, 3) or Roman (I, II, III) numerals.

The available field types are enumerated in the following table:

Field	Function
<b>Creation date</b>	The date on which the current document was created
<b>Creation time</b>	The time at which the current document was created
<b>Print date</b>	Today’s date. This field – like all field types – is updated automatically when you print the document.
<b>Print time</b>	The current time in any of several formats. Automatically updated when the document is printed.
<b>Date last changed</b>	The date on which the current document was last modified (in other words: saved)
<b>Time last changed</b>	The time at which the current document was last modified (in other words: saved)
<b>Database field</b>	The content of a field from a database that has been attached to the document. The specific database field to be inserted is selected from the <b>Data</b> list. See also chapter “Database” <a href="#">beginning on page 303</a> .
<b>Database info</b>	Any of the following items of information about a database attached to the document: <b>Database name only</b> (file name of the database), <b>Full database name</b> (the same with the addition of the path name),

	<b>Database record number</b> (the record number of the current database record) and <b>Record count</b> (number of records in the database).
<b>Page number</b>	The number of the current page, represented in Arabic (1, 2, 3) or Roman (I, II, III) numerals, according to the <b>Data</b> selection.
<b>Page count</b>	The total number of pages in the document
<b>Chapter number</b>	The number of the current chapter, represented in Arabic (1, 2, 3) or Roman (I, II, III) numerals, depending on the <b>Data</b> selection. See also section “Dividing a document into chapters” <a href="#">beginning on page 109</a> .
<b>File name</b>	The file name of the current document, optionally including the complete path (e.g. c:\documents\test.tmd) or without the path (e.g. test.tmd)
<b>Summary</b>	Any of several items of information about the current document (Subject, Author, Keywords etc.). You can edit the contents of these fields by clicking on <b>Settings</b> . See also section “Document summary” <a href="#">beginning on page 429</a> .
<b>Last edited by</b>	The first name, last name or initials of the user who last modified (that is, saved) the document. These fields work only when the user has invoked <b>Extras &gt; Preferences</b> , switched to the <b>General</b> property sheet, clicked on the <b>User (Home)</b> button and entered her name.
<b>User (Home)</b>	Any of several items of personal information that can be edited with the <b>Settings</b> button. You can insert one of these fields in the text if you want your name, address, telephone number, etc. to appear in the document. These fields are used, for example, in the document templates supplied with the program.
<b>User (Business)</b>	You can use these fields in the same way you use the home address fields (see above) when you want contents of your business address to appear in the document. These fields can be edited with the <b>Settings</b> button.
<b>Auto number</b>	Generates a serial number. There is more about this in chapter “Automatic numbering” <a href="#">beginning on page 155</a> .

When you have made your selection, click on **Insert**.

The field is immediately inserted into the text and its content is displayed there. By default, what is displayed is the result of replacing the field symbol with the data for which it stands. Thus, if you insert, for example, the “Print date” field, the current date will be shown in the text.

## Updating fields

Whenever a document is opened or printed, all the fields it contains are updated automatically. Accordingly, if you print a document containing the “Print date” field tomorrow, tomorrow’s date will appear in the document at those places where the field was inserted.

You can update the fields manually at any time using the **Extras > Update Fields** or the **(F9)F9** key. All the fields and calculations in the document will then be brought up to date.

## Showing field names and shading fields

When you want control over the fields contained in a document, you can check the **Display field names** option. Then, TextMaker displays field names in curly braces instead of the results for which these names stand – for example, *{Print time}* for the “Print time” field, instead of the current time.

To get to this option, invoke the **File > Properties** command and switch to the **View** property sheet. There check the **Display field names** option.

This dialog box also contains an option called **Shade fields**. If you check this option, all fields are displayed with a gray background so that they can be more easily distinguished from normal text.

**Note:** These settings are effective only for the current document.

## Specifying your own date and time formats

If none of the predefined formats in which the contents of date and time fields can be rendered suits you, you can specify your own formats in the dialog box for **Insert > Field**. First, select the date or time field you want to use; then, click on the **New format** button.

You can specify precisely the format in which the date or time is to be represented by entering abbreviations in the dialog box that appears. As you enter formatting specifications, TextMaker shows an example of the formatted result.

Any combination of the following abbreviations can be used in your format specification (pay attention to case!):

Abbreviation	Meaning	Example
d	day	2
dd	day with two places	02
ddd	weekday abbreviated to three letters	Mon
dddd	weekday spelled out	Monday
m	month	7
mm	month with two places	07
mmm	name of the month abbreviated to three letters	Jul
mmmm	name of the month spelled out	July
yy	year with two places	06
yyyy	year with four places	2006
h	hour (12-hour format)	8
hh	hour with two places (12-hour format)	08
H	hour (24-hour format)	8
HH	hour with two places (24-hour format)	08
M	minute	5
MM	minute with two places	05
S	second	0
SS	second with two places	00
am	show am/pm following the hour	am
AM	show AM/PM following the hour	AM

In addition to these abbreviations, you can use any punctuation characters (period, slash, etc.) you like in your entry.

Example: If you enter “dddd, d mmmm yyyy” as the format in the **Format** field, the date 4/26/2006 will be represented as “Wednesday, 26 April 2006”.

**Changing the language:** You can change the **Language** of a text segment in the dialog for the **Format > Character** command. When use this command to format

text in a given language, the names of months and days of the week that result from date fields are automatically changed accordingly (see also section “Setting the language” [beginning on page 280](#)).

---

## Inserting the date and time as text

With the **Insert > Date/Time** command, you can insert the current date or time into the document as fixed text.

Unlike the command described on the preceding pages for inserting date and time *fields*, this command uses the current date or time to create a *fixed text* that will not be updated automatically.

When you invoke **Insert > Date/Time**, a dialog box appears. Here you can select either the date or the time as the basis for the creation of the text, and specify the format.

If none of the predefined formats suits you, you can click on the **New format** button and type in your own format, using the abbreviations described in the previous section.

If you want the date or time to be inserted as a *field*, rather than as fixed text, check the **Insert as field** option. TextMaker then creates a field (*Print date* or *Print time*). You will find details about the use of fields in the section above.



---

# Inserting special characters

Some characters – e.g. the copyright sign, the degree sign and the accented characters used in some languages – cannot be entered into a text directly by means of the keyboard. TextMaker’s built-in character table provides a convenient means for inserting symbols and other special characters into your text.

You insert special characters as follows:

1. Invoke the command **Insert > Symbol**.
2. The dialog box that appears gives you access to every character that is available from the current font. If you need a character from a different font, select it from the **Font** list in the window.
3. The font’s characters are organized into sets. If the character you want to use is not in the set immediately in view when you can jump to the set in which it is likely to be found by selecting it from the **Set** list. For example, you can select **Cyrillic** to view the font’s Cyrillic characters (provided the font contains such characters).

*Note:* Many individual fonts contain only a few of the character sets that are defined. However, the fonts that are supplied with your operating system constitute a huge reservoir of characters. These include, for example, the Arial, Tahoma and Times New Roman fonts supplied with Windows.

4. Select the desired character by clicking on it. Then press the Enter key (↵) or click on the **Insert** button to insert the character into the text. Alternatively, you can double click on a character to select and immediately insert it.
5. You can repeat the above described procedure to insert additional characters, as required. When you are finished, exit the dialog with the **Close** button.

**Tip for Windows users:** Most Windows versions include two symbol fonts named *Symbol* and *Wingdings*. These fonts contain many symbols that could be useful to you (as bullets, for example).



---

# Automatic numbering

TextMaker has several functions that generate enumerations automatically. This chapter will teach you everything you need to know about them:

## ■ Simple enumerations

The first section describes the **Format > Bullets and Numbering** command. This command is helpful for numbering paragraphs. A number is inserted to the left of each successive paragraph, and each paragraph is indented to accommodate the number.

## ■ Numbered lists

You can also create *numbered lists* with this command. The numbering scheme for a numbered list can be saved and reused. In addition, a numbered list can be organized hierarchically (1., 1.1, 1.1.1, etc.).

## ■ Numbered headings

You can also use numbered lists to apply numbering to the headings in a document automatically. You will find information about this in section “Numbering headings” [beginning on page 371](#).

## ■ Numbering with “Auto numbers”

Besides the above mentioned methods for numbering paragraphs, TextMaker provides a general-purpose method for automatic numbering: you can insert instances of an *Auto number* field anywhere in the text. Successive instances of this field are automatically numbered incrementally.

## ■ Adding line numbers

In addition, you can have TextMaker show line numbers alongside the document text. The line numbers are inserted in the left page margin, both for display and for printing.

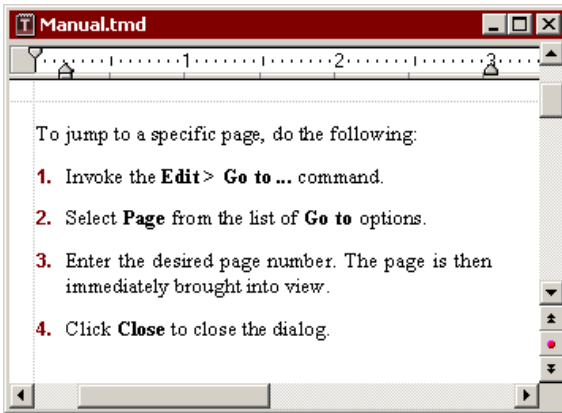
These topics are treated in detail on the following pages in the order listed.

---

# Simple enumerations

The section “Bulleted lists” [beginning on page 85](#) describes how you can add bullets to paragraphs with the **Format > Bullets and Numbering** command.

This command is also suitable for *enumerating* paragraphs. TextMaker automatically indents the paragraphs at the left to make room for the numbers and then numbers the paragraphs incrementally.



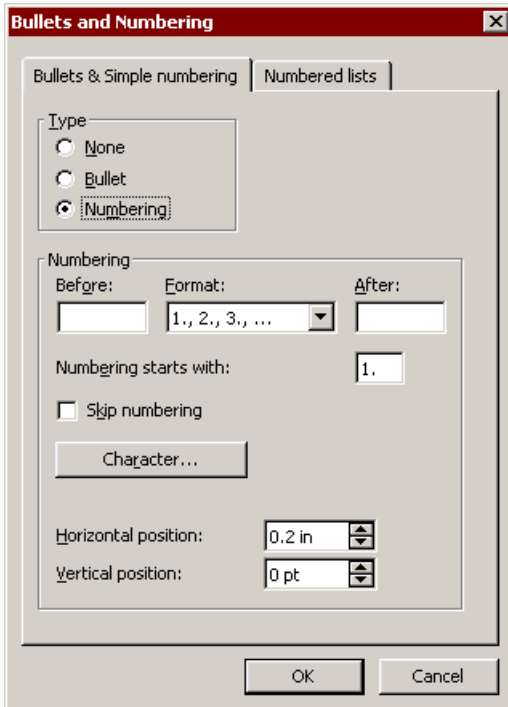
*Paragraphs with numbering*

You can use enumeration as many times as you wish within a single document. The numbering is automatically reset to one at the beginning of each new enumeration.

## Adding numbering

To add numbering to a group of paragraphs, proceed as follows:

1. Select the paragraphs of interest.
2. Invoke **Format > Bullets and Numbering**.
3. Switch to the **Bullets & Simple numbering** property sheet.
4. In the **Type** group box, select **Numbering**.



5. As required, set the desired options in the **Numbering** group box (see the “Options” section below).
6. Confirm with **OK**.

The selected paragraphs are immediately enumerated.

**Note:** You can use as many enumerations as you wish within a single document. The numbering is automatically reset at the beginning of every new group of numbered paragraphs. More precisely: whenever a numbered paragraph is preceded by a paragraph that is *not* numbered, the numbered paragraph’s number is automatically set to “1”.

## Skipping paragraphs in an enumeration

You can interrupt an enumeration at a given paragraph and then continue the enumeration at a following paragraph.

To do this, position the text cursor in the numbered paragraph that you want to exclude from the enumeration, invoke **Format > Bullets and Numbering**, switch to the **Bullets & Simple numbering** property sheet and check the **Skip numbering** option.

The selected paragraph's number is now removed, and only its indentation is retained. The enumeration is continued at the immediately following numbered paragraph.

## Ending or removing an enumeration

To end an enumeration of paragraphs or to remove a previously applied enumeration, proceed as follows:

1. Position the text cursor at the end of the last numbered paragraph and press the Enter key (↵) to begin a new paragraph.

*Or:* If you want to remove all numbers from a given group of numbered paragraphs, select them.

2. Invoke the **Format > Bullets and Numbering** command.
3. Switch to the **Bullets & Simple numbering** property sheet.
4. Disable numbering by selecting **None** in the **Type** group box.
5. Confirm with **OK**.

## Options

The **Bullets & Simple numbering** property sheet in the dialog box for the **Format > Bullets and Numbering** command gives you access to the following options:

### ■ Type

Here you can specify either **Numbering** or a **Bullet** for the selected paragraph(s). Select the **Numbering** option for numbering. (You can find information relating to the **Bullet** option in section “Bulleted lists” beginning on page 85.)

When you set the Type to **None** existing bullets or numbers are removed.

You can always transform a numbered list into a bulleted list simply by changing the Type to **Bullet**. Naturally, you can proceed in the opposite direction as well.

### ■ **Before and After**

As required, you can specify text to be added before and/or after the number that TextMaker will assign to the paragraph. For example, if you want the numbers surrounded by dashes (-1-, -2-, -3- etc.), you should select the **Format 1, 2, 3** and enter “-” in each of the **Before** and **After** fields.

### ■ **Format**

Here you specify the format for the numbering. Besides the usual “1., 2., 3., ...” you can select, for example, letters (A, B, C, ...) or Roman numerals (I, II, III, ...).

### ■ **Numbering starts with...**

By default, TextMaker starts every enumeration with “1”. If you want to use a different starting value, enter it here.

### ■ **Skip numbering**

It is often the case that a numbered list includes an individual item that needs to span more than a single paragraph. In such a case, only the item’s first paragraph should be numbered; numbering should skip succeeding paragraphs that belong to that item and resume only with the paragraph that constitutes the following item.

TextMaker provides the **Skip numbering** option for such a situation. When numbered paragraphs that are to be grouped as one item with a preceding numbered paragraph have been selected, you can check this option to cause TextMaker to skip these paragraphs when assigning numbers.

### ■ **Character** button

You can click on this button to change the character formatting (font, size, emphasis, etc.) for the numbers.

### ■ **Horizontal position**

Allows you to specify how far the text should be indented to the right to make room for the numbers.

## ■ Vertical position

Allows you to specify the vertical position of the numbers. Negative values cause the numbers to be lowered; positive values cause them to be raised.

## ■ Numbered lists property sheet

This property sheet provides control over the creation of *numbered lists*. A numbered list has special features that distinguish it from a simple enumeration: the layout of a numbered list can be saved and reused. In addition, a numbered list can have a hierarchical organization (1., 1.1., 1.1.1, etc.).

Information about numbered lists is presented in the next section.

---

# Numbered lists

Advanced TextMaker users will already appreciate the advantages of *paragraph styles*, which are described in chapter “Styles”. You can save a frequently needed paragraph format in a paragraph style and then apply it over and over again to any paragraphs you wish.

Something similar is available for enumerations: *numbered lists*.

These work somewhat like paragraph styles: When you want to apply a certain kind of enumeration *frequently* in a document, set up a numbered list. When you do so, a dialog like the one for simple enumerated and bulleted lists will appear. It will allow you to specify precisely the kind of numbering and the number format you want.

Afterwards, you can apply the layout of your numbered list to any paragraphs you like. The paragraphs will then be given a numbering exactly as you specified in your numbered list.

A further advantage: If you subsequently change the formatting of the numbered list, the paragraphs formatted with this list will change accordingly.

## Using hierarchical lists

Numbered lists have the additional advantage that they allow the creation of *hierarchical* enumerations.



While **simple lists** (like 1., 2., 3. etc.) have only one level, **hierarchical lists** can have several levels. For example, a hierarchical list might look like this:

1.
  - 1.1.
  - 1.2.
- 2.
- 3.
- etc.*

In the above example, the two paragraphs under 1. have second level numbering: 1.1 and 1.2

---

## Creating numbered lists

To create a new numbered list, proceed as follows:

1. If you want to apply the new numbered list immediately after creating it, first select the paragraphs to which you want to apply it.
2. Invoke the **Format > Bullets and Numbering** command.
3. Switch to the **Numbered Lists** property sheet.
4. Click on the **New** button.
5. Give the new numbered list whatever name you like and then confirm with **OK**.
6. Select either **Simple list** (1., 2., 3. etc.) or **Hierarchical list** (1., 1.1, 1.1.1. etc.), depending on the type of list you want to create (see the introduction and section “Options in the Numbered Lists dialog” [below](#)).
7. Make any additional required settings for the numbering (see section “Options in the Numbered Lists dialog” [below](#)).
8. Confirm with **OK**.

The new numbered list is now set up. If you want to apply it to the paragraphs currently selected in the text, click on **Apply**. Otherwise, click on **Close**.

You will find additional information about the application of numbered lists in section “Applying numbered lists” [beginning on page 167](#).

---

## Options in the Numbered Lists dialog

In the dialog box for setting up and editing numbered lists you can make the following settings:

### General options

#### ■ **Simple list** or **Hierarchical list**

The option you select here determines the overall layout of the numbered list, for it controls the type of the list:

Select **Simple list** for a simple enumeration with only one level (thus 1., 2., 3. etc.)

Select **Hierarchical list** for a hierarchical enumeration with multiple levels (for example 1., 1.1., 1.1.1. etc.)

#### ■ **Use paragraph's outline level as list level**

Available only when the type of the numbered list has been set to **Hierarchical list**.

When this option is checked the outline levels of the paragraphs to which the numbered list is applied are used as the levels in the automatic numbering of the list. For example, if a paragraph has an outline level of 3 (is thus a third order heading) it becomes a level 3 list item when the list is applied (thus "1.1.1", for example).

**Note:** When this option is checked, numbering is applied only to *headings*. *Normal* text (paragraphs with outline level zero) is *not* numbered.

You will find information about document outline levels in section "Outlines" [beginning on page 363](#).

If the **Use paragraph's outline level as list level** option is not checked, you can set the list level manually with the **List level** option in the main dialog (see also section "Applying numbered lists" [beginning on page 167](#)).

#### ■ **Level**

Available only when the type of the numbered list has been set to **Hierarchical list**.

Here you can select with a mouse click the level of the list you want to modify. For example, if you click on “3”, you can change the settings for the third level.

Each level of a hierarchical list can have its own settings. For example, you can set the color for the numbers at level 1 to blue, and the colors of the numbers at all the other levels to black.

### ■ **Preview**

The **Preview** field shows how the numbering will look with the current settings.

In addition, it provides an alternative means of selecting the level you want to edit. You can make a selection in the **Preview** field in exactly the same way you make a selection in the **Level** field, by clicking on the desired level.

### ■ **Display higher levels**

Available only for list levels of 2 and above in hierarchical lists.

When this option is checked, the numbering applied to a list item at the selected level will fully represent the item’s hierarchical position. This numbering will include the item’s number in the sequence of items with which it is coordinate and the numbers of *all* the items to which it is subordinate. Thus, an item at list level 3, for example, will have a numbering in the form “1.5.9”.

When the option is not checked, the numbering will not include the numbers of any higher level items. Thus, the above example will not be numbered with “1.5.9” but just with “9”.

### ■ **Don’t restart the level**

Available only for list levels of 2 and above in hierarchical lists.

When this option is checked, the numbering of list items at the selected list level is not reset to 1 whenever a list item at this level follows an item at a higher level item.

For example, if you check this option for level 2, the result will be as illustrated below:

Option unchecked:

1.

Option checked:

1.

1.1	1.1
1.2	1.2
2.	2.
<b>2.1</b>	<b>2.3</b>

As you can see in the *last* item of the above example, the 2nd level is continued with 2.3 instead of being reset to 2.1 when this option is checked.

#### ■ **Reset** button

If you should ever make a big mistake or completely change your mind while editing a numbered list, you can press the **Reset** button to make a fresh start. The Reset function returns all the options (for *all* list levels) to their original settings.

The remaining options in this dialog allow you the change the way the numbered list will look.

Note: As mentioned above, each level of a *hierarchical* list can have its *own* settings. So, before setting any of these options, be sure to first select the level that you want to modify in the **Level** field.

## Options for bullets

If you have selected the **Bullet** option in the **Type** group box, the following options appear in the dialog:

#### ■ **Bullet** group box

Here you can select the bullet you want to use.

The **Default** row contains pre-defined bullets from which you can choose, while the **Custom** row contains user-defined bullets. If you click on one of the bullets in the **Custom** row and then click on the **Change** button at the end of that row, you can select any symbol to be used as a bullet.

#### ■ **Color** (default bullets only)

You can select a color for the bullet from the dropdown **Color** list. If the pre-defined colors presented in the list don't suit you, you can always define new colors (see section “Document properties, Colors property sheet” [beginning on page 463](#)).

**Tip:** If you set the color to “Auto” TextMaker automatically uses the font color assigned to the paragraph at the right of the bullet.

#### ■ **Size** (default bullets only)

Here you can change the size (in points) of the bullet.

**Tip:** When you select the “Auto” option TextMaker automatically uses the font size assigned to the paragraph at the right of the bullet.

#### ■ **Character** button (custom bullets only)

If you have selected a bullet from the **Custom** row, the two options mentioned above are replaced by a **Character** button. Click on this button if you want to change the character formatting (size, color, emphasis, etc.) of the bullet.

**Tip:** If you do *not* make any changes to the character format, the bullet will automatically use the character format of the paragraph at its right.

#### ■ **Horizontal position**

Allows you to specify how far the text should be indented to the right to make room for the bullet.

#### ■ **Vertical position**

Allows you to specify the vertical position of the bullet. Negative values cause the bullet to be lowered; positive values cause it to be raised.

#### ■ **Additional indent**

You can use this option to indent the entire list item (*including* the bullet) to the right.

## Options for numbering

If you have selected the **Numbering** option in the **Type** group box, the following options appear in the dialog:

#### ■ **Numbering text**

With this and the following options, you can change the format of the numbering as required.

The **Numbering text** edit box is filled in automatically by the program. However, you can always make changes. {1}, for example, represents the list

level 1 component of the number, in the specified format (see the next option). If, for example, {1} is entered in this box, and the “1, 2, 3, ...” format is selected, level 1 list items will have numbering in the form 1, 2, 3 etc. However, if -{1}- is entered (dashes added before and after the placeholder), the level 1 list items will have numbering in the form -1-, -2-, -3- etc.

If the number has several level components, the edit box will contain a placeholder for each of the components, for example {1}, {2}, {3} (for level 1, 2, 3) etc..

#### ■ **Format**

This option allows you to specify the format for the numbering. Besides the usual “1, 2, 3, ...” you can select e.g. letters (A, B, C, ...) or Roman numerals (I, II, III, ...).

#### ■ **Numbering starts with...**

If you want the numbering to start with some value other than 1, you can enter the starting value here.

This option takes effect only when the numbering is beginning anew, or when it is reset with the **Restart numbering** option in the main dialog.

#### ■ **Character button**

If you click on this button you can change the character formatting (font, size, emphasis, etc.) of the numbers.

#### ■ **Horizontal position**

Allows you to specify how far the text should be indented to the right to make room for the number.

#### ■ **Vertical position**

Allows you to specify the vertical position of the number. Negative values are used to lower the number; positive values to raise it.

#### ■ **Additional indent**

You can use this option to indent the entire list item (*including* the number) to the right.

---

## Applying numbered lists

Numbered lists are used much like paragraph styles: First, select the paragraphs to be formatted, then apply the numbered list.

Thus, you do the following:

1. Position the text cursor in the paragraph to which you want to apply the numbered list, or select multiple paragraphs.
2. Invoke the **Format > Bullets and Numbering** command.
3. Switch to the **Numbered Lists** property sheet.
4. Select the desired numbered list.
5. Click on **Apply**.

The paragraphs are immediately formatted with the numbering specified in the selected list.

**Note:** When you apply a hierarchical list in which the **Use paragraph's outline level as list level** option is checked, numberings will appear only on *headings*. Normal text (paragraphs with outline level zero) will have *no* numberings.

## Options

The options in the dialog box for this command are given below with their functions:

### ■ List level

Here you can specify the list level for the paragraph to which a *hierarchical* numbered list is to be applied. For example, if you set this option to 1, the paragraph will be formatted as a list item at level 1 and will have a number of the form “1”, while if you set the option to 3, the paragraph will have a number of the form “1.1.1”, etc.

Note: The list level can *not* be specified if you have checked the **Use paragraph's outline level as list level** option, because in that case it automatically uses the paragraph's outline level as the list level.

## ■ Restart numbering

Starts a new number sequence at the selected paragraph; in other words, resets the numbering of paragraphs at the current level to 1.

Note: If multiple paragraphs are selected when the command is invoked, the first selected paragraph becomes the basis for resetting the numbering.

## Changing list levels with the Formatting toolbar

When working with paragraphs to which a *hierarchical* numbered list has been applied, you can use the following buttons in the Formatting toolbar to conveniently change the paragraph's list levels:



Lowers the list level



Raises the list level

---

## Modifying numbered lists

You can modify a previously defined numbered list at any time.

To do so, proceed as follows:

1. Invoke the **Format > Bullets and Numbering** command.
2. Switch to the **Numbered Lists** property sheet.
3. With a mouse click, select the numbered list that you want to edit.
4. Click on the **Edit** button.
5. Make the desired changes.
6. Confirm with **OK**.

The numbered list is immediately modified in accordance with your new settings. If you want to apply the modified list to the paragraphs currently selected in the text, click on **Apply**. Otherwise, click on **Close**.

**Note:** Changes to a numbered list affect *all* paragraphs that have been formatted with this list.



## Deleting and renaming numbered lists

To delete a numbered list, select the list in the above mentioned dialog and then click on the **Delete** button.

**Note:** When you delete a numbered list, the numbering is removed from *all* the paragraphs that were formatted with this list.

To rename a numbered list, select it, click on the **Rename** button and enter the new name.

---

## Numbered headings

Numbered lists can also be used for automatic numbering of all the headings in a document. You can read more about this topic in section “Numbering headings” [beginning on page 371](#).

---

## Numbering with Auto numbers

You can create automatic enumerations, not only with the paragraph numbering functions described on the previous pages, but also manually, by inserting an **Auto number** field anywhere in the text.

The “auto number” is a field that symbolizes a number in a series. The first instance of the auto number in a document always yields the number “1”, the next instance yields “2”, etc.

If you insert an additional auto number into the document, each *successive* instance of the auto number will be increased by one. If you delete a segment of text that contains an auto number, all the following auto numbers will be reduced by one.

To insert an auto number, do the following:

1. Invoke the **Insert > Field** command.
2. Select the “Auto number” field from the **Field type** list.
3. Click on **Insert**.

The auto number appears immediately in the text.

## Resetting the auto number

If you need to use auto numbers to create several separate enumerations in a single document you can do so by resetting the auto number to one at the appropriate places.

Proceed as follows:

1. Move the text cursor to the place at which the numbering should be reset to begin a new sequence.
2. Invoke the **Insert > Breaks > Section Break** command.
3. Invoke the **Format > Section** command.
4. Make sure that the **Apply to** option in the formatting dialog box is set to **Current section**.
5. Check the **Restart auto numbers** option.
6. Confirm with **OK**.

It should not surprise you that most of the options in the **Format > Section** dialog have to do with text columns. “Sections” exist not merely to allow auto numbers to be reset, but also to facilitate multi-column layouts.

---

## Adding line numbers

Apart from the various kinds of numbering functions described in the preceding sections, TextMaker provides a function that inserts *line numbers* alongside a document’s text. The line numbers appear in the left margin, both on the display and on the printed page.

To instruct TextMaker to show line numbers, proceed as follows:

1. Select as necessary the text segment for which line numbers are to be shown.
2. Invoke the **Format > Section** command.
3. Switch to the **Line numbers** property sheet.

4. Check the **Show line numbers** option.
5. As necessary, make the required settings for the numbering (see below).
6. Confirm with **OK**.

The line numbers are immediately displayed.

If you later want to turn the display of line numbers off, you can do so by following the above described procedure, unchecking the **Show line numbers** option at step 4.

## Options

In the dialog box for this command, you can make settings that control the line numbering as follows:

### ■ **Show line numbers**

Turns the display of line numbers on/off.

### ■ **Options** group box

Here you can set the following options:

**First line number** is the number with which the line numbering should begin.

**Increment** is the interval between numbered lines. For example, if you enter 5, line numbers will appear only at lines 5, 10, 15, 20 etc.

**Distance to text** is the amount of blank space TextMaker should leave between the line number and the left margin.

### ■ **Numbering** group box

Allows you to specify whether and at what place the numbering should be reset:

**Restart at the beginning of this section:** The numbering is reset to 1 only at the beginning of the current section. Tip: You can define new sections with the **Insert > Breaks > Section break** command.

**Restart on every page:** The numbering is reset to 1 at the beginning of every page of the document.

**Continuous:** The numbering is not reset to 1.

■ **Apply to:**

Determines what parts of the document will be affected by the settings you make in this dialog:

**Whole document:** the entire document.

**This point forward:** that part of the document beginning at the current position of the text cursor and ending at the end of the document.

**Selected text:** the selected text.

**Current section:** the current section. Tip: You can use the **Insert > Breaks > Section break** command to split up the document into as many sections as you want.

**Selected sections:** all sections included in the current selection.

**To end of section:** the segment of text beginning at the current position of the text cursor and ending at the end of the current section.

---

# Tables

Would you like to lay out certain parts of your document, including text and/or pictures, in tabular form to make them more legible? If you would, simply insert a *table* into the document.

This is an example of a table.	As you can see, the text within a “table cell” is wrapped automatically.	The columns in a table can be of different widths.
Each cell can have its own border.	Each cell can be shaded individually.	TextMaker automatically determines the optimum height for each row of cells.

Of course you could also use tab stops if you only want to set up a simple list, but tables offer the following advantages:

- Within a table cell, text that does not fit on a single line is automatically broken into multiple lines and the height of the cell is adjusted automatically to accommodate it.
- You can delete, copy, move or format individual table cells (or complete rows or columns of cells).
- Table cells can have borders, a grid and shaded or patterned backgrounds.
- It is even possible to perform calculations on the contents of table cells (see chapter “Calculations in the text” [beginning on page 341](#)).

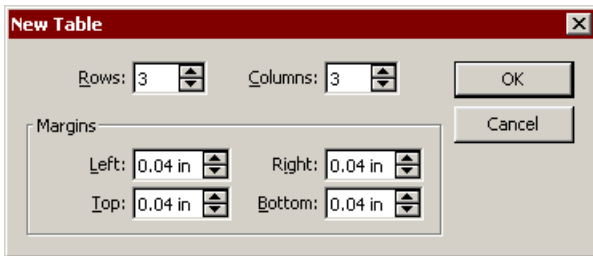
The following pages contain detailed information about tables.

---

## Inserting a table

To insert a table in the text, move the text cursor to the desired position and invoke the command **Table > New Table**.

A dialog box appears to allow you to specify the number of rows and columns the table should contain.



When you confirm with **OK**, TextMaker inserts the table in the text.

***Note for users of older TextMaker versions:*** Beginning with the 2006 version, TextMaker allows you to insert tables within *text frames*. This was not possible in earlier versions. The current version of TextMaker no longer provides you with a command for inserting **table frames**, because this new feature makes table frames superfluous. When you open a TextMaker document that contains table frames with the current TextMaker version, all table frames will be converted automatically into text frames containing a table.

---

## Editing tables

You can enter, edit and format text within tables in the usual manner. When you insert a new table, TextMaker automatically places the text cursor in the first table cell, so that you can begin typing immediately.

You can type multiple lines of text within a cell – the lines will be broken automatically – and begin new paragraphs with the Enter (↵) key. The heights of all the cells in a row will be adjusted automatically to the height of the current cell as its height increases.

You insert pictures into a table cell in the usual manner using the **Object > New Picture** command, which is described in chapter “Pictures” **beginning on page 195**. Of course you can also insert other kinds of objects – for example OLE objects, forms objects, etc.

To move the text cursor from one table cell to another, do the following:

**Keyboard:** Press the (Tab)**Tab** key to move to the next cell, or (Shift\*)(Tab)**Shift + Tab** to move to the previous cell. To move the text cursor from row to row, use the arrow keys (↓) and (↑).

**Mouse:** Click in the desired cell.

**Note:** As noted above, the (Tab)Tab key is not available for inserting tab stops within table cells. In tables, you enter *tab stops* not with (Tab)Tab, but with the key combination (Ctrl)(Tab)Ctrl+Tab.

---

## Selecting table cells and cell contents

Text selection *within* a table cell works just like normal text selection.

To select *complete* table cells, including all their content, click in the first cell to be selected, press and hold down the left mouse button and drag the selection to the last cell of interest.

There is an alternative way to select complete lines or column of cells. When you invoke the **Table > Select** command, a sub-menu opens, from which you can specify selection of the current row(s), the current column(s) or the entire table.

**Tip:** Occasionally, you will want to select only a *single* cell. The only way to do this is to use the following “trick”: use the mouse to drag the selection from the cell of interest into a neighboring cell and then back.

---

## Deleting, copying, moving cell contents

To delete, copy or move the contents of table cells, select the cells and then use the familiar commands in the **Edit** menu:

- |        |  |
|--------|--|
| Delete | The <b>Edit &gt; Delete</b> command (keyboard shortcut: (Del)Del) deletes the contents of all the currently selected cells.                    |
| Cut    | The <b>Edit &gt; Cut</b> command (keyboard shortcut: (Ctrl)(X)Ctrl+X) cuts the contents of the selected cells and holds them in the clipboard. |
| Copy   | The <b>Edit &gt; Copy</b> command (keyboard shortcut: (Ctrl)(C)Ctrl+C) copies the contents of the selected cells into the clipboard.           |

## Paste

The **Edit > Paste** command (keyboard shortcut: **(Ctrl)(V)Ctrl+V**) inserts the contents of the clipboard. Before using this command, position the text cursor in the desired cell.

**Note:** Notice that these commands apply only to the *contents* of the cells. So, when you select some cells and invoke, for example, the **Edit > Delete** command, only the contents of the cells are removed; the cells themselves remain as they were. You will find information about deleting/inserting *complete table cells* (including their contents) in the next section.

---

# Deleting and inserting cell contents

In the previous section you learned how to delete, copy or move the *contents* of table cells.

This section describes how you can *completely* remove cells from a table and insert additional cells into a table.

---

## Deleting cells from a table

To completely remove cells (including their contents) from a table do the following:

1. Select the cells to be deleted.
2. Invoke the command **Table > Delete Cells**.

The cells are immediately removed.

## Deleting a complete table

**Note:** To delete a *complete* table, first select the entire table. You can use the **Table > Select > Table** command to do this. Then invoke the **Table > Delete Cells** command. Don't just press the **(Del)Del** key, because this only deletes the *contents* of the table cells, not the table cells themselves.



---

## Inserting cells in a table

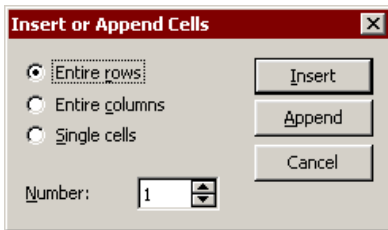
**Tip:** You can add a new row of cells at the bottom of a table simply by pressing the (Tab)Tab key when the text cursor is in the last cell. TextMaker then automatically extends the table by adding a new row.

In general, you can insert new cells into a table by doing the following:

1. Position the text cursor in the cell before which the new cells are to be inserted.
2. Invoke the **Table > Insert Cells** command.
3. In certain cases, a dialog appears to allow you to specify the way the new cells are to be inserted (see below).
4. Click on **Insert** to insert the new cells before the current cell, or on **Append** to insert them at the end of the table.

The cells are immediately inserted.

If you did not select complete rows or columns prior to invoking the **Table > Insert Cells** command, a dialog appears that allows you to specify the way the cells are to be inserted.



The dialog presents the following options:

Option	Meaning
<b>Entire rows</b>	Complete rows of cells are inserted.
<b>Entire columns</b>	Complete columns of cells are inserted.
<b>Single cells</b>	Cells are inserted on a cell by cell basis, depending on the current selection. For example, if you selected 4x4 cells prior to invoking the command, 4x4 cells are inserted.

An additional option allows you to specify the **Number** of cells to be inserted. If, for example, you select **Entire rows** and then set the **Number** to 10, 10 rows will be inserted instead of only one.

## Tip: Quick insertion of complete rows or columns

There is a shortcut for inserting new rows or columns:

Select either an entire row or an entire column of cells before invoking **Table > Insert Cells**. TextMaker will then immediately insert a new row or column ahead of the selected row or column – without first displaying the above described dialog.

**Tip:** If you select multiple rows or columns before invoking this command, the corresponding number of rows/columns will be inserted. For example, if you have selected 3 rows, 3 additional rows will be inserted instead of only one.

---

# Joining and splitting table cells

This section describes how you can *join* table cells (combine several cells to make one cell) and also *split* them (separate cells into multiple cells).

---

## Joining table cells

You can join together neighboring cells of a table any time you wish. That is, you can combine them to make a single cell.

You do this as follows:

1. Select the cells to be joined.
2. Invoke the **Table > Join Cells** command.

The cells are immediately combined.

In this process, the contents of the original cells are not lost; they are combined in the resulting cell. The content of each original cell is placed in a separate paragraph.

---

## Splitting table cells

You can split table cells any time you wish; that is, you can break them into multiple cells.

You do this as follows:

1. Position the text cursor in the cell you want to split.
2. Invoke the **Table > Split Cells** command.
3. A dialog box appears. Enter the number of rows and columns into which the cell should be split in this dialog.
4. Confirm with **OK**.

The cell is immediately split according to your specifications.

### Splitting several cells at once

Optionally, you can select multiple neighboring cells before invoking the **Table > Split Cells** command. When you do this, all the selected cells are split in a single step.

Notice that the above described dialog presents a **Join selected cells before splitting?** option if multiple cells are selected. It offers the following options:

- If you choose **Treat the selection as one cell and split it**, the selected cells are combined into a single cell before the splitting operation is carried out.
- If you choose **Each selected cell will be split individually**, *each* of the selected cells is split into the specified number of rows and columns.

---

## Splitting tables

With the help of the command **Table > Split Table** you can split a table horizontally. The result is two separate tables.

To split a table, do the following:

1. Position the text cursor in any cell of the row at which the table is to be split.
2. Invoke the **Table > Split Table** command.

The table is immediately broken into two separate tables.

---

## Formatting tables

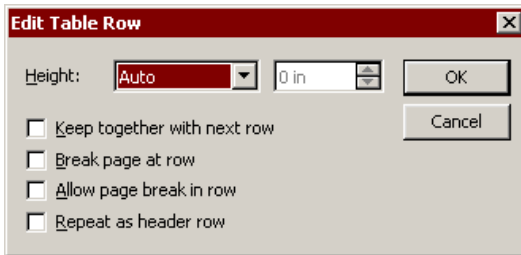
The following pages will acquaint you with the commands **Table > Row Properties** and **Table > Cell Properties**. These commands are used to format table cells. With them, you can specify among other things the heights, widths and margins of cells and change their shading and borders.

---

### Row properties

The **Table > Row Properties** command is for modifying the formatting of complete rows in tables.

Before invoking this command select the rows whose format is to be changed. If you do not select any rows, the changes will be applied only to the row in which the text cursor is positioned.



The dialog box for this command offers the following options:

#### Height

Here you can modify the height of the table rows by selecting from among the following options:

- **Auto**

This is the default setting. When it is selected, TextMaker determines the optimum height for the rows automatically.

## ■ Exact

When you select this option, you can specify exactly the height you want the rows to be. However, in this case the height of the rows will be fixed; it will *not* be automatically adjusted – even when it is not sufficient to accommodate the contents of the cells.

## ■ At least

This option represents a combination of the two options above. If you enter “1 in” here, for example, the height of the rows will be set to exactly 1 inch, provided that this height is sufficient for the contents of the cells. However, if you enter more text in a cell than can be accommodated in 1 in, TextMaker will automatically increase the height to accommodate it.

## Keep together with next row

When this option is checked, the selected rows *and* (!) the row immediately following are always kept together. If TextMaker determines that an automatic page break should fall between any of these rows, it will insert the break before them, ensuring that they will remain together on one page.

## Page break at row

When this option is checked, TextMaker inserts a page break before the selected row, ensuring that this row will always be at the beginning of a new page.

## Allow page break in row

When you check this option, TextMaker is allowed to insert a page break within the selected rows. If TextMaker determines that an automatic page break should fall within these rows, the break will be inserted, and some of the rows will remain on the current page, while the rest will appear on the following page.

By default, this option is unchecked; if TextMaker determines that an automatic page break should fall within the selected rows, it will insert the break *before* these rows.

## Repeat as header row

This option is only available in the first rows of a table.

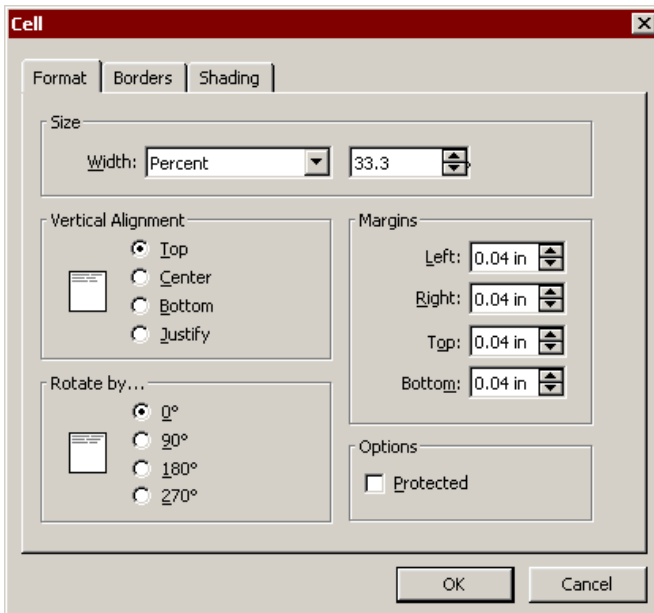
It affects only tables that extend over more than one page. When it is checked, TextMaker repeats the selected rows at the beginning of every subsequent page.

This is useful, for example, when the first two rows of the table contain headers that you want to appear at the beginning of every page of the table. To do so, select the first two rows and activate this option for them.

---

## Cell properties

The appearance of the current table cell can be modified with the **Table > Cell Properties** command. It goes without saying that you can select more than one cell, or even complete rows and columns, before you invoke this command in order to change the properties of several cells at once.



The dialog box for this command offers the following options:

## Size

Here you can change the **Width** of the selected cells by choosing among the following options:

### ■ Fixed

When you select this option you can specify the width exactly by entering the desired value in the field to the right of the **Width** list.

### ■ Percent

When you select this option you can specify the width you want as a percentage of the overall table width.

By default, the cells in a table are of equal width, and the width is set to 100% divided by the number of cells in a row. For example, each cell in a table of three columns has a default width of 33.3%. If you wanted the first column to be twice as wide as the other two columns you would set the widths of all the cells in this column to “50” and the widths of all the cells in the second and third column to “25”.

### ■ Auto

When you select this option, TextMaker automatically determines an appropriate width. In this case, the cell widths will be automatically distributed over the space available.

Any of these three options can be applied in any combination within the same table. Thus, you can set up, for example, a table in which the cells in the first column have a fixed width, while those in the remaining columns have widths set to “Auto”. If you set up such a table and subsequently increased the width of the first column, the widths of the remaining columns would automatically decrease proportionally.

**Tip:** Cell widths can also be changed with the mouse. To do so, drag the right border of a cell left or right with your mouse. If you have not selected any cells, the width of all the cells in the current column is changed. If you have selected some cells, only the width of the selected cells is changed.

## Vertical alignment

This setting determines how the content of cells will be aligned with respect to the top and bottom edges of the cell.

Option	Explanation
<b>Top</b>	The cell content will be aligned flush against the top edge of the cell. (This is the default setting.)
<b>Bottom</b>	The cell content will be aligned flush against the bottom edge of the cell.
<b>Center</b>	The cell content will be centered between the top and bottom edges of the cell.
<b>Justify</b>	The lines of text within the cell will be equally spaced, in such a way that the top line will be flush against the top edge of the cell and the bottom line flush against the bottom edge.

## Rotate by...

Here you can specify the angle of rotation for the contents of the current cell(s).

## Margins

Here you can change the interior margins of the selected cells.

## Options

If the **Protected** option is checked, no modifications of the contents of the selected cells will be allowed when the document is edited in *Forms mode*.

By default, this option is not checked; accordingly, the cells will remain editable in Forms mode.

You will find more information about this in section “Protecting forms objects” [beginning on page 275](#)).

## Borders property sheet

Here you can change borders of the selected cells.

The options accessible on this property sheet are the same as those for the **Format > Borders** command (see section “Borders and lines” [beginning on page 92](#)).



**Note:** If you have selected *multiple* cells, not only border lines but also gridlines between the cells can be added. To apply gridlines, first select these lines (the cross in the middle) in the **Sample** field and then select the desired line style.

## Shading property sheet

Here you can specify a shaded or patterned background for the selected cells.

The options accessible on this property sheet are the same as those for the **Format > Shading** command (see section “Shading” [beginning on page 90](#)).

---

## Changing the overall properties of tables

You can make additional settings for tables with the **Table > Table Properties** command. This command also allows you to set the borders and shading of all the cells in the table at once.

In order to do this, you must first position the text cursor in any cell in the table. Then, when you invoke the **Table > Table Properties** command, a dialog will appear.

Note: This dialog can also be invoked with the **Object > Properties** command – the two commands are identical.

The following settings can be made in this dialog:

### Properties property sheet

On this property sheet you can change some general settings for the entire table. For descriptions of these settings see section “Object properties, Properties property sheet” [beginning on page 234](#).

**Note:** The **Protected** option mentioned in the section referenced above is not present on the **Properties** property sheet for tables, because protection for table cells is set on *a cell by cell basis* using the **Table > Cell Properties** command (see the description of the **Protected** option in section “Cell properties” [beginning on page 182](#)). Of course, you can always protect an entire table by selecting all its cells and then checking the **Protected** option for them.

## Borders property sheet

Here you can change the borders for the entire table.

The options accessible from this property sheet are the same as those for the **Format > Borders** command (see section “Borders and lines” [beginning on page 92](#)).

*Note:* In tables, not only outer border lines but also gridlines between the cells can be added. To apply gridlines, first select these lines (the cross in the middle) in the **Sample** field and then select the desired line style.

## Shades property sheet

Here you can specify a shaded or patterned background for the entire table.

The options accessible on this property sheet are the same as those for the **Format > Shading** command (see section “Shading” [beginning on page 90](#)).

---

# Converting a table to text

With the **Table > Convert Table to Text** command, you can transform a table into text.

**An example:** You want to turn a table with 2x2 cells into a list, in which the contents of the cells will be separated by semicolons.

Proceed as follows:

1. Position the text cursor in any cell of the table.
2. Invoke the **Table > Convert Table to Text** command.
3. Select the desired **Separator** character, in this case the **Semicolon**.
4. Confirm with **OK**.

The contents of the table are immediately converted into normal text – from left to right and top to bottom.

**So, if you convert a table like this one ...**

Cell1	Cell2
Cell3	Cell4

**...you will get text like this:**

Cell1;Cell2

Cell3;Cell4

Each row becomes a separate paragraph. The **Separator** is inserted between the contents of each cell in every row. Depending on the separator you select, you will get the following results:

Separator	Result
<b>Paragraph break</b>	Here a new paragraph is started for <i>each</i> separate cell in the table.
<b>Tabs</b>	A new paragraph is started at the end of every row in the table. The contents of the cells in each row are separated by tabs.
<b>Semicolon</b>	A new paragraph is started at the end of every row. The contents of the cells in each row are separated by semicolons (;).
<b>User defined</b>	<p>Here you can specify the separator yourself. To do this, enter the desired character in the edit box. You can enter more than one character if desired.</p> <p>For example, if you enter a comma followed by a space as the separator, the cell contents of every line will be separated by a comma and a space accordingly.</p>

It is also possible to proceed in the opposite way: you can convert text in tabular form into a table (see the next section.)

---

## Converting text into a table

The previous section described how to convert a table into paragraphs of text. It is also possible to proceed in the opposite direction: with the **Table > Convert Text to Table** command you can convert text in tabular form into a table.

To do this, proceed as follows:

1. Select the paragraphs of text that you want to convert into a table.
2. Invoke the **Table > Convert Text to Table** command.

3. First, select the **Separator** that is used to delimit the entries in the text (see below).
4. Next, specify the number of rows and columns the table should have. (TextMaker automatically attempts to suggest appropriate values.)
5. Confirm with **OK**.

The text is immediately transformed into a table. Each line of text becomes a row in the table.

**An example:** You want to turn the following list of addresses into a table:

Peter;Miller;24 Main Street;12345;Whitneyville, AK  
 Thomas;Meyer;1733 University Drive, Apt. 7a;54321;Knoxville, TN

When you invoke **Table > Convert Text to Table**, select semicolon as the **Separator**, you will get the following result:

Peter	Miller	24 Main Street	12345	Whitneyville, AK
Thomas	Meyer	1733 University Drive, Apt. 7a	54321	Knoxville, TN

## Options

The options in the dialog box for this command are as follows:

### ■ Rows and Columns

Normally, you don't have to worry about these settings. Provided you specify the separator correctly, TextMaker can determine the number of rows and columns the resulting table should have automatically and fill in these fields with the appropriate values.

However, you can enter your own values.

### ■ Separator

This is the most important setting: Here you specify the character TextMaker is to use to recognize the separate entries on each line of text.

You can choose among the following:

**Paragraph break** (each entry is in its own paragraph)

**Tabs** (the entries are separated by tabs)

**Semicolon** (the entries are separated by semicolons “;”)

Besides one of these, you can choose any other character for the separator by entering it in the **User defined** field. You should use this field if your entries are delimited by slashes or commas, for example. It is also possible to enter multiple characters here.

**Note:** The separator must not occur within an entry; if it does, TextMaker will of course treat it as such and divide the entry in two.

### ■ **Remove quotation marks**

If you check this option, TextMaker will remove all quotation marks from the text when it is converted.

This is useful when, for example, you want to convert a list in which all the entries are enclosed in quotation marks. ("Henry"; "Meyer"; ...). Many database programs generate lists of this type.

It is also possible to proceed in the opposite direction: you can convert tables into text (see the previous section.)

---

## Sorting tables

You can re-order the rows of a table using the **Table > Sort Table** command.

**Note:** This command is applicable only to tables. If you want to sort ordinary text paragraphs (outside a table), please read section “Sorting text” **beginning on page 191**.

To have TextMaker sort the rows of a table, proceed as follows:

1. Position the text cursor in any cell of the table.
2. Invoke the **Table > Sort Table** command.
3. Choose the column whose contents are to be used as the basis of the sort. If desired, you can specify multiple columns as sort criteria (see below).
4. Confirm with **OK**.

The table rows are immediately sorted according to the contents of the selected column(s).

The dialog box for this command presents options whose functions are described here:

### Sort by:

Here you specify the column whose contents are to be the basis of the sort.

In addition, you can specify the sort order: **Ascending** (A..Z) or **Descending** (Z..A).

### Then sort by:

You can specify more than one sort criterion as required.

For example, if the first column contains last names, and the second column contains first names, you can select the first column for **Sort by:** and the second column for **Then sort by.** The rows of the table will be sorted by last name and those rows containing the same last name will then be sorted by first name.

### First row contains headings

You should check this option if the first row of your table contains headings, so that TextMaker will *not* include the first row in the sort.

Example: A table contains addresses. The first row contains headings like “Name”, “Street”, “City”, etc. In a case like this, you should check this option to ensure that the headings will remain in the first row and will not be mixed up in the sort.

### Case sensitive

If you check this option, sort terms that begin with lowercase letters will be placed after terms beginning with uppercase letters. Otherwise, all sort terms that begin with the same letter will be grouped together, regardless of the cases of the first letters.

---

# Sorting text

You can sort not only the contents of a table, as described in the previous section, but also paragraphs of normal text paragraphs. To do this, you use the **Edit > Sort** command.

Proceed as follows:

1. Select the paragraphs of text to be sorted.
2. Invoke the **Edit > Sort** command.
3. Select either an ascending or descending sort order.
4. Confirm with **OK**.

The paragraphs are immediately sorted in accordance with your settings.

The dialog box for the sort command allows you to set basic criteria and provides some additional options that can be set as needed. The options include:

Sort by:

Normally, all you need to specify here is the sort order: **Ascending** (A..Z) or **Descending** (Z..A).

The specification of a column as the basis for the sort makes sense only when the selected paragraphs are organized like a table – that is, when they contain elements delimited by tabs or other separator characters (see the **Separator** option).

Then sort by:

If required, you can specify more than one sort criterion

For example, if the selected paragraphs are in columnar form, and if the first column contains last names and the second column contains first names, you can select the first column for **Sort by:** and the second column for **Then sort by:**. The paragraphs will be sorted first by last name. In addition, paragraphs containing the same last name will be sorted by first name.

## Separator

You don't have to set the **Separator** unless you are sorting paragraphs organized in tabular form.

If the paragraphs contain, for example, names, street addresses, city names, etc. delimited by separator characters, you can tell TextMaker how to recognize the separate parts of each address by checking one of the following options:

- **Space**
- **Tab**
- **User defined** (here you can enter the separator yourself)

An example:

You want to sort the following three paragraphs:

Peter Miller(Tab)Tab5 University Ave.(Tab)TabPleasantville, NY  
12345

Thomas Chris Howe(Tab)Tab24 Park Drive(Tab)TabCambridge, NJ 20220

Claudia Fisher(Tab)Tab1024 13th Street(Tab)TabForest Park, IL  
98765

In this case you should set the **Separator** option to **Tab**, since the separate elements of each address (name, street, city) are delimited by tabs.

Advantage: Now you can make use of the **Sort by:** option available in the sort command dialog to specify a sort by Column 1, Column 2 or Column 3. Column 1 stands for the names, Column 2 for the streets, Column 3 for the cities.

If you selected **Space** instead of **Tab** as the separator, TextMaker would see every word in a paragraph as belonging to a separate "column" and would produce an unwanted result. Sorting the names, for example, is not the same as sorting the words that form the separate parts of the names.

## First paragraph contains headings

If the first of the selected paragraphs contains headings, you should check this option so that TextMaker will *not* include the first paragraph in the sort.

Example: The selected paragraphs contain addresses. The first paragraph contains headings like "Name", "Street", "City", etc. that identify the different parts of the addresses. In this case, you should check this option to ensure that the headings will not be incorrectly sorted along with the parts of the addresses to which they refer, but will remain in the first paragraph.



## Case sensitive

If you check this option, sort terms that begin with lowercase letters will be placed after terms beginning with uppercase letters. Otherwise, all sort terms that begin with the same letter will be grouped together, regardless of the cases of the first letters.



---

# Pictures

You can insert pictures into your document whenever you wish. Their sizes are fully adjustable; their positioning depends on whether you simply insert them into the body text or draw picture frames for them:

## ■ Inserting pictures into the text

You can insert pictures directly into the body text with the **Object > New Picture** command.

TextMaker treats a picture that has been inserted in this way as if it were a character within the text. It becomes part of the body text. Thus, if you type something just before the picture, the picture will shift down to accommodate it, just as a character would.

## ■ Drawing picture frames

Alternatively, pictures can be inserted in the form of *picture frames*, using the **Object > New Picture Frame** command.

Picture frames are anchored at fixed positions on the page; thus, they do not move when text is added or deleted above them. This sort of behavior is useful, for example, for documents in newspaper style.

This chapter covers only the insertion of pictures directly into the text. You will find information about picture *frames* in chapter “Frames and drawings” [beginning on page 213](#).

---

## Inserting a picture into the text

To insert a picture into the text, do the following:

1. Move the text cursor to the desired position.
2. Invoke **Object > New Picture**.
3. A dialog box appears to enable you to select the picture to be inserted. Enter the picture file name or select a file from the list.

**Tip:** When you check the **Preview** option a small preview of the picture contained in the currently selected file is displayed in the dialog.

#### 4. Confirm with **OK**.

The picture is immediately inserted into the text.

Picture not visible? If you can't see the picture in the document after you have inserted it, that is probably because you have disabled the display of pictures – in other words, checked the **Use placeholders** option for pictures. To re-enable the display of pictures, invoke **File > Properties**, switch to the **View** property sheet and check the **Show pictures** option.

Picture frames: As explained in the introduction, there is an alternative way of inserting pictures using *picture frames*. These are anchored at fixed positions on the page; thus, they do not move when text above them is inserted or deleted. You will find more information about this topic in section “Picture frames” [beginning on page 242](#).

## Options in the dialog

The two options that are presented in the above described dialog box have the following functions:

### ■ **Save with document**

If this option is checked, TextMaker saves a copy of the picture in the document and uses this copy instead of the original.

Otherwise, TextMaker saves only a reference to the original picture file in the document.

### ■ **Copy to document's folder**

If this option is checked, TextMaker creates a copy of the picture file in the folder in which the document itself resides and uses this copy instead of the original.

This option is available only when the document has already been saved before, since TextMaker does not yet know in which folder the document will be stored.

---

# Inserting a picture from the clipboard

You can also insert a picture that you have created with a graphics program of your choice, once you have copied it from that program into the clipboard.

To do this, proceed as follows:

1. In your graphics program, either open an existing picture, or create a new one.
2. Copy the picture into the clipboard with the program's **Edit > Copy** command.  
(Note: In some graphics programs, you must select the picture first)
3. Switch to TextMaker.
4. Move the text cursor to the position in the document where you want to insert the picture.
5. Insert the picture in the text with **Edit > Paste**.

When a picture is inserted into the text in this manner it is saved in the document as a fixed copy. Thus, if you later use your graphics program to modify the original picture, the modifications you make there will have no effect on the copy in the TextMaker document.

## Inserting as a picture frame

Alternatively, you can insert the picture as a freely movable picture *frame*. To do this, simply switch to Object mode using the **View > Object Mode** command before making the insertion.

You will find more information about picture frames in section "Picture frames" [beginning on page 242](#).

---

# Scanning in pictures

<p><b>Note:</b> Scanning pictures directly into a document is possible only with the <b>Windows</b> version of TextMaker.</p>
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TextMaker for Windows supports scanning printed matter directly into a document. To make use of this function, you must have connected a scanner to your computer and installed the scanner software. The scanner software must be *TWAIN compatible* (as it is with almost all scanners).

To scan a picture directly into the text, do the following:

1. Turn on the scanner and put the picture into the scanner.
2. Move the text cursor to the position in the document where you want to insert the picture.
3. Invoke the **File > Acquire** command.

At this point TextMaker activates your scanner's software. Normally, this software presents a dialog box where you can make any settings you want to make and then start the scanning process (see the manual for your scanner). When the process has been completed, an image of the original will appear as a picture in the document.

## Scanning into a picture frame

The procedure just described inserts the scanned picture into the text. Alternatively, you can insert the picture into a freely movable picture *frame*. To do this, simply switch to *Object mode* using the **View > Object Mode** command before invoking the **File > Acquire** command.

You will find more information about picture frames in section "Picture frames" [beginning on page 242](#).

## Selecting other sources

When several scanners are connected to your PC, you can switch among them with the **File > Select Source** command.

To switch scanners, invoke the command, select the desired device, and confirm with **OK**.

---

## Changing position and size of a picture

A picture inserted with the **Object > New Picture** command is treated by TextMaker like a character within the text. When you want to change the position of such a picture, all you need to do is cut it and paste it at another place using the familiar **Edit** menu commands.

The size of such a picture can be changed in either of two ways:

- **Dragging the boundary lines**

Click on the picture to select it. When the picture is selected, red lines are displayed on its borders. When you drag one of these lines with the mouse, the size of the picture is changed accordingly.

- **Entering values manually after double clicking**

Double click on the picture to bring up a dialog box where you can change the picture's properties (see also the next section). Switch to the dialog's **Format** property sheet and enter the desired measurements in the **Size** group box.

---

## Changing picture properties

The **Object > Properties** command gives you access to a dialog where all the properties of an object can be edited. An object's properties include, for example, its size and margins, along with numerous other properties that you can set.

To edit the properties of a picture, first select the picture with a mouse click. Then, invoke the **Object > Properties** command to bring up the appropriate dialog.

***Tip:** You can also bring up this dialog by double clicking on the picture.*

In this dialog, you can make the following settings:

### Layout, Format, Filling, Lines, Shadow and Properties property sheets

The first six property sheets are present for almost all kinds of objects. They contain the following options:

- **Layout:** On this property sheet, the only settings that apply to pictures are those for outside margins. The other options are available only for picture *frames*. See section “Object properties, Layout property sheet” [beginning on page 223](#).
- **Format:** Here you can change the size of the picture. See section “Object properties, Format property sheet” [beginning on page 228](#).
- **Filling:** Here you can change the filling of the picture. However, the filling is visible only when the picture has transparent areas. See section “Object properties, Filling property sheet” [beginning on page 229](#).
- **Lines:** Here you can specify bordering lines for the picture. See section “Object properties, Lines” [beginning on page 230](#).
- **Shadow:** Here you can add shadowing to the picture. See section “Object properties, Shadow” [beginning on page 231](#).
- **Properties:** Here you can change the general properties of the picture. See section “Object properties, Properties property sheet” [beginning on page 234](#).

Besides the above mentioned property sheets, the dialog contains an additional property sheet especially for pictures. This property sheet contains options described below.

## Picture property sheet

Here you can change various settings that are specific to pictures.

### ■ **Colors** group box

Settings for the colors in which the picture is displayed:

**Original colors:** The picture is displayed with its original colors.

**Grayscale:** The picture is displayed in shades of gray.

**B/W:** The picture is displayed in black and white. You can select other colors with **Foreground color** and **Background color** if you wish.

### ■ **Cropping** group box

Here you can crop the picture. This is useful when you need only a segment of the picture. The entries are given in percent. For example, if you want to cut off the upper forth of the picture, enter “25” at **Top**.



### ■ **Settings** group box

Here you can change the brightness, contrast and gamma (color balance, with an effect on brightness).

### ■ **Transparent Color** group box

Here you can make settings that affect the transparency of pictures:

**Detect automatically:** The transparency of the picture is based on the data in the picture file. Note: Only files in GIF or PNG format can contain transparency data.

**No transparency:** The picture is not displayed with transparency – even if the file contains transparency data.

**Color:** Allows you to select manually the color that is to be rendered as transparent. For example, if you select the color white, all white areas of the picture will be rendered transparent.

### ■ **Rotate by** group box

Here you can specify an angle of rotation for the picture.

### ■ **File** button

You can use this button to select another picture file.

### ■ **Export** button

Available only for pictures that are saved in the document. You can use this button to export a picture, that is, to save a copy of it on your hard disk under any file name you like.

If you check the **Create link to file** option, TextMaker first copies the picture from the document to a file and then removes the picture from the document, replacing it with a reference to the new file. Thus, the picture is no longer saved in the document.

**Tip:** Some of the above described settings can also be made with the help of menus. After selecting the picture, either choose the **Object > Properties** command or right click on the picture to open the context menu.



---

# OLE objects

**Note:** The use of OLE objects is possible only with the **Windows** version of TextMaker.

With TextMaker for Windows, you can embed objects created with other applications (drawings, pictures, etc.) in your document.

An example: From TextMaker, you can use **Object > New OLE Object** to start the Windows *Paint* program and then draw something. When you exit Paint, the drawing appears in the TextMaker document. It is embedded in the document.

Advantage: To edit the drawing in the TextMaker document all you have to do is double click on it – Paint is then restarted automatically. When you have finished editing and closed Paint, your changes are imported by TextMaker.

For this to work, the application invoked from TextMaker must support *OLE*. OLE stands for “Object Linking and Embedding”. The object that is imported from the other application into TextMaker is called an *OLE object*.

As you prefer, you can either *embed* an OLE object in a document or insert it in the form of a *link* to a file:

- With **embedding** the OLE object itself is held *permanently* within the TextMaker document in the form in which it was *initially* acquired from the other program. It exists in this form only in the document.
- **Linking** works in a similar way, except that in this case the OLE object (the drawing, picture, etc.) exists as a separate file. You insert into the TextMaker document only a *link* to this file. If you subsequently use another program to change something in this file and then open the TextMaker document containing it, your changes will be visible in the document. Thus, in this case, what is embedded in the TextMaker document is not the OLE object itself, but only a replica of the object.

You will find additional information on the following pages.

---

# Embedding OLE objects

**Note:** The use of OLE objects is possible only with the **Windows** version of TextMaker.

The **Object > New OLE Object** command embeds an object that you create with another application into your TextMaker for Windows document. After it has been embedded, such an object can still be edited with the application that created it.

The command opens a dialog box containing a list of all the applications that can provide OLE objects. The entries displayed in the list depend on the OLE-capable programs installed on your system.

Selecting “Paintbrush Picture”, for example, will open a window for the Windows *Paint* program (called *Paintbrush* in earlier versions of Windows). There you can create a picture. When you subsequently exit Paint, the picture is embedded in the text. You can edit this picture whenever you wish – to do so, simply double click on the picture.

Step by step, the procedure for embedding an OLE object is as follows:

1. Move the text cursor to the position in the document where you want to embed the object.
2. Invoke the **Object > New OLE Object** command.
3. A dialog box appears. From the **Object Type** list displayed in this window, select the type of OLE object that TextMaker should embed in the text.
4. When you confirm with **OK**, TextMaker starts the application that is appropriate to the type of object selected.
5. Create the object in the application.
6. Exit the application.
7. At this point, it is possible that the application will ask you if you want to insert the object into the TextMaker document. Confirm with “Yes”.

The OLE object created in the other application is now embedded in the TextMaker document.

Acquiring an OLE Object from a file: You can embed not only a newly created OLE object, but also an object acquired from a file that has already been created by another application (see the next section).

Object not visible? If you can't see the object in the document after you have inserted it, that is probably because you have disabled the display of pictures and OLE objects – in other words, checked the **Use placeholders** option for pictures. To re-enable the display of pictures and OLE objects, invoke **File > Properties**, switch to the **View** property sheet and check the **Show pictures** option.

OLE object frames: An OLE object that has been embedded in the text is treated by TextMaker as if it were a character within the text. Thus, it is bound up within the flow of the text. Instead of being embedded, an OLE object can be inserted as an *OLE object frame* that will remain at a fixed position on the page. You will find more information about this in section “OLE object frames” [beginning on page 246](#).

---

## Acquiring an OLE object from a file

**Note:** The use of OLE objects is possible only with the **Windows** version of TextMaker.

If you don't want to create a new OLE object, but want to embed as an OLE object a document that already exists in the form of a file created previously in another application, you still invoke **Object > New OLE Object** command, but in this case, instead of accepting the option **Create New** that is set by default in the dialog, you select the **Create from File** option.

With this selection, the look of the dialog changes: Instead of the **Object Type** list, a **File** entry field is displayed. Here, enter the full file name of the document file, or click on the **Browse** button to bring up a dialog box that will enable you to search your hard disk for the file.

When you have specified a file and confirmed with **OK**, the file is inserted as an OLE object.

When the OLE object is being inserted, Windows checks the file name extension to see if it is associated with a program that can be started, and handles the insertion process in accordance with the results of this check. If the file name extension is not registered, the embedded file is merely represented by a symbol. On the other hand, if Windows can relate the file name extension to an OLE-capable program, the content of the embedded file is displayed.

## Creating a link to the original file

The dialog box described above provides an additional option that allows you to specify whether the object to be inserted from the file should be *embedded* in or *linked* to the document. If you leave the **Link** option unchecked, TextMaker inserts a copy of the file into the document as an OLE object and saves this copy in the document – thus, the object is *embedded* in the usual way.

On the other hand, if you check the **Link** option, TextMaker inserts the OLE object in the form of a link to the original file. This doesn't affect the way Windows handles the insertion process. However, in this case, if you should ever modify the original file with another application and then reopen the TextMaker document that contains the OLE object link to this file, the OLE object will appear modified accordingly – thus, the OLE object remains *linked* to the original file.

---

## Editing OLE objects

**Tip:** To edit an OLE object, simply double click on it. The object will be opened immediately in its native application, where it can be edited.

Alternatively, you can use the menu to edit an OLE object. Proceed as follows:

1. Click on the OLE object to select it.
2. Invoke the **Edit** menu. At the bottom of the menu, you will find an item that refers to the object by name (for example **Bitmap object**). Selecting this menu item opens a submenu containing all the OLE commands that are available for this OLE object. There is an **Edit** command for editing the object. Invoke this command.
3. The application from which the OLE object originated now starts. Make the desired changes.

To return to TextMaker, simply exit the object's source application. When exiting some applications, you will be asked if you want to update the object in the TextMaker document. Answer "Yes" – otherwise your changes will be discarded.

---

## Editing links

If you acquire an OLE object from a file with the **Link** option checked (see “Acquiring an OLE object from a file” [beginning on page 205](#)), you can edit the resulting link to the source file with the **Edit > Link** command.

When you invoke this command, a dialog box appears and displays a list of all the existing links in the current document. When you select a link from the list, the name and type of the source file to which the link refers are displayed in the lower part of the dialog box.

The dialog’s buttons allow you to perform the following functions:

Button	Function
<b>Update Now</b>	Updates the OLE object. Use this button if the source file has been modified by another program and the changes are not visible in the TextMaker document.
<b>Open Source</b>	Starts the application associated with the OLE object, allowing you to edit the object in the application. Tip: Double clicking on the object has the same effect.
<b>Change Source</b>	Lets you select a different file as the source for the OLE object (see also section “Acquiring an OLE object from a file” <a href="#">beginning on page 205</a> ).
<b>Break Link</b>	Cuts the link to the source file. As a result, the object is embedded permanently in the TextMaker document. Changes to the source file no longer have any effect on the document. However, the object can still be edited by double clicking on it.

---

## Changing position and size of an OLE object

An OLE object inserted with the **Object > New OLE Object** command is treated by TextMaker like a character within the text. When you want to change the position of such an object, all you need to do is cut it and paste it at another place using the familiar **Edit** menu commands.

The size of an OLE object can be changed in either of two ways:

## ■ Dragging the boundary lines

Click on the OLE object to select it. When the object is selected, red lines are displayed on its borders. When you drag one of these lines with the mouse, the size of the object is changed accordingly.

## ■ Entering values manually

You can also enter precise numeric values for the size and margins of an OLE object. To do this, select the object with a (single!) mouse click and then invoke the **Object > Properties** command. A dialog box appears to facilitate changes to the object's properties (see also the next section). Switch to the dialog's **Format** property sheet and enter the desired measurements in the **Size** group box.

---

# Changing the properties of OLE objects

The **Object > Properties** command gives you access to a dialog where all the properties of an object can be edited. An object's properties include, for example, its size and margins, along with numerous other properties that you can set.

To edit the properties of an OLE object, first select the picture with a mouse click. Then, invoke the **Object > Properties** command to bring up the appropriate dialog.

In this dialog, you can make the following settings:

## Layout, Format, Filling, Lines, Shadow and Properties property sheets

The first six property sheets are present for almost all kinds of objects. They contain the following options:

- **Layout:** On this property sheet, the only settings that apply to OLE objects are those for outside margins. The other options are available only for OLE object *frames*. See section “Object properties, Layout property sheet” [beginning on page 223](#).
- **Format:** Here you can change the size of the object. See section “Object properties, Format property sheet” [beginning on page 228](#).



- **Filling:** Here you can change the filling of the object. However, this function is not supported by all OLE applications. See section “Object properties, Filling property sheet” [beginning on page 229](#).
- **Lines:** Here you can specify bordering lines for the object. See section “Object properties, Lines” [beginning on page 230](#).
- **Shadow:** Here you can add shadowing to the object. See section “Object properties, Shadow” [beginning on page 231](#).
- **Properties:** Here you can change the general properties of the object. See section “Object properties, Properties property sheet” [beginning on page 234](#).

Besides the above mentioned property sheets, the dialog contains an additional property sheet especially for OLE objects. This property sheet contains options described below.

## Picture property sheet

On this property sheet you can change settings that affect the graphical representation of the object.

### ■ **Color** group box

Allows you to specify the colors in which the object will be rendered:

**Original colors:** The object is rendered in its original colors.

**Grayscale:** The object is rendered in shades of gray.

**B/W:** The object is rendered in black/white (monochrome). As you wish, you can select other colors with **Foreground color** and **Background color**. Not applicable to all types of OLE objects.

### ■ **Cropping** group box

Here you can crop the object. This is useful when you need only a part of the object. Entries are given in percent. For example, if you want to cut off the upper fourth of the object, you should enter “25” under **Top**.

### ■ **Settings** group box

Here you can change the brightness, contrast and gamma (a form of color balance that affects brightness).

---

# Using the SoftMaker Equation Editor

**Note:** The SoftMaker Equation Editor is available only for **Windows** and is not included in all versions of TextMaker.

This chapter on OLE objects concludes with some information about the **SoftMaker Equation Editor**, which can represent mathematical formulas in graphical form.

You communicate with the Equation Editor via *OLE*, as described in the previous sections. Thus, to add a graphical representation of a formula to your document, you insert an OLE object for which the Equation Editor is the source application.

To do this, proceed as follows:

1. Move the text cursor to the desired position in the TextMaker document.
2. Invoke TextMaker's **Object > New OLE Object** command.
3. Select the **SoftMaker Equation Editor** entry from the **Object Type** list.
4. Confirm with **OK** to start the Equation Editor.
5. Create the desired formula.

**Tip:** You can get information about the operation of the Equation Editor by pressing the **(F1)F1** key to activate the program's help function.

6. When you have finished building the formula, simply exit the Equation Editor.

The formula is immediately embedded in the TextMaker document as an OLE object.

You can edit objects created with the Equation Editor by double clicking on them. Following a double click, the Equation Editor is restarted and the formula object is opened in it. After you make the desired changes, simply close the Equation Editor again.

Moreover, you can change the properties of an Equation Editor object by selecting the object with a (single!) mouse click and then invoking the **Object > Properties** command.

## Information from the creators of the Equation Editor

The SoftMaker Equation Editor is a special version of the *MathType* program from Design Science. If you make frequent use of formulas in your documents, you might find that MathType itself is even better suited to your needs than the SoftMaker Equation Editor. While just as easy to use as the Equation Editor, MathType has a number of additional functions that can help you be more productive and create more complex formulas.

MathType is available in English, German, French and Japanese. You can obtain information about the purchase of MathType from your software distributor or directly from Design Science.

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---

# Frames and drawings

In the preceding chapters you learned how to insert pictures and other objects directly into the body text. There is an alternative way to insert such objects. They can be inserted in the form of *frames* – pictures, for example, as picture frames.

The difference:

Frames occupy *fixed positions on the page*. You can adjust their positions, of course; but unless you do so deliberately, they remain at their fixed positions on the page. This means that a frame does not move when you add or delete text above it.

Thus, frames are useful whenever you want to include text boxes, pictures, or similar objects in your document and you want those objects to remain at specified positions on their pages.

A frame can be inserted right on top of existing body text. The existing text is then automatically reformatted in such a way that it flows around the frame.

In this chapter you will learn everything you need to know to become familiar with frames and drawings. The chapter is divided into the following sections:

- **Frames – basic functions** (beginning on page 214)

Here you will get acquainted with basic operations such as inserting, selecting and editing frames and other objects.

- **Frames – advanced functions** (beginning on page 235)

This section is for advanced users. Here you will learn how to hide, group, etc. frames.

In the final sections, we describe individually and in detail the kinds of frames that you can use:

- **Text frames** (beginning on page 238) contain boxed text.
- **Picture frames** (beginning on page 242) contain pictures.
- **OLE object frames** (beginning on page 246) contain OLE objects.
- **Drawings** (beginning on page 249) are frames that contain drawing objects including lines, rectangles, and other shapes.

---

## Frames – basic functions

In this section you will find basic information about working with frames, drawings and other objects:

- Inserting frames
- Selecting objects
- Object mode
- Changing the position, size and margins of objects
- Rotating and flipping objects
- Aligning and distributing frames
- Duplicating objects
- Changing the properties of objects

Functions for advanced users are described in the next section (“Frames – advanced functions”).

---

## Inserting frames

As you learned in the introduction to this chapter, pictures and other objects don’t have to be inserted directly into the body text; they can be inserted in the form of *frames*. Thus, for example, instead of inserting a picture directly into your document, you can insert a picture *frame*.

The difference:

A frame occupies a *fixed area on the page*. As long as you don’t deliberately move it, it remains always at a fixed position on the page. A frame does not move when you enter or delete text above it.

When you insert a frame, you must specify its placement and size. You do this by drawing a rectangle with the mouse.

To insert a picture frame, for example, you do the following:

1. Invoke the **Object > New Picture Frame** command.
2. Now, with the mouse, draw a rectangle in the document that has the desired position and size.

*Or:* Alternatively, you can simply click in the document at the place where you want the upper left corner of the picture to be positioned. The size of the frame will then be adjusted automatically to match the original size of the picture.

3. A dialog appears to enable you to specify the picture that is to appear in the frame. Select the desired picture file and confirm with **OK**.

The picture frame is immediately inserted.

You use a similar procedure to insert other kinds of frames.

You will find detailed information about individual kinds of frames the in sections on “Text frames”, “Picture frames” etc. ([beginning on page 238](#)).

---

## Selecting objects

Before you can edit an object you must first choose it, that is, *select* it. To do this, simply click on the desired object. A red frame will appear around the object to indicate that it is now selected.

**Note:** This does *not* work with text fields, text frames and other objects that have transparent fills. To select such an object you can click on its border, if it has one. Otherwise, you must switch to *Object mode* (see the next section). There, you can select *any* kind of object with a simple click of the mouse.

You cannot modify the normal text while an object is selected; only the selected object can be edited. When you want to return to the text to continue editing it, simply click with the mouse at the desired position in the text. This action will deselect the object.

---

## Object mode

*Object mode* provides the simplest way to work with frames, drawings and all other objects.


Normally, you work with TextMaker in *Edit mode*. In this mode you can enter, edit, format, etc. text.

When you switch to *Object mode*, you can no longer edit text. However, this mode provides many functions that ease working with objects. Thus, in Object mode, you can, for example, select *any* type of object with a simple mouse click.

**Important:** Once you are in Object mode, you have access solely to functions for inserting and editing objects. This means you cannot enter text, and a large number of menu commands are not accessible.

### Switching between Edit mode and Object mode

There are several ways to switch between Edit mode and Object mode:

- Invoke the **View > Object Mode** command to enter Object mode. Invoke the command again to return to Edit mode.
- Click on the  icon in the Formatting toolbar to switch to Object mode. Click on the icon again to return to Edit mode.
- You can also click anywhere in the document window with the *right* mouse button to open a context menu, from which you can select **Object Mode** or **Exit Object Mode**, depending on the current mode.
- The following is the fastest method: Point the mouse at any free position within the document window and double click with the *right* mouse button to switch between Edit and Object mode.

### The Object toolbar

When you enable Object mode, the Formatting toolbar is replaced by the *Object toolbar*.



*The Object toolbar*



The icons in this toolbar represent functions for inserting and editing objects. From left to right:

- Switch between Object mode and Edit mode
- Insert text frame
- Insert picture frame
- Insert OLE object frame
- Insert OLE object frame with the SoftMaker Equation Editor\*
  
- Insert line
- Insert freeform curve
- Insert Bezier curve
- Insert straight connector
- Insert elbow connector
- Insert curved connector
- Insert rectangle
- Insert rectangle with rounded corners
- Insert ellipse or circle
- Insert AutoShape
  
- Group selected objects
  
- Link selected text frames
  
- Edit the properties of the selected object
- Object list (a list of all objects in the document, see below)

\* Not all versions of TextMaker have this feature.

**Tip:** When you move the mouse pointer over one of these icons, its function is displayed in the status toolbar.

**Object list:** The **Object List** appears at the far right on the toolbar. It contains the names of all the objects in the current document. There you can select any object by name: Click on the list to open it and then select the desired object by clicking on its name. The object will be selected immediately.

You can refer to the section on “Changing the names of objects” [beginning on page 237](#) to learn why objects have names and how these names can be changed.

## Selecting in Object mode

In Object mode you can select any type of object simply by clicking on it with the mouse.

This is very useful, especially for objects with transparent fills (e.g. text frames). In Edit mode, an object of this type can be selected only by aiming at its *border* and then clicking. In Object mode, such an object can be selected simply by clicking anywhere on it.

In Object mode you can also select *multiple* objects at once, provided they are frames or drawings. To do this, draw a rectangle around the desired objects with the mouse. Alternatively, you can click successively on several objects while holding down the Shift key (**Shift\***) to select them together.

---

## Changing the position, size and margins of objects

In this section you will learn how to change the position, size and outside margins of an object.

---

### Changing the position of objects

**Note:** The only way you can change the position of an object that has been inserted *directly* into the text (a picture, for example) is to select the object with a mouse click, cut it from the text and then paste it back into the text at a different place.

In contrast to directly inserted objects, frames (e.g. picture *frames*) and drawings can be moved on the page as desired. To move a frame or drawing, select it with a click of the mouse and then do the following:

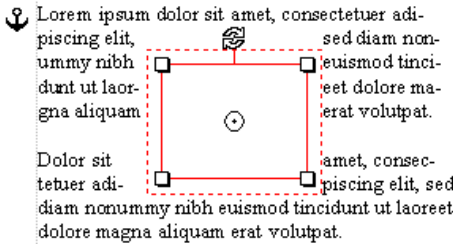
- **With the mouse:** While holding down the mouse button, drag the selected object to the desired position.
- **With the keyboard:** Use the arrow keys to move the object.
- **Under dialog control:** When you invoke the **Object > Properties** command and switch to the **Layout** property sheet in the command's dialog box, you can specify the precise position for the object.

**Tip:** This property sheet also gives you access to a number of expanded options. Here you can, for example, set the position of the object relative to the page margin or a paragraph border. See section “Object properties, Layout property sheet” **beginning on page 223**.

Note: An object's "anchor" determines the page on which it is displayed

Note: This section applies only to frames and drawings.

When you insert a frame or a drawing, you will notice that an *anchor* is displayed along with it, to the left of the paragraph in which you positioned it.



The anchor for the selected object is displayed at the upper left.

The anchor determines the page on which the object is displayed:

- **In older versions of TextMaker** there was no anchor. Frames and drawings *always* appeared on the pages on which they were *inserted*.
- **Beginning with TextMaker 2006**, on the other hand, frames and drawings are *anchored*. By default, the object is anchored to the beginning of the paragraph left of the position where it was inserted.

This has the following consequence:

**Important:** A frame or drawing that is anchored to a paragraph always appears on the page on which the paragraph to which it is anchored appears.

Accordingly, if you insert so much text above this paragraph the new text forces the paragraph to the next page, the object that is anchored to this paragraph is forced to the next page along with it.

An object's anchor can be moved at any time. To move an object's anchor, select the object and then, while holding the mouse button down, drag the anchor to another paragraph. The object will then be anchored to the new paragraph.

**Tip:** You can disable the above described behavior for any object, so that the object will always remain on a specific page. To do this, select the object, invoke **Object > Properties**, switch to the command dialog's **Layout** property sheet, select **Fix on page** in the **Object** group box and enter the number of the page on which you want to fix the object.

The object is then no longer anchored to a paragraph and will remain always on the specified page. Accordingly, when you subsequently select the object again, a *non-moveable* anchor will appear at the upper left corner of the page.

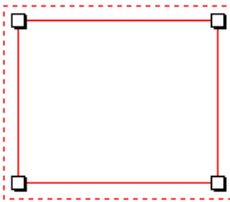
You will find information about the functions of the other anchor options on this dialog in the section “Object properties, Layout property sheet” [beginning on page 223](#).

---

## Changing the size and margins of objects

You can change the sizes and the margins of objects as follows:

- To change the **size** of an object, select it with a mouse click and then drag any of the red lines that mark the borders of the object (or the “handles” at the corners of these lines) until the object is the desired size.
- For frames and drawings, it is also possible to change the **outside margins**:



The *inside* (solid) lines bordering the object are for changing the object’s **size**. When you drag one of these lines, the object is enlarged or reduced accordingly.

The *outside* (dashed) lines are for changing the object’s **outside margins**. When you drag one of these lines, only the margins are changed.

---

## Preventing changes in an object's position and size

By *locking* an object you can prevent it from being moved or resized with the mouse or the keyboard arrow keys.

To lock an object, first select it. Then, invoke **Object > Properties**, switch to the **Properties** property sheet and check the **Locked** option.

Now the object can no longer be moved with the mouse and its size cannot be changed by dragging its border. Nor is it any longer possible to move the object


with the keyboard arrow keys. The only way to change the object's position or size is to enter values in the **Object > Properties** dialog box.

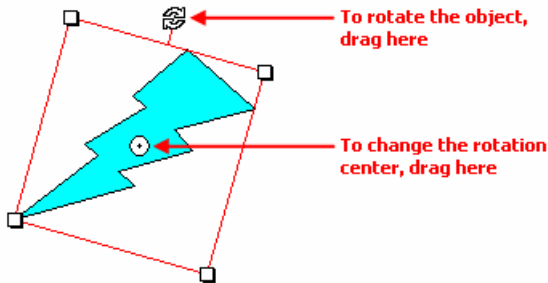
By unchecking the **Locked** option, you can re-enable changes to the object's position and size with the mouse.

---

## Rotating and flipping objects

**Note:** Rotation and flipping can be performed only on *drawings*. These operations are not possible on other types of objects.

When you select a drawing, a double arrow symbol  appears on the drawing's surrounding frame. By dragging this symbol with the mouse, you can rotate the drawing.



You can also rotate and flip drawings by using the commands in the **Object > Rotate or Flip** menu.

---

## Aligning and distributing frames

**Note:** Only *frames* and *drawings* can be aligned and distributed; these operations are not possible on objects embedded in the text.

To align or equally distribute two or more frames or drawings, select them and then invoke the command **Object > Align or Distribute**.

A submenu appears, from which you can select the desired alignment or distribution:

- Align Left
- Align Center
- Align Right
- Align Top
- Align Middle
- Align Bottom
  
- Distribute Horizontally
- Distribute Vertically

The last two commands work only when at least *three* objects are selected. These commands are used to distribute the selected objects evenly within the area they occupy, so that the spacings between them are equal.

---

## Duplicating objects

To obtain a duplicate of an object, you can copy it to the clipboard the usual way and then reinsert it.

Alternatively, you can use the **Edit > Duplicate** command. This command immediately creates a copy of the selected object.

**Tip:** Duplicating an object is even faster with the mouse: when you drag an object while holding down the (Ctrl)Ctrl key you obtain a duplicate of the object. However, this works only with frames and drawings.

---

## Changing the properties of objects

An object's *properties* include its size, margins, etc. The **Object > Properties** command makes all such properties accessible for editing in one place.

To change an object's properties, first select the object with a mouse click. Then invoke the **Object > Properties** command to gain access to the associated dialog.

**Tip:** For most types of objects, double clicking on the object provides a quick alternative way to invoke this dialog.

The dialog contains several property sheets. You can switch among them by clicking on the index tabs at their upper edges.

---

## Object properties, Layout property sheet

On the **Layout** property sheet you can set the outside margins for any type of object. For frames and drawings, you can, in addition, modify the position and the text wrapping.

### ■ **Horizontal Position** group box

These options are available only for frames and drawings.

**Note:** You can change the positions of objects (e.g. pictures) that have been inserted *directly* into the text only by cutting them and then pasting them elsewhere.

With *frames* and *drawings*, on the other hand, you can specify here where the object should be placed.

Normally, all you need to do is enter the desired spacing from the left page edge in the **Offset** field. For example, if you set the **Offset** to “2 in” the left edge of the object will appear 2 inches from the left edge of the page. But you can also can set the alignment to be *rightward*, rather than leftward. If you do that, the object’s *right* edge will appear 2 inches from the *right* page edge.

The options for **Position** and **Relative to** provide additional control over the positioning when that is required. You can, for example, set the position relative to the page *margin*, rather than to the page edge. If you do that, the object’s position will move to the right as you widen the left margin and to the left as you shrink it, with similar results for altering the right margin on a rightward aligned object.

Each of the various horizontal position options is given below, together with a description:

**Position:** With the **Position** options, you specify how the object is to be aligned:

Option	Effect
<b>Left</b>	The object is positioned from the left. Accordingly, the offset is from the left page edge, page margin, etc. to the left edge of the object. For example, the object’s left edge would appear 2 in from the left page edge.
<b>Right</b>	The object is positioned from the right. For example, the right edge of the object would appear 2 in from the right page edge.
<b>Centered</b>	The object is positioned from the center of the page, page margins,

etc. For example, if **Offset** is set to 0 in, the object is centered horizontally on the page. If the offset is 2 in, the center of the object is positioned 2 in to the right of the center of the page, etc.

**Inside**

The object is positioned from the left if it falls on a right hand page (odd page number) – or from the right if it falls on a left hand page.\*

**Outside**

The object is positioned from the right if it falls on a right hand page (odd page number) – or from the left if it falls on a left hand page.\*

\* These two options work as described above only when the **Facing pages** option has been checked in the **Format > Chapter** dialog. Otherwise, TextMaker treats all pages as *right hand* pages.

Relative to: With the **Relative to** options you specify the document element that should serve as a reference for the **Offset**:

Option	Effect
<b>Page</b>	The offset is relative to the page (more precisely to the page edges). The page margins are not taken into account.
<b>Page borders</b>	The offset is relative to the page margins. If you increase or decrease the margins, the object moves accordingly.
<b>Paragraph</b>	The offset is relative to the position of the paragraph to which the object is anchored. The indentation of this paragraph is not taken into account.  Note: If this paragraph falls, for example, in the right column of a double columned document, the object anchored to this paragraph is also moved to the right column.
<b>Indent</b>	Like <b>Paragraph</b> , except that the paragraph's indentation is taken into account.  Thus if <b>Position</b> is set to <b>Left</b> , for example, and you increase the left indent of the paragraph by 0.5 in, the object will move to the right by 0.5 in.

If necessary, you can review the description of *anchors* in the section “Changing the position of objects” [beginning on page 218](#).

Offset: Finally, you can set the desired spacing in the **Offset** field.

Example: If **Position** is set to “Left”, **Relative to** “Page borders” and **Offset** to 2 in, the left edge of the object will appear 2 in from the left page margin. If this margin is 1 in wide, the left edge of the object will be 3 in from the left page edge.



## ■ Vertical Position group box

This option is available only for frames and drawings.

The same goes for setting the vertical positioning as for setting the horizontal: You can use the default settings and simply enter the distance from the top of the page at which you want the object to be positioned in the **Offset** field.

Alternatively, you can make use of the expanded options to specify the position:

**Position:** The **Position** options allow you to specify how the object is to be aligned:

Option	Effect
<b>Top</b>	The object is positioned from the top. If the offset is 2 in, for example, the <i>top</i> of the object will be positioned 2 in from the top edge of the page, top page margin, etc.
<b>Bottom</b>	The object is positioned from the bottom. If the offset is 2 in, for example, the <i>bottom</i> of the object will be positioned 2 in from the bottom of the page, bottom page margin, etc.
<b>Centered</b>	The object is positioned from the center. For example, if the offset is 0 in, the object is centered on the page. If the offset is 2 in, the center of the object is positioned 2 in below the center of the page, etc.

**Relative to:** With the **Relative to** options you specify the document element that should serve as a reference for the **Offset**:

Option	Effect
<b>Page</b>	The offset is relative to the page (more precisely, to the page edges). The page margins are not taken into account.
<b>Page borders</b>	The offset is relative to the page margins. If you increase or decrease the margins, the object will move accordingly.
<b>Paragraph</b>	The offset is relative to the position of the paragraph to which it is anchored. <i>Note:</i> When you select this option, the object moves with the paragraph. If you insert a new line of text above the paragraph the object also drops down a line.

If necessary, you can review the description of *anchors* in the section “Changing the position of objects” [beginning on page 218](#).

**Offset:** Finally, you can set the desired spacing in the **Offset** field.

Example: If **Position** is set to “Top”, **Relative to** to “Page borders” and **Offset** to 2 in, the top of the object will be positioned 2 in below the top page margin. If this margin is 1 in wide, the top of the object will be positioned 3 in below the top edge of the page.

### ■ **Wrap Margins** group box

Here you can change the object’s outside margins.

*Tip:* The outside margins can also be changed by dragging the outer (dashed) lines that appear around the object when it is selected.

### ■ **Text Wrapping** group box

The options in this group box are available only for frames and drawings.

With these options you can specify how the body text surrounding the frame (or drawing) should behave.

Available options (from left to right):

Option	Meaning
<b>Line</b>	The body text is broken above the frame and continued below it.
<b>Square</b>	The body text flows around the rectangular borders of the frame. (This is the default setting.)
<b>Contour</b>	The body text flows around the object contained within the frame, following the object’s contours as closely as possible (so-called “contour wrap”). This works <i>only</i> with drawings.
<b>Behind text</b>	The body text flows right through the frame and appears to lie <i>behind</i> the object in the frame.
<b>In front of text</b>	The body text flows right through the frame and appears to lie <i>above</i> of the object in the frame.

### ■ **Contour** group box

This group box is available only for frames and drawings.

When you have selected either the **Square** or the **Contour** option for **Text wrapping**, you can specify here the side(s) of the frame around which the text should wrap.

The available options are (from left to right):

Option	Meaning
--------	---------

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<b>Both</b>	The body text flows around both sides of the frame.
<b>Left</b>	It flows only around the left side.
<b>Right</b>	It flows only around the right side.
<b>Larger side</b>	It flows only around that side of the frame on which there is the most room.  Thus, if you position the frame in the right half of the page, the body text will flow around it on the left. If you position the frame in the left half of the page, the body text will flow around it on the right.

## ■ **Object** group box

The options in this group box are available only for frames and drawings.

When you insert a frame or a drawing, the object is automatically anchored to the paragraph in which is inserted, and the “anchor” is placed to the left of that paragraph.

An object always appears on the page in which its anchor is found. Thus, if you move the paragraph to which the object is anchored to the next page, the object also moves to the next page.

This is how TextMaker handles objects when the default setting **Move with text** is in effect. On the other hand, if you select the **Fix on page** option, TextMaker always leaves the object on the page determined by the page number you specify.

You will find additional information about the use of anchors in the section “Changing the position of objects” [beginning on page 218](#).

## ■ **Anchor** group box

The options in this group box are available only for frames and drawings.

When you have selected the **Move with text** option (see above) in the **Object** group box, you can specify how the object’s anchor should behave when you move the object:

When the default setting **Move with object** is selected, the anchor moves with the object. Thus, when you move the object from one paragraph to another, the object’s anchor is removed from the paragraph and a new anchor is set to the left of the target paragraph.

On the other hand, if you select the **Fix to paragraph** option, the object’s anchor always remains attached to the paragraph at which it was previously set – even when you move the object.

---

## Object properties, Format property sheet

On the **Format** property sheet you can make settings that affect the format of the object; thus, you can, for example, change its size.

Available options:

### ■ **Size** group box

Here you can change the size of the object. To do so, enter the desired **Width** and **Height**.

For objects that contain text (e.g. text frames), you can either specify exactly a fixed width and height, or you can allow TextMaker to adjust the size of the frame automatically as required to accommodate text that might be added. To do the latter, select the **Growing** option for **Width** or **Height** and enter the desired minimum and maximum values.

### ■ **Scaling** group box

Alternatively you can change an object's size by specifying the width as a percentage of the original width in **Horz. Scaling**, and the height as a percentage of the original height in **Vert. Scaling**. The object will be enlarged or reduced as you increase or decrease the percentages.

If you check the **Keep aspect ratio** option, changes you make to the height will be applied automatically to the width, as well (and vice versa).

### ■ **Rotation** group box

Available only for drawings.

Here you can rotate the object. To do so, enter the angle about which the object is to be rotated (positive values correspond to clockwise rotation beginning at 12:00).

### ■ **Flipping** group box

Available only for drawings.

Here you can flip the object vertically or horizontally.

---

## Object properties, Filling property sheet

**Note:** This property sheet is available only for certain types of objects. Also, in the case of pictures, changes in the filling affect only their transparent parts.

On the **Filling** property sheet you can specify a color, pattern, picture or gradient to be used to fill an object.

First, you select the desired type of fill from the **Fill type** list. Then, depending on the type selected, you can make additional settings to specify the fill more precisely.

The following list of all the fill types includes descriptions of the settings that can be made for them individually:

### ■ **No Filling**

When you select the first fill type in the list, the object is not filled and thus remains transparent.

### ■ **Solid**

When you select the second fill type, the object is filled with a solid color. You can select the desired color directly from the **Gallery** or you can open the **Foreground** color list and select the color there.

If none of the existing colors suits you, you can always compose your own colors. To do so, click on “Define color...”, the last item in the color list (see section “Document properties, Colors property sheet” [beginning on page 463](#)).

If desired, you can also change the **Transparency** of the fill:

Under Windows, values between 0 (no transparency) and 100 (full transparency) are permitted. If you set the value to 50, for example, the filling will have 50% transparency.

Under other operating systems, only the option **Semi-transparent** is available. It sets the filling to 50% transparency.

### ■ **Pattern**

When you select the third fill type, the object is filled with a pattern of lines or dots. You can select a specific pattern from the **Gallery** and then select the desired colors from the **Foreground** and **Background** lists.

## ■ Picture

When you select the fourth type of fill, the object is filled with a picture. You can use the **Open** button to bring up a file selection dialog, in which you can specify the picture to be used.

If the specified picture is larger than the object to be filled, it is cropped to fit. If the picture is smaller than the object, you can specify how it is to be displayed in the **Position** group box: with the **Tile** option, multiple copies of the picture are arranged like tiles to fill the area of the object; with the **Stretch** option, the picture is automatically resized to match the size of the object.

## ■ Linear Gradient, Square Gradient etc.

When you select any of the remaining five fill types, a gradient fill is performed on the object. After selecting the desired type of gradient from the **Fill type** list you can select one of the subtypes presented in the **Gallery**.

By default, the gradient goes from white to black. To set different colors, click the small triangles below the color bar and then select the new colors from the **Color** list. The triangle to the left is for the starting color and the triangle to the right is for the ending color:



You can add additional colors to the gradient by double clicking on the color bar at each position where you want to add a color and then selecting the color. You can remove colors you have added to the gradient by double clicking on one of the triangles above the color bar.

You can specify the desired gradient with even more precision with the help of the other options in this dialog: the **X offset** and **Y offset** values determine where the gradient starts; the **Angle** value determines the rotation of the gradient. *Tip:* You can also change the offsets and rotation angle by moving or rotating the four pointed arrow control in the **Example** field with the mouse.

When you check the **Double Gradient** option the gradient goes from the starting color to the ending color and then back to the starting color, rather than simply from the starting color to the ending color.

---

## Object properties, Lines property sheet

*Note:* This property sheet is available only for certain kinds of objects.

On the **Lines** property sheet you can specify the type of lines to be used for the object. In the case of drawings, your settings will affect the lines with which the object is drawn; in other cases, they will affect the lines that border the object.

The following options are available:

■ **Style**

Here you can select the desired line style. The entries in the list are merely hints; as required, you can specify the appearance of the lines more precisely with additional options.

If you don't want lines to be drawn at all, select the "No Line" entry.

■ **Dashed**

Here you can specify whether the lines drawn should be dashed.

■ **Color**

Here you can specify the color of the lines.

■ **Thickness**

Here you can specify the line thickness precisely in tenths of a point.

■ **Begin and End**

Available only for lines, curves and connectors.

Here you can specify whether symbols should be drawn at the beginning or ending points of the lines. For example, you can select an arrow symbol for the end point of a line to have it end with an arrow. As required, you can also change the **width** and **height** of a symbol.

---

## Object properties, Shadow property sheet

*Notes:* This property sheet is available only for certain types of objects.

On the **Shadow** property sheet you can specify a shadow to be applied to the object.

To apply a shadow, check the **Use shadow** option. Then, click on the desired shadow type in the **Gallery**. If required, you can specify the way the shadow will appear more precisely with the additional options.

The **Shadow** property sheet presents the following options:

■ **Use shadow**

Check this option to apply a shadow to the object.

■ **Color**

Allows you to set the color of the shadow.

■ **Transparency**

Here you can change the **Transparency** of the shadow:

Under **Windows**, values between 0 (no transparency) and 100 (full transparency) are permitted. If you set the value to 50, for example, the shadow will have 50% transparency.

Under other operating systems, only the option **Semi-transparent** is available. It sets the shadow to 50% transparency.

■ **Scaling**

Here you can change the size of the shadow.

■ **Offset**

Here you can move the shadow.

■ **Perspective**

Here you can specify a rendering of the shadow in perspective. *Note:* A positive value for **Horizon** gives a shadow that appears in front of the object; a negative value gives a shadow that lies behind it.

■ **Gallery**

Here a number of pre-defined types of shadows are presented. The simplest way to create a shadow is to click in the **Gallery** on one of these pre-defined types and then do any necessary fine tuning.

---

## Object properties, 3D property sheet

*Note:* This property sheet is available only for text frames and drawings.

On the **3D** property sheet, you can apply 3D effects to the object.



To apply a 3D effect, check the **Use 3D effect** option. You can then click on the desired type of effect in the **Gallery**. If required, you can specify the effect more precisely with the additional options.

The **3D** property sheet presents the following options:

■ **Use 3D effect**

Check this option to apply a 3D effect to the object.

■ **Perspective**

When you check this option, the object is rendered in perspective. Otherwise it is rendered isometrically.

■ **Wire frame**

When you check this option, the object is rendered as a wire frame.

■ **X angle, Y angle and Depth**

Here you can set the depth of the 3D object and the angles about which it is rotated on the horizontal and vertical axes.

■ **Colors** group box

By default, TextMaker sets the color for the object's surfaces automatically. If you want to select the color yourself, check the **Side faces** option.

The side surfaces of the object are shaded in accordance with the settings that are in effect for the lighting of the 3D object. If the **Affect front side** option is checked, the front surface of the object is also shaded in this manner. You can change the lighting settings with the **More** button.

■ **More** button

When you click on this button you gain access to a dialog where you can adjust the lighting of the object. To do so, click in the **Lighting** field at the point where the light source should be positioned. You can also set the **Intensity** of the light source and the type of **Surface** that the 3D effect is to simulate.

■ **Gallery**

Here several pre-defined types of 3D effects are presented. The easiest way to create a 3D effect is to click in the Gallery on one of these pre-defined types and then do any fine tuning required.

---

## Object properties, Properties property sheet

General options for the control of objects can be set on the **Properties** property sheet:

### ■ **Name**

TextMaker automatically assigns a unique name to every object in a document. Rectangles, for example, might be named Rectangle1, Rectangle2, Rectangle3, etc.

If you wish, you can give the object a different name by entering it here.

You will find detailed information about the uses of names for objects in the section “Changing the names of objects” [beginning on page 237](#).

### ■ **Visible**

This option is checked by default. It controls the visibility of the object on the screen (see also the section “Hiding objects” [beginning on page 235](#)).

If you uncheck this option the object will not be visible on the screen.

### ■ **Printable**

This option is checked by default. It controls the inclusion of the object in the output when the document is printed (see also the section “Hiding objects” [beginning on page 235](#)).

If you uncheck this option, the object will not appear in the printed document.

### ■ **Locked**

When you check this option, the size of the object and its position (in the case of frames and drawings) can no longer be changed with the mouse or keyboard. From this point on, the size and position can be changed only by entering values in the dialog box for the **Object > Properties** command.

### ■ **Tab stop**

Available only for forms objects (e.g. text fields and text frames, checkboxes and dropdown lists).

In Forms mode, you can jump back and forth among forms objects with the **(Tab)Tab** key or the **(F11)F11** key (see section “Changing the tab order” [beginning on page 275](#)).

However, if an object's **Tab stop** option is unchecked, that object is skipped.

### ■ **Protected**

Available only for objects that contain text (e.g., text fields and text frames).

When this option is checked, text contained in the object cannot be changed while the document is edited in *Forms mode*.

However, the default setting is unchecked, allowing the text in the object to be edited even in Forms mode.

You will find more information about this in section “Protecting forms objects” [beginning on page 275](#).

### ■ **Link**

Here you can enter a link – to a page on an internet site, for example. To do so, click on the **Select** button, select the type of link desired and type in the desired target.

---

## Additional property sheets

For some types of objects, the dialog presents additional property sheets containing more options. You will find information about these additional property sheets in the sections that cover those objects.

---

## Frames – advanced functions

This section is addressed primarily to advanced users. It presents the somewhat less commonly needed functions for editing frames, drawings and other objects.

---

## Hiding objects

If necessary, you can *hide* an object so that it will not appear on the screen and/or on the printed page.

To hide an object, select it, invoke the **Object > Properties** command, switch to the **Properties** property sheet and then do the following:

- Uncheck the **Visible** option if you don't want the object to be displayed on the screen.
- Uncheck the **Printable** option if you don't want the object to appear in the printed document.

**Tip:** If you should ever make an object invisible by accident, you can always invoke **File > Properties** and check the **Show hidden objects** option on the **Options** property sheet to make all hidden objects visible again. Then you can select the mistakenly hidden object and check its **Visible** option to make it visible again.

---

## Changing the Z order of frames

When two frames or drawings overlap, you can specify which of these objects should be in the foreground and which in the background. To do this, proceed as follows:

1. Select one of the objects.
2. To move it to the background invoke **Object > Send to back**; to move it to the foreground invoke **Object > Send to front**.

---

## Grouping frames

When you *group* several frames/drawings you connect them together to form a unit that can be selected and manipulated as if it were a single object.


In practice, this means:

If you select an object that is part of a group, the whole group is selected. If you move this object all the other objects in its group are moved with it. Moreover, grouping objects that belong together in a certain arrangement prevents them from being moved accidentally with respect to one another with the mouse.

To group objects, you do the following:

1. Select the frames or drawings to be grouped.

To do this, click on each of them in turn while holding down the Shift key (**Shift\***) – or switch to Object mode and, press the mouse button and draw a rectangle around all the objects to be grouped.

2. Click on the  icon in the Object toolbar or invoke the **Object > Group** command.

## Ungrouping objects

To ungroup objects, do the following:

1. Select the group by clicking on one of the objects in it.
2. Invoke the **Object > Ungroup** command.

---

## Changing the names of objects

Every object in a document must have a unique name. This is necessary so that you can, for example, perform calculations on the contents of table cells or text fields.

Normally, you don't need to concern yourself with these names, since TextMaker assigns them automatically: if you insert a rectangle in an empty document, the rectangle is automatically named "Rectangle1". If you insert a picture, it is named "Picture1". A second picture would be named "Picture2", etc.

However, you can change the names of objects whenever you wish. For example, if you have created a form that contains a text field where a place of residence can be entered, the name "Place of residence" would naturally suggest itself for this field. To change its name, you would select the field, invoke the **Object > Properties** command, switch to the **Properties** property sheet and change the entry in the **Name** field.

Remember that names must be unique. If you attempt to assign a name to an object that is already in use for another object, TextMaker will reject it and present an error message.

## The purpose of names

But what is the sense in giving all the objects in a document unique names?

In the first place, these names are necessary for calculations on the contents of objects. For example, to multiply the content of cell C3 in table "Table1" by two, you must reference the table by its name in your calculation, entering "Table1.C3 \* 2".

You will find detailed information about performing calculations with objects in the section “Objects in calculations” [beginning on page 348](#).

This concludes the general description of frames and drawings. The following sections present the various types of frames in detail:

- Text frames ([beginning on page 238](#))
- Picture frames ([beginning on page 242](#))
- OLE object frames ([beginning on page 246](#))
- Drawings ([beginning on page 249](#))
- Forms objects ([beginning on page 267](#))

---

## Text frames

With the help of *text frames* you can create text boxes within the body text – for example, you can highlight especially important information by placing it in such a box.

A text frame, like all types of frames, occupies a fixed position on the page. Thus, it does not move when you add or remove body text above it.

By default, the normal body text is automatically broken at the boundary lines of the frame – it “flows around” the frame.


**Linking text frames:** Users who have experience with desktop publishing should be interested in the fact that text frames can be linked together at will. When text frames are linked, the text entered in them flows from one frame to the next. See the section “Linking text frames” [beginning on page 241](#).

---

## Inserting text frames

To insert a text frame, do the following:

1. Invoke the **Object > New Text Frame** command.

If you have activated Object mode, you can alternatively click on the  icon in the Object toolbar.

2. With the mouse, draw a rectangle in the document to indicate the desired position and size for the frame.

The text frame is created, and you can immediately begin entering text in it.

**Important:** When TextMaker displays a red bar at the lower margin of a text frame, this indicates that the frame cannot completely accommodate the text that has been entered. In this case you must either enlarge the frame or reduce the amount of text.

To move from a text frame back to the normal body text, click anywhere in the body text. To move from the body text back to the text frame, click in the frame.

No special action is required to insert a text frame over existing body text – this text is automatically reformatted in such a way that it flows around the new frame.

---

## Changing the properties of text frames

To edit the properties of a text frame, first select the frame. To do this, click on the border that surrounds it, or, if you are in Object mode, simply click on the frame. Then invoke the **Object > Properties** command to gain access to the command's dialog.

**Tip:** When you are using Object mode you can also invoke this dialog by double clicking on the text frame.

The settings you can make in this dialog are described below:

### Layout, Format, Filling, Lines, Shadow, 3D and Properties property sheets

The first seven property sheets are present for almost all types of objects. The settings they allow you to make are summarized below:

- **Layout:** On this property sheet you can change the position and outside margins of the frame and specify how the body text should flow around it. See the section “Object properties, Layout property sheet” [beginning on page 223](#).
- **Format:** Here you can change the size of the frame. See the section “Object properties, Format property sheet” [beginning on page 228](#).

- **Filling:** Here you can change the filling. See the section “Object properties, Filling property sheet” [beginning on page 229](#).
- **Lines:** Here you can specify bordering lines. See the section “Object properties, Lines” [beginning on page 230](#).
- **Shadow:** Here you can specify a shadow. See the section “Object properties, Shadow” [beginning on page 231](#).
- **3D:** Here you can specify a 3D effect. See the section “Object properties, 3D property sheet” [beginning on page 232](#).
- **Properties:** Here you can change general properties. See the section “Object properties, Properties property sheet” [beginning on page 234](#).

For text frames there are two additional property sheets with further options:

## Inner text property sheet

On this property sheet you can change settings that control the text contained in the frame.

### ■ **Inner margins** group box

Here you can change the margins between the text frame and the text contained in it. If you check the **Automatic** option, the program automatically determines appropriate margins.

### ■ **Overlapping objects** group box

These settings determine what happens when the text frame overlaps another text frame.

With the default setting **Ignore object** TextMaker does nothing. Thus, in the region of overlap, the contents of both frames are rendered on top of one another.

If, on the other hand, you check the **Wrap text** option, TextMaker automatically reformats the text in this frame so that it flows around the area of overlap.

### ■ **Rotate by ...** group box

Here you can rotate the text by the given angle.



## ■ Vertical Alignment group box

These settings determine how the framed text is to be aligned between the top and bottom edges of the frame:

Option	Meaning
<b>Top</b>	The text is aligned flush against the top edge of the frame. (This is the default setting.)
<b>Bottom</b>	The text is aligned flush against the bottom edge of the frame.
<b>Center</b>	The text is centered between the top and bottom edges of the frame.
<b>Flush</b>	The lines of text are spaced equally in such a way that the text begins at the top edge of the frame and ends at the bottom edge.

## AutoShapes property sheet

In principle, a text frame is nothing other than an *AutoShape* to which text is added. By default, the AutoShape used here is a simple rectangle. However, you can always assign another AutoShape to the text frame; thus you can turn the rectangle into a speech balloon, for example, or into any other shape you like.

To do so, first select a category and then choose the desired AutoShape.



You will find detailed information about AutoShapes in the section “Drawings” [beginning on page 249](#).


---

## Linking text frames

With TextMaker you can let text flow through multiple text frames that are linked together – just as you could with a desktop publishing program. If two frames are linked, text that exceeds the limits of the first frame is automatically continued in the second frame.

Let’s assume that you have created two text frames on one page and that you want text to flow from one to the next. You would link these frames as follows:

1. Click on the  icon in the Formatting toolbar or invoke the **View > Object Mode** command to activate Object mode.
2. Select the  icon for **Link text frames** in the Object toolbar.
3. Click on the text frame in which the text should begin.

4. Click on the text frame you want to link to the initial frame. **Important:** This text frame must be empty!
5. Finally, click again on the  icon or invoke the **View > Object Mode** command again to exit Object mode.

Now, when you enter text in the first frame to the extent that it overflows that frame, the text will be continued in the second frame.

You can even link together more than two frames. To do this, first link the first frame with the second, then the second with a third, etc.

To remove an existing link, click on the first of two linked frames with the **Link text frames** tool. TextMaker will then ask you if you want to remove the link.

---

## Picture frames

A picture frame differs from a picture that is inserted directly into the text (see the chapter “Pictures” [beginning on page 195](#)) in the following way:


A picture frame, like all other types of frames, occupies a fixed position on the page. Thus, it does not move when you add or remove text above the frame.

---

## Inserting picture frames

To insert a picture frame, proceed as follows:

1. Invoke the **Object > New Picture Frame** command.

If you have activated Object mode, you can alternatively click on the  icon in the Object toolbar.

2. With the mouse, draw a rectangle in the document to indicate the desired position and size of the frame.

*Or:* If you prefer, you can simply click on the position at which you want the upper left corner of the picture to be. The picture will then be inserted in its original size.

3. A dialog now appears to enable you to select the picture that is to appear in the picture frame. To select the picture, type its filename or click in the list on its filename.

**Tip:** If you check the Preview option, the dialog displays a small preview of the currently selected picture file.

4. Confirm with **OK**.

The picture frame is immediately inserted.

No special action is required to insert a picture frame on top of existing body text – the text is automatically reformatted in such a way that it flows around the frame.

## Options in the dialog

The options available in the above mentioned dialog box function as follows:

### ■ Save with document

If this option is checked, TextMaker saves a copy of the picture in the document and uses this copy instead of the original.

If this option is unchecked, TextMaker saves only a reference to the picture file in the document.

### ■ Copy to document's folder

If this option is checked, TextMaker creates a copy of the picture file in the folder where the document resides and uses this copy instead of the original.

This option is available only after the document is initially saved.

---

## Changing the properties of picture frames

To edit the properties of a picture frame, first select the frame with a mouse click. Then invoke the **Object > Properties** command to gain access to the command's dialog.

**Tip:** You can also invoke this dialog by double clicking on the picture frame.

The settings that you can make in this dialog are described below:

## Layout, Format, Filling, Lines, Shadow, and Properties property sheets

These property sheets are present for almost all types of objects. The settings they allow you to make are summarized below:

- **Layout:** On this property sheet you can change the position and outside margins of the frame and specify how the body text should flow around it. See the section “Object properties, Layout property sheet” [beginning on page 223](#).
- **Format:** Here you can change the size of the frame. See the section “Object properties, Format property sheet” [beginning on page 228](#).
- **Filling:** Here you can change the filling. Applicable only for pictures that have transparent areas. See the section “Object properties, Filling property sheet” [beginning on page 229](#).
- **Lines:** Here you can specify bordering lines. See the section “Object properties, Lines” [beginning on page 230](#).
- **Shadow:** Here you can specify a shadow. See the section “Object properties, Shadow” [beginning on page 231](#).
- **Properties:** Here you can change general properties. See the section “Object properties, Properties property sheet” [beginning on page 234](#).

For pictures, there is an additional property sheet with more options:

### Picture property sheet

On this property sheet you can change various settings that are specifically for pictures:

- **Colors** group box

Options that determine the colors with which the picture will be rendered:

**Original colors:** The picture will be rendered with its original colors.

**Grayscale:** The picture will be rendered in shades of gray.

**B/W:** The picture will be rendered in monochrome (default black) on a background (default white). If you wish, you can select other colors for the **Foreground color** and **Background color**.

## ■ **Cropping** group box

Here you can cut away parts of the picture. This is useful when you need only a certain part of it. The entries are percentages. For example, if you want to crop the upper forth of the picture, you must enter the number “25” in the **Top** field.

## ■ **Settings** group box

Here you can vary the brightness, contrast and gamma value (a color balance adjustment that affects the brightness).

## ■ **Transparent Color** group box

Here you can make settings that affect the transparency of the picture:

**Detect automatically:** The transparency of the picture is based on the data in the picture file. Note: Only files in GIF or PNG format can contain transparency data.

**No transparency:** The picture is not displayed with transparency – even if the file contains transparency data.

**Color:** Allows you to select manually the color that is to be rendered as transparent. For example, if you select the color white, all white areas of the picture will be rendered transparent.

## ■ **Rotate by**

Here you can rotate the picture by a given angle.

## ■ **File** button

With this button you can select a different picture file.

## ■ **Export** button

Available only for pictures that are saved in the document. You can use this button to export a picture, that is, to save a copy of it on your hard disk under any file name you like.

If you check the **Create link to file** option, TextMaker first copies the picture from the document to a file and then removes the picture from the document, replacing it with a reference to the new file. Thus, the picture is no longer saved in the document.

**Tip:** Some of the above described settings can also be made with the help of menus. After selecting the picture, either choose the **Object > Properties** command or right click on the picture to open the context menu.

---

## OLE object frames

**Note:** OLE objects can be used only in the **Windows** version of TextMaker.

In the chapter “OLE object” [beginning on page 203](#) you learned what OLE objects are and how to insert them directly into the text. OLE objects can also be inserted in the form of frames. The difference:

An OLE object frame, like all types of frames, occupies a fixed position on the page. Thus, it does not move when you add or delete text above it.


---

## Inserting OLE object frames

**Note:** OLE objects can be used only in the **Windows** version of TextMaker.

To insert an OLE object frame, do the following:

1. Invoke the **Object > New OLE Object Frame** command.

If you have activated Object mode, you can alternatively click on the  icon in the Object toolbar.

2. Use the mouse to draw a rectangle in the document representing the desired position and size of the frame.

*Or:* If you prefer, you can simply click on the position at which you want the upper left corner of the object to be situated. The object will then be inserted in its original size.

3. A dialog box appears and presents an **Object Type** list. Select the **Object Type** corresponding to the application from which TextMaker is to obtain the OLE object.
4. Confirm with **OK** to start the application for the selected object type.

5. Create the object in this application.
6. Exit the application.
7. When closing, the application might ask you whether you want to update the object in the TextMaker document. If it does, answer “Yes”.

The OLE object is immediately inserted.

No special action is required to insert the frame on top of existing body text – the text is automatically reformatted so that it flows around the frame.

Instead of creating a new object for insertion into the frame, you can use an object that already exists in a file. You do this at step 3 in the above described procedure by selecting the **Create from File** option and then specifying the file to be linked in, rather than by selecting an object type.

You will find additional information about working with OLE objects in the chapter “OLE object” [beginning on page 203](#).

---

## Changing the properties of OLE object frames

To edit the properties of an OLE object frame, first select the frame with a mouse click. Then invoke the **Object > Properties** command to gain access to the command’s dialog.

In this dialog you can make settings as described below:

### Layout, Format, Filling, Lines, Shadow and Properties property sheets

These property sheets are present for almost all types of objects. The settings they allow you to make are summarized below:

- **Layout:** On this property sheet you can change the position and outside margins of the frame and specify how the body text should flow around it. See the section “Object properties, Layout property sheet” [beginning on page 223](#).
- **Format:** Here you can change the size of the frame. See the section “Object properties, Format property sheet” [beginning on page 228](#).

- **Filling:** Here you can change the filling. However, this function is not supported by all OLE applications. See the section “Object properties, Filling property sheet” [beginning on page 229](#).
- **Lines:** Here you can specify bordering lines. See the section “Object properties, Lines” [beginning on page 230](#).
- **Shadow:** Here you can specify a shadow. See the section “Object properties, Shadow” [beginning on page 231](#).
- **Properties:** Here you can change general properties. See the section “Object properties, Properties property sheet” [beginning on page 234](#).

For OLE objects there is an additional property sheet that presents options described in the following section:

## Picture property sheet

On this property sheet you can change settings that affect the graphical representation of the object.

### ■ **Colors** group box

Options that determine the colors with which the object will be rendered:

**Original colors:** The object will be rendered with its original colors.

**Grayscale:** The object will be rendered in shades of gray.

**B/W:** The object is rendered in black/white (monochrome). As you wish, you can select other colors with **Foreground color** and **Background color**. Not applicable to all types of OLE objects.

### ■ **Cropping** group box

Here you can cut away parts of the object. This is useful when you need only a certain part of it. The entries are percentages. For example, if you want to crop the upper fourth of the object, you must enter the number “25” in the **Top** field.

### ■ **Settings** group box

Here you can vary the brightness, contrast and gamma value (a color balance adjustment that affects the brightness).



---

# Drawings

TextMaker offers several tools for creating drawings. You can insert the following types of drawing objects into your document:

- Lines
- Freeforms (scribbles, as drawn by hand)
- Curves
- Connectors (for linking objects as in flowcharts)
- Rectangles and ellipses
- AutoShapes (various types of ready-to-use shapes)

Drawings behave like frames: they always remain at the same place on the page, even when you delete or insert lines of text above them.

The normal body text is automatically formatted in such a way that it breaks at the boundaries of the objects – it “flows” around the drawing.

More detailed information about working with drawings is given on the following pages.

---

## Inserting drawings

To insert a drawing, first select the desired drawing tool and then produce the object.

To draw a rectangle, for example, do the following:

1. Invoke the **Object > New Drawing** command. A submenu opens. From the submenu, select a drawing tool – in this case the **Rectangle** tool.

If you have activated Object mode you have the alternative of clicking on the corresponding icon in the Object toolbar.




2. With the mouse, draw a rectangle of the desired size and the desired position in the document.

The rectangle is immediately inserted.

The method of producing a drawing object varies according to the drawing tool used. Accordingly, all the available types of drawing objects are listed below together with tips for manipulating them:


## Lines

The  **Line** tool allows you to draw a straight line.

To use this tool, simply press down the mouse button and draw a line in the document.

Tip: When you hold down the Shift key (**Shift\***) while drawing, the direction of the line is variable only in increments of 45 degrees.


## Freeforms (scribbles)

The  **Freeform** tool allows you to draw irregular curves as you would be able to do by hand with a pencil.

To use this tool, move the mouse to the desired starting point, press the mouse button and begin drawing – just as you would with a pencil. You can also create a straight line in Freeform mode. To do this, press and release the left mouse button and straight line is drawn from the point on the screen at which you clicked to the current position of the mouse cursor. Clicking the left mouse button again sets the line on the page.

When you draw a curve that returns to its starting point, the drawing is automatically ended and converted into a *closed* curve. If you want to obtain an *open* curve you must end the drawing with a double click at the desired end point.


## Curves

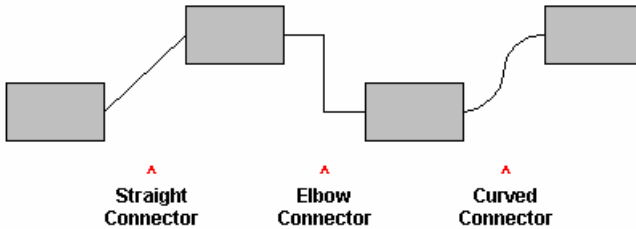
The  **Curve** tool allows you to draw Bezier curves (so-called in honor of the French engineer who developed the underlying mathematical techniques).

To use this tool, click on the starting point and then on as many additional points as you wish. The curve “follows” your clicks automatically.

When you draw a curve that returns to its starting point, the drawing is automatically ended and converted into a *closed* curve. If you want to obtain an *open* curve you must end the drawing with a double click at the desired end point.


## Connectors (straight, elbow and curved)

The three  **Straight Connector**, **Elbow Connector** and **Curved Connector** tools allow you to draw connecting lines between two objects. You can see the differences among these three kinds of connector in the following illustration:



To use one of these tools, select it and then drag the mouse pointer from one object to another, holding down the mouse button. **Tip:** When you move the mouse pointer over an object, small blue boxes appear at various points on the object. These boxes indicate where the connector line can “dock” to the object.


## Rectangles, rounded rectangles and ellipses/circles

The three  **Rectangle**, **Rounded Rectangle** and **Ellipse/Circle** tools allow you to draw rectangles and ellipses.

To use one of these tools, draw a rectangle of the desired size with the mouse at the desired position. **Tip:** When you hold down the Shift key (**Shift\***) while drawing, you will obtain a square or a circle.

In the case of rounded rectangles, you can change the rounding of the corners. To do this, select the rectangle. Yellow triangles will then appear at its corners. By dragging one of these triangles you can change the rounding accordingly.

## AutoShapes

The  **AutoShape** tool allows you to draw *AutoShapes*. These are ready-to-use shapes appropriate for a wide variety of applications – standard shapes like rectangles and ellipses as well as arrows, flow chart symbols, stars, speech balloons, etc.

When you activate this tool, a dialog appears. There, select the type of AutoShape you want to draw. Then draw a rectangle with the mouse to represent the desired size and position of the shape.

**Note:** With some types of AutoShapes, yellow triangles appear on the object when it is selected. If you drag on one of these triangles, a parameter governing the shape of the object is changed. Such triangles are present, for example, on stars, where they can be used to change the lengths of the points.

**Tip:** You can enter text in an AutoShape – just as you can in a text frame. You will find information about this in the section “Adding text to AutoShapes” [beginning on page 252](#).

---

## Adding text to AutoShapes

You can add text to an AutoShape if you wish. The text is then displayed inside the AutoShape – exactly as it would be in a text frame.

To add text to an AutoShape, do the following:

1. Select the desired AutoShape.
2. With a right click, invoke the context menu and there select the **Add Text** command.

A blinking text cursor now appears in the AutoShape, indicating that you can enter the text. You can set the formatting for the text as required using the **Format > Character** and **Format > Paragraph** command.

When you have finished entering your text, click anywhere outside the object. If you want to return to this text later to edit it, you can do so by reselecting the AutoShape, right clicking to obtain the context menu and selecting **Edit Text** from this menu.

**Important:** When TextMaker displays a red bar in the margin below the text, this indicates that the area available for text within the AutoShape is not large enough to accommodate all the text that has been entered. In this case, you must either enlarge the object or reduce the amount of text.

**Note:** *Text frames*, which are described in an earlier section of this chapter, are really nothing more than AutoShapes (in this case simple rectangles) to which text is added. Thus, all the information in the section “Text frames” ([beginning on page 238](#)) applies with equal validity to text frames and to AutoShapes containing text.

---

## Changing the properties of drawings

To edit the properties of a drawing, first select it with a mouse click. Then invoke the **Object > Properties** command to gain access to the command's dialog.

**Tip:** You can also invoke this dialog by double clicking on the drawing.

In this dialog you can make settings as described below:

### Layout, Format, Filling, Lines, Shadow, 3D and Properties property sheets

The first seven property sheets are present for almost all kinds of objects. They contain the following options:

- **Layout:** On this property sheet you can change the position and outside margins of the drawing and specify how the body text should flow around it. See the section “Object properties, Layout property sheet” [beginning on page 223](#).
- **Format:** Here you can change the size of the drawing. See the section “Object properties, Format property sheet” [beginning on page 228](#).
- **Filling:** Here you can change the filling. See the section “Object properties, Filling property sheet” [beginning on page 229](#).
- **Lines:** Here you can change the styles of the lines with which the object is drawn. See the section “Object properties, Lines” [beginning on page 230](#).
- **Shadow:** Here you can specify a shadow. See the section “Object properties, Shadow” [beginning on page 231](#).
- **3D:** Here you can specify a 3D effect. See the section “Object properties, 3D property sheet” [beginning on page 232](#).
- **Properties:** Here you can change general properties. See the section “Object properties, Properties property sheet” [beginning on page 234](#).

For some types of drawings the following additional property sheets will appear on the dialog, giving you access to more options:

---

## AutoShapes property sheet (only for AutoShapes)

This property sheet appears only for AutoShapes.

On this property sheet you can assign a different AutoShape to the object. Thus, for example, you can turn a rectangle into a speech balloon or any other shape you like.

To change the AutoShape, select the desired category of shapes and then select the desired AutoShape.

---

## Inner Text property sheet (only for AutoShapes containing text)

This property sheet appears only for text frames and AutoShapes containing text (see the section “Adding text to AutoShapes” [beginning on page 252](#)).

On this property sheet you can change settings that control the text contained in the AutoShape:

- **Inner margins** group box

Here you can change the margins between the AutoShape and the text contained in it. If you check the **Automatic** option, the program automatically determines appropriate margins.

- **Overlapping objects** group box

These settings determine what happens when the object overlaps another object.

With the default setting **Ignore object** TextMaker does nothing. Thus, in the region of overlap, the contents of both objects are rendered on top of one another.

If, on the other hand, you check the **Wrap text** option, TextMaker automatically reformats the text in this object so that it flows around the area of overlap.

- **Rotate by ...** group box

Here you can rotate the text by the given angle.

## ■ **Vertical Alignment** group box

These settings determine how the framed text is to be aligned between the top and bottom edges of the drawing:

Option	Meaning
<b>Top</b>	The text is aligned flush against the top edge of the object. (This is the default setting.)
<b>Bottom</b>	The text is aligned flush against the bottom edge of the object.
<b>Center</b>	The text is centered between the top and bottom edges of the object.
<b>Flush</b>	The lines of text are spaced equally in such a way that the text begins at the top edge of the object and ends at the bottom edge.



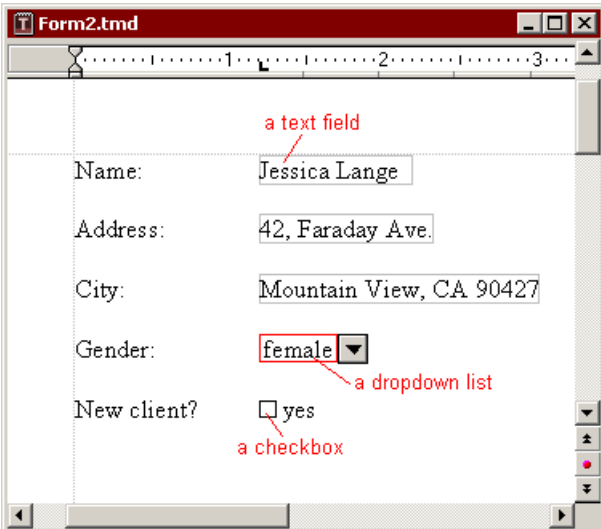


# Forms

*Forms* are documents to be “filled out”.

For example, you could prepare an application form for vacations. Then, when one of your coworkers wanted to apply for a vacation, he would simply open this ready-to-use form, enter his name and the dates on which he wanted to begin and end his vacation and print the form. He would then have a completed vacation application to submit.

Creating a form is no more complicated than this: you simply insert *forms objects* at the places in the document where someone must later enter something – for example, you insert text fields for text entries.



The image shows a screenshot of a form window titled "Form2.tmd". The form contains the following fields and controls:

- Name:** A text field containing "Jessica Lange". A red arrow points to this field with the label "a text field".
- Address:** A text field containing "42, Faraday Ave."
- City:** A text field containing "Mountain View, CA 90427"
- Gender:** A dropdown list showing "female". A red arrow points to the dropdown arrow with the label "a dropdown list".
- New client?:** A checkbox followed by the text "yes". A red arrow points to the checkbox with the label "a checkbox".

The form is displayed in a window with a red title bar and standard window controls (minimize, maximize, close). A ruler is visible at the top of the form area.

When you want to fill out a prepared form you should activate *Forms mode*. In this mode, forms objects can be filled out – but access to the rest of the document and to most of TextMaker’s functions is blocked. This prevents users from changing those parts of the form that shouldn’t be changed.

In this chapter you will learn how to work with forms:

## ■ Filling out forms

The first section explains how a prepared form is filled out.

## ■ Creating forms

In the following section, you will learn everything you need to know to be able to create your own forms.

To create a form, you insert *forms objects* at all the places where something is to be filled in later: for example, *text fields* and *text frames* for text entries, *checkboxes* for items to be checked off and *dropdown lists* for selections from among several given options.

## ■ Forms objects

In this section the available types of forms objects are described in detail.

## ■ Forms – advanced functions

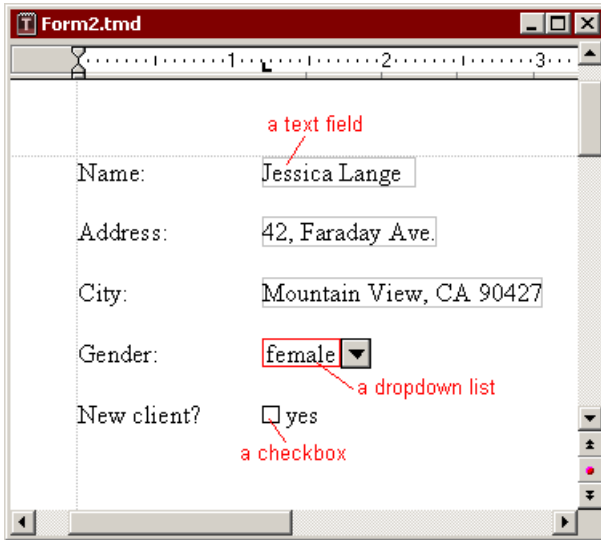
In the last section, you will get acquainted with some functions for advanced users: functions for changing the tab order, for protecting forms from being changed and for performing calculations.

---

# Filling out forms

First we will apply ourselves to the *filling out* of prepared forms. The *creation* of forms will be described thereafter (in the section “Creating forms” **beginning on page 261**).

Forms differ from other documents only in one respect: they contain *forms objects* at the places where something is to be filled out.



In the following list, you will learn about the different types of forms objects that can be present in a form and about how they are to be filled out:

- ***Text fields and text frames*** (for entering text)

To fill out a text field or frame you simply position the text cursor in it and type the desired text.

- ***Dropdown lists and dropdown list frames*** (for menus of selectable items)

When you click on a dropdown list it opens. You can then select one of the entries with a mouse click.

- ***Checkboxes and checkbox frames*** (for items to be checked off)

When you click on the box with the mouse, a little check mark appears in it, indicating that the associated item has been checked. When you click on it a second time, the check mark is removed.

## Moving the text cursor in forms

You can move the text cursor within forms as follows:

- You can move the text cursor to the desired position in the usual way, by using the arrow keys or clicking with the mouse.

- You can use the (F11)**F11** key to jump to the next forms object and (Shift\*)(F11)**Shift+F11** to jump to the previous object.
- In Forms mode (see below) the text cursor can move only between forms objects. In this mode you can use the keys (Tab)**Tab** and (Shift\*)(Tab)**Shift+Tab** to jump back and forth between forms objects.

## Forms mode

It is recommended that you always activate *Forms mode* when you want to fill out a form. This will save you a great deal of work.

Forms mode can be activated and deactivated with the **View > Forms Mode** command.

You will know whether Forms mode is activated or not from the program's title bar. If "(Forms Mode)" is displayed there after the name of the document, the mode is activated.

In Forms mode TextMaker's behavior changes as follows:

- You can use the keys (Tab)**Tab** and (Shift\*)(Tab)**Shift+Tab** to jump from one forms object to the next.
- Forms objects can be filled out, but the normal text is no longer editable.
- Most of the menu commands are "grayed out" and thus no longer available. The purpose of this is to prevent changes to those parts of the form that are not intended to be filled out.

Thus, when using Forms mode you can fill out a form with the same degree of convenience that you experience when you use a database program's input mask.

**Note:** When you open a document that was in Forms mode when it was last saved, Forms mode is reactivated automatically.

## When Forms mode can't be deactivated

You will encounter some forms in which the author has blocked the deactivation of Forms mode by protecting it with a password. This has been done to prevent unauthorized persons from changing those parts of the form that are not intended to be altered.

If a form is protected in this manner, an attempt to deactivate Forms mode will result in a prompt for a password. You will be able to deactivate Forms mode only by entering the correct password.

---

## Creating forms

To create a form, first lay out the document just as you would any normal document and insert *forms objects* at the places where something should be filled in later.

On the following pages we provide brief descriptions of the available forms objects. An example is provided in the conclusion to this section.

---

## Types of forms objects

The following types of forms objects can be used in forms:

Forms object	Description
<b>Text fields</b>	Text fields are intended for text entries such as “name”, “address”, etc. The user who fills out the form can enter whatever text he or she likes in them.
<b>Text frames</b>	Like text fields, but confined within frames (see below).
<b>Checkboxes</b>	Checkboxes are appropriate for yes/no entries. If the user clicks on a checkbox, a check mark is displayed in it. If he clicks on it again, the check mark is removed.
<b>Checkbox frames</b>	Like checkboxes, but confined within frames (see below).
<b>Dropdown lists</b>	When the user clicks on a dropdown list, the list opens and he or she can select one of the predefined items in the list. Manual entry of an item is not possible.
<b>Dropdown list frames</b>	Like dropdown lists, but confined within frames (see below).

In addition to these types of objects there are two types of forms objects that cannot be filled out, and are intended for captioning.

**Labels**

Labels can contain any captions or legends that should appear in the form.

**Groupboxes**

Groupboxes are rectangles to which captions are added at the upper left. They can be used for the visual grouping of related parts of a form.

Of course forms are not limited to containing just the above described forms objects. They can also contain all other types of objects as well as normal text.

You will find detailed information about the individual types of forms objects in the section “Text fields” and in following sections of this chapter ([beginning on page 267](#)).

## With or without frames?

As you might have noticed, you can insert most types of forms objects *with* or *without* frames:

- Text fields and text *frames*
- Checkboxes and checkbox *frames*
- Dropdown lists and dropdown list *frames*

The difference between normal objects and object frames:

**Normal Objects** (e.g. dropdown lists) are inserted directly into the text. They are integrated into the text flow – just like a letter. Such objects are simpler to manipulate and therefore the best choice for most kinds of forms.

**Objects in frames** (e.g. dropdown list *frames*) on the other hand are freely positionable on the page. They can always be moved with the mouse, but once positioned they remain fixed in place on the page – even when text lines are added or deleted above them.

---

## Inserting forms objects

To insert a forms object into the text, do the following:

1. Invoke the **Object > New Forms Object** command.
2. A submenu opens. There, select the desired object type.

3. *Only for frames*: Draw a rectangle in the document with the mouse to represent the desired position and size of the object.
4. For some types of objects a dialog appears at this point to enable you to make various settings for the object. After you have made the necessary settings confirm with **OK**.

The object is immediately inserted.

You will find detailed information about each individual type of forms object in the section “Text fields” and in following sections of this chapter (beginning on page 267).

## Using the Forms toolbar

You can also use the *Forms toolbar* to insert forms objects. To activate or deactivate this toolbar invoke the **View > Toolbars** command and click on the checkbox to the left of **Forms Editing**.



The Forms toolbar contains the following icons (from left to right):

- Insert text field
- Insert checkbox
- Insert dropdown list
  
- Insert text frame
- Insert checkbox frame
- Insert dropdown list frame
- Insert label
- Insert groupbox
  
- Enable/disable the shading of forms fields (emphasizes all text fields, checkboxes and dropdown lists in the text with gray shading)
- Activate/deactivate Forms mode (corresponds to the menu command **View > Forms Mode**)

**Tip:** When you move the mouse pointer over one of the icons (without clicking) a text box appears, indicating the function of the icon.

---

## Editing forms objects

Like all other types of objects, forms objects can be edited after being selected with a mouse click. You can delete, move and copy them, change their properties with the **Object > Properties** command, etc.

**Tip:** In addition, using the **Object > Tab Order** command you can specify the position of a forms object in the logical sequence that is the basis on which the user can jump from one object to another in Forms mode using the (Tab)Tab key (see the section “Changing the tab order” [beginning on page 275](#)).

General information about working with objects is available in the chapter “Frames – basic functions” [beginning on page 214](#).

---

## Preparing an example form

We come now to a practical example: we will prepare a form for gathering client data. The form should contain some text fields for the entry of the client’s address and beyond those a dropdown list for recording the client’s gender and a checkbox that is to be checked in case the client is new.



The image shows a screenshot of a form window titled "Form.tmd". The form contains the following elements:

- Name:
- Address:
- City:
- Gender:  (dropdown menu)
- New client?  yes

Start a new document with **File > New**. And we’re on our way:



## Text fields for unrestricted text entries

The first line of the form should contain a text field for the entry of the client's name. The best way to proceed is first to provide a description of what is to be entered in this field – for example “Name:” and then to insert the text field itself to the right of this description.

So do the following:

1. Type “Name:” and then insert a tab with the (Tab)Tab key.
2. Insert a text field with **Object > New Forms Object > Text Field**.
3. At this point the text cursor is positioned in the text field. Press the (Æ)→ key to return it to the main text.
4. Press the Enter (␣)↵ key twice.

The first line of the form is now complete. Use the same procedure to add two additional lines with the labels “Address:” and “City:”.

## Dropdown lists

Next, a *dropdown list* is to be inserted below the three text fields. Dropdown lists allow users to choose among several alternatives.

Proceed as follows:

1. Type “Gender:” and then press (Tab)Tab.
2. Invoke **Object > New Forms Object > Dropdown**.
3. Now you must enter the items that are to appear in the list. Enter “male” in the **New Entry** field and click on **Add**; then enter “female” and again click on **Add**.
4. Exit the dialog with **OK**.
5. Press (␣)↵ twice.

## Checkboxes for yes/no entries

Lastly, a *checkbox* is to be inserted. Checkboxes can be used for yes/no entries. If the box is checked it means “yes”. If the box is not checked it means “no”.

Accordingly, we will add a checkbox that should be checked only when the client is new:

1. Type “New client?” and then press (Tab)Tab.
2. Invoke **Object > New Forms Object > Checkbox**.
3. In the dialog that appears at this point you can – if required – enter additional text that will appear next to the checkbox. For this example, type “yes”.
4. Exit the dialog with **OK**.
5. Press the Enter (e)↵ key twice.

To align the forms objects vertically you should now select all the lines you have entered and then use **Format > Tab** to set a tab stop at the appropriate place – for example at 1.2 in.



The screenshot shows a window titled "Form.tmd" with a ruler at the top. The form contains the following elements:

- Name: [text input field]
- Address: [text input field]
- City: [text input field]
- Gender: [dropdown menu with "female" selected]
- New client?: [checkbox] yes

Our form is now complete.

You can now save the document and test it (see also the section “Filling out forms” [beginning on page 258](#)). The best way to test the form is to use **View > Forms Mode** to activate Forms mode.

---

# Forms objects

In this section we describe in detail the individual types of forms objects.

---

## Text fields

You insert a *text field* with the **Object > New Forms Object > Text Field** command.

Text fields are used frequently in forms. They allow the entry of unrestricted text; accordingly, they are suitable for entries of names, addresses, etc.

---

## Usage of text fields

To fill out a text field you simply click in the field to position the text cursor there and enter the text.

---

## Changing the properties of text fields

After positioning the text cursor in a text field or selecting the text field with a mouse click in Object mode, you can invoke **Object > Properties** to modify the properties of this field. The properties of a text field include its size, margins and a number of other variables.

The following options are available:

### Format property sheet

On this property sheet you can change the format of the text field:

- **Size** group box

Here you can change the **Size** of the text field.

You can either specify the width and height exactly or allow the text field to expand automatically as necessary to accommodate text as it is entered. To do the latter, select the **Growing** option for **Width** and **Height** and enter the desired minima and maxima.

## ■ **Vertical alignment** group box

These settings determine how the text within the field will be aligned with respect to the top and bottom edges of the text field:

Option	Meaning
<b>Top</b>	The text is aligned flush against the top edge of the text field. (This is the default setting.)
<b>Bottom</b>	The text is aligned flush against the bottom edge of the text field.
<b>Centered</b>	The text is centered between the top and bottom edges of the text field.
<b>Flushed</b>	The lines of the text are equally spaced in such a way that the text begins at the top edge of the text field and ends at the bottom edge.

## Margins property sheet

On this property sheet you set the margins of the text field:

### ■ **Wrap margins** group box

Here you can change the outside margins.

### ■ **Margins** group box

Here you can change the inside margins.

## Properties property sheet

On this property sheet you can change settings that affect general properties. On this topic, see the section “Object properties, Properties property sheet” [beginning on page 234](#).

## Borders property sheet

With this property sheet you can give the text field a full border or individual bordering lines.

The options on this property sheet correspond to those for the **Format > Borders** command (see the section “Borders and lines” [beginning on page 92](#)).

## Shades property sheet

With this property sheet you can apply shading to the text field using a color or a pattern.

The options on this property sheet correspond to those for the **Format > Shading** command (see the section “Shading” [beginning on page 90](#)).

---

## Text frames

You insert a text *frame* with the **Object > New Text Frame** command.

A text frame is filled out the same way a text *field* is filled out (see the preceding section): you simply position the text cursor in the field and start typing.

***The difference between a text frame and a text field:*** A text frame, like all other types of frames, has a fixed position on the page. Thus, it does not move when you add or delete text above it. The normal body text is automatically formatted so that it breaks at the boundaries of the frame – it “flows around” the frame.

You will find information about text *fields* in the preceding section. Additional information about text *frames* is given in the section “Text frames” [beginning on page 238](#).

---

## Checkboxes

You insert *checkboxes* with the **Object > New Forms Object > Checkbox**.

Checkboxes can be used in forms for yes/no entries. The box is checked to represent **yes**; when unchecked it means **no**.

---

## Usage of checkboxes

Simply click on the box (not the text!) to put a checkmark in it – that is, to check it. If you click on it again, the check mark is removed.

---

## Changing the properties of checkboxes

You can change the properties of one of these objects by selecting it with a mouse click and invoking the **Object > Properties** command.

The following options are available:

### Layout property sheet

Available only for checkbox *frames*.

On this property sheet you can change the object's position, outside margins and additional properties. See the section "Object properties, Layout property sheet" [beginning on page 223](#).

### Format property sheet

Available only for checkbox *frames*.

On this property sheet you can change the size of the object. See the section "Object properties, Format property sheet" [beginning on page 228](#).

### Properties property sheet

On this property sheet you can make settings that affect general properties. See the section "Object properties, Properties property sheet" [beginning on page 234](#).

### Checkbox property sheet

On this property sheet you can make settings that are specific to checkboxes:

- **Text**

Here you can enter the text that should be displayed to the right of the box.

- **Value** group box

Here you can specify the initial state of the checkbox: checked or not. Specifying a checked state here has the same effect as checking the box in the completed form.

## ■ 3D effect

If you check this option, the checkbox is drawn with a 3D effect.

With checkbox *frames* you can also specify the character formatting (font, size, color, etc.) for the text.

---

## Checkbox frames

You insert a checkbox *frame* with the **Object > New Forms Object > Checkbox Frame**.

The usage and behavior of a checkbox frames correspond to those for checkboxes (see the previous section).

**The difference:** A checkbox frame, like all types of frames, has a fixed position on the page. Thus, it does not move when you insert or delete text above it. The normal body text is automatically formatted in such a way that it breaks at the boundaries of the frame – it “flows around” the frame.

---

## Dropdown lists

To insert a *dropdown list* at the text cursor position you use the **Object > New Forms Object > Dropdown** command.

You encounter dropdown lists in many dialog boxes. Such lists offer several alternatives, from which you can select only one. These lists are ideal for forms, since they reduce the amount of typing needed when forms are filled out and prevent typing errors.

---

## Usage of dropdown lists

To open a list, you click on the small arrow to the right. Now you can select an entry by clicking on it.

---

## Changing the properties of dropdown lists

You can change the properties of one of these objects by selecting it with a mouse click and then invoking the **Object > Properties**.

The following options are available:

## Layout property sheet

Available only for dropdown list *frames*.

On this property sheet you can change the object's position and outside margins as well as other properties. See the section "Object properties, Layout property sheet" [beginning on page 223](#).

## Format property sheet

Available only for dropdown list *frames*.

On this property sheet you can change the size of the object. See the section "Object properties, Format property sheet" [beginning on page 228](#).

## Properties property sheet

On this property sheet you can make settings that affect general properties. See the section "Object properties, Properties property sheet" [beginning on page 234](#).

## Dropdown property sheet

On this property sheet you can make settings that are specific to dropdown lists:

### ■ **List entries** group box

Here you specify the items that should appear in the dropdown list. You do this as follows:

To add an item: Enter the name of the item in the **New entry** field and press the Enter (⏎) key or click on the **Add** button.

To remove an item: Select the item in the list of entries and click on the **Remove** button.

To change an item: Remove the item and reinsert it.

To change the order: Select one of the items in the list and click on one of the small arrows to the right of the list to move the item up or down.



- **Lines (max.)**

Available only for dropdown list *frames*. Determines the maximum number of lines to be displayed when the list is opened.

- **3D effect**

If you check this option, the list is drawn with a 3D effect.

With dropdown list *frames* you can also specify the character formatting (font, size, color, etc.) for the list items.

---

## Dropdown list frames

You insert dropdown list *frames* with the **Object > New Forms Object > Dropdown Frame** command.

The usage and behavior of a dropdown list frame correspond to those for a dropdown list (see the previous section).

*The difference:* A dropdown list *frame*, like all types of frames, has a fixed position on the page. Thus, it does not move when you insert or delete text above it. The normal body text is automatically formatted in such a way that it breaks at the boundaries of the frame – it “flows around” the frame.

---

## Labels and groupboxes

Besides the forms objects described above, there are two additional types of forms objects that are intended not to be filled in, but to be used merely for captions:

- **Labels**

Any caption or legend that should appear in the form can be entered in a *label*.

- **Groupboxes**

A *groupbox* is a rectangle with a caption at its upper left. Groupboxes can be used for the visual grouping of related parts of a form.

To insert a label or a groupbox invoke the **Object > New Forms Object > Label** or the **Object > New Forms Object > Groupbox** command. Then use the mouse to draw a rectangle in the document to represent the desired position and size of the object.

---

## Usage of labels and groupboxes

In contrast to all other types of forms objects, labels and groupboxes *cannot* be filled in. They can be used only to add (non-editable) captions or legends to the form.

---

## Changing the properties of labels and groupboxes

After you have selected a label or groupbox with a mouse click you can invoke the **Object > Properties** command to change the properties of the object.

The following options are available:

### Layout property sheet

On this property sheet you can change the object's position and outside margins, as well as other properties. See the section "Object properties, Layout property sheet" [beginning on page 223](#).

### Format property sheet

On this property sheet you can change the size of the object. See the section "Object properties, Format property sheet" [beginning on page 228](#).

### Properties property sheet

On this property sheet you can make settings that affect general properties of the object. See the section "Object properties, Properties property sheet" [beginning on page 234](#).

### Label property sheet

On this property sheet you can make settings for the text that is displayed in the label or groupbox:

- **Text** group box

Here you enter the text to be displayed.

### ■ 3D effect

Available only for groupboxes. If you check this option the groupbox is drawn with a 3D effect.

You can also specify the character formatting (font, size, color, etc.) for the text.

---

## Forms – advanced functions

This concluding section of the chapter on forms describes some forms functions for advanced users.

---

### Changing the tab order

As mentioned earlier in the section “Filling out forms”, you can jump back and forth between forms objects with the **(F11)F11** key: **(F11)F11** takes you to the next forms object and **(Shift\*)(F11)Shift+F11** takes you to the previous one.

In Forms mode you have the alternative of using **(Tab)Tab** and **(Shift\*)(Tab)Shift+Tab** to perform these functions.

The *order* in which you jump among the forms objects can be specified with the **Object > Tab Order**.

To set the tab order invoke this command and select from the list of **Objects** the forms object whose position in the tab order you want to change. Then click on one of the arrow buttons to the right of the list to raise move the object to a lower or higher position in the list. The position of the object in the tab order changes accordingly.

---

### Protecting forms objects

In certain situations it is desirable for forms to contain forms objects that *cannot* be modified in Forms mode – for example, text frames containing explanatory material. This objective can be realized by checking the **Locked** option in a forms object’s properties dialog.

To lock a forms object, do the following:

1. If Forms mode is currently activated, exit this mode with **View > Forms Mode**.
2. Select the object to be protected with a mouse click.
3. Invoke the **Object > Properties** command.
4. Switch to the **Properties** property sheet.
5. There check the **Locked** option.
6. Confirm with **OK**.

The object is now locked; accordingly, it can no longer be changed in Forms mode. In addition, it is no longer possible to click on it in Forms mode or to jump to it with the (Tab)Tab key.

## Special considerations for tables

With tables you can specify a locked or unlocked state, applicable in Forms mode, for every *single table cell*. To lock table cells, select them, invoke the **Table > Cell Properties** command dialog, switch to the **Format** property sheet and check the **Locked** option.

Once locked, the cells can no longer be edited in Forms mode and they are skipped when the (Tab)Tab key is pressed to jump to the next cell or forms object.

Naturally, you can lock not only individual cells but whole tables. To lock a whole table, simply select it and then use the procedure described above.

---

## Protecting forms

Before you put a newly created form to use, you should protect it from being changed. When a form is ready for use, the form itself should no longer be subject to change, and only the objects in the form that are intended to be filled in should be changeable.

The following methods for protecting forms are available to you:

## Using Forms mode

When you activate *Forms mode* (see section “Filling out forms”) the forms objects can still be filled in, but other parts of the document can no longer be edited, and most TextMaker commands are no longer available.

Forms mode can be activated and deactivated with the **View > Forms Mode**.

Note: Keep in mind that a user who fills in the form can deactivate Forms mode at any time unless you prevent her from doing so by locking Forms mode with a password (see below).

## Saving the form in Forms mode

Tip: When you save a document in Forms mode, Forms mode is automatically reactivated the next time the document is opened.

## Locking Forms mode with a password

As required, you can prevent other users from deactivating Forms mode by locking it with a password.

To do this, invoke the **File > Properties** command and switch to the **Forms** property sheet. Activate Forms mode by checking the **Forms mode activated** option. Then, enter a **Password to deactivate** Forms mode and confirm with **OK**. Finally, save the document.

When a user subsequently opens the document and attempts to deactivate Forms mode, he or she will be prompted for the password. Thus, the user will be able to deactivate Forms mode only if he or she has the correct password.

## Tip: Saving forms as document templates

It is generally recommended that you save forms as document templates. This will always guarantee that the original file cannot be changed. When you have saved a form as a document template you can use **File > New** to create *new* documents based on the content of this template without opening the template itself for editing.

You will find additional information about using document templates in the section “Document templates” [beginning on page 126](#).

---

## Calculating with forms objects

You can reference the contents of forms objects and perform calculations on these contents using the **Insert > Calculation** command. For example, the formula “Textfield1.Value \* 2” references the current numeric value in text field **Textfield1** and multiplies it by two.

You will find additional information about this topic in the section “Objects in calculations” [beginning on page 348](#).

---

# Language tools

TextMaker has always distinguished itself by providing especially powerful *language tools* (spell checker, thesaurus, etc.).

TextMaker's language tools include the following functions:

## ■ Language selection

The default language for spell checker, hyphenator and thesaurus can be set with the command **Extras > Preferences**.

In addition, with **Format > Character** you can designate a segment of text to be in any other language you like. You can do this, for example, when you use a German language citation in a document you are writing in English.

## ■ Spell checking

The *spell checker* examines your text for typing mistakes; when it finds mistakes it suggests corrections.

You have the choice of three working methods:

With **retroactive spell checking** you can have whole documents checked and corrected.

**On-the-fly spell checking** checks each word as you type it. When it detects a typing mistake it immediately presents a dialog box that lets you correct the word.

**Background spell checking** constantly checks the whole text – without interrupting the flow of your work. Incorrectly written words are *underlined in red* and can be corrected manually or with the aid of a context menu that appears when you right click on an underlined word.

## ■ Editing user dictionaries

When you teach the spell checker new words, they are entered in your user dictionary. You can edit this dictionary at any time in order to delete incorrect entries.

## ■ Thesaurus

The *thesaurus* (not included in all versions of TextMaker) shows you synonyms for words (words with similar or related meanings). Thesauri are available for several languages.

## ■ Translation dictionary

In addition, some versions of TextMaker contain an extremely useful *translation dictionary*. It can translate words back and forth among five languages (German, English, French, Italian, Spanish).

## ■ SmartText

With TextMaker's *SmartText* feature you can have your "favorite" typing errors corrected automatically and create short-cuts for frequently needed phrases, for example "wbg" for "With best regards."

---

# Setting the language

If you have installed several languages, you can change the language for the spell checker, hyphenator and thesaurus as you like.

To be more exact:

- On the one hand, with **Extras > Preferences** you can set the *default language*. The spell checker, hyphenator and thesaurus normally use the default language.
- On the other hand, with the command **Format > Character** any segment of text can at any time be formatted in another language.

In simple terms: Normally, the whole document is formatted in the **default language**, and the spell checker, hyphenator and thesaurus use the default language set in the Preferences dialog. However, if you format a segment of text in another language, the spell checker, hyphenator and thesaurus refer to that language in that case.



---

## Setting the default language

By setting the *default language*, you specify which language the spell checker, hyphenator and thesaurus will use by default. So you should set your native language here.

To do this, proceed as follows:

1. Invoke **Extras > Preferences** and switch to the **Language** property sheet.
2. Choose the desired language from the **Default Language** list.

When you compose new documents they are automatically formatted in the default language. If you never write documents in which other languages occur, you don't need to concern yourself with any of what follows.

---

## Formatting text in another language

In the last section you learned how to set the *default language* that TextMaker is to use in the normal case for the spell checker, hyphenator and thesaurus.

Beyond that, you can *format* any segments of text you like *in another language* – for example, if you want to use a German language citation in a document that is for the most part in English.

To do this, proceed as follows:

1. Select the text segment.
2. Invoke the command **Format > Character**.
3. Choose the desired language from the **Language** list.

Now the spell checker, hyphenator and thesaurus know that this segment of text is in another language and they produce the appropriate results.

The **Language** list contains two entries with special meaning:

### ■ The language “Default”

This is the default setting.

Normally, all the documents you compose are formatted in the default language. As you have learned in the preceding section, the default language can be selected with **Extras > Preferences**.

## ■ The language “No language”

If you format a segment of text with “No language”, it will be ignored by the spell checker. In addition, no hyphenation will be applied.

---

## Application examples

Some application examples in summary:

You write documents exclusively in your native language:

Simply set the desired standard language with **Extras > Preferences, Language** property sheet – done.

You occasionally write documents in a foreign language:

In this case it is *not* advisable to change the standard language setting to the foreign language. This would lead to the desired result, but it would not be very effective: You would have to switch to the appropriate standard language *every time* you open a foreign-language document and switch it back to English afterwards.

Instead, it makes more sense to select the entire document, invoke **Format > Character**, and change **Language** from **Default** to the desired foreign language. This way, TextMaker will know the document’s language both now and in the future.

You occasionally write documents with foreign language citations:

Simply select the part that is in the foreign language, invoke **Format > Character** and set **Language** to the desired language.

Note: You can change the language in a document as often as you like, and even mix several languages.

---

## List of available language modules

The language modules available for TextMaker are given in the following list. Depending on which version of TextMaker you purchased, your software may include only a subset of these modules.

Language module	SPELL	HYPH	THES	EURO
Danish	x	x		
Dutch	x	x	x	
English (UK)	x	x	x	x
English (USA)	x	x	x	x
French	x	x	x	x
French (Canada)	x	x	x	
German (Germany)	x	x	x	
German (Germany, old)*	x	x	x	x
German (Switzerland)	x	x	x	
German (Switzerland, old)*	x	x	x	
Italian	x	x	x	x
Norwegian	x	x		
Portuguese (Portugal)	x	x		
Portuguese (Brazil)	x	x		
Spanish	x	x	x	x
Spanish (Latin America)	x	x	x	
Swedish	x	x		

\* Old German spelling (obsolete since the German spelling reform introduced in 1996)

**Key:** SPELL = Spell checker  
HYPH = Hyphenator  
THES = Thesaurus  
EURO = European translation dictionary

Additionally, language modules containing **hyphenation only** are available for the following languages:

Bulgarian, Croatian, Czech, Estonian, Finnish, Greek, Latvian, Lithuanian, Polish, Romanian, Russian, Serbian, Slovakian, Slovenian, Turkish, Ukrainian

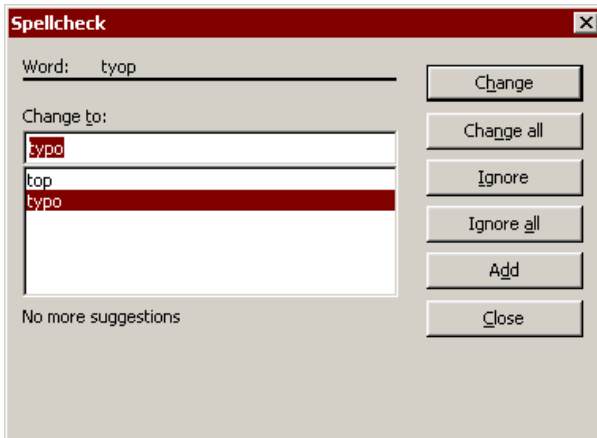
---

# Retroactive spell checking

You activate retroactive spell checking with the command **Extras > Check Spelling**. This checks the text word for word for spelling errors and displays every unrecognized word in a dialog box. You can then choose to correct the word, add it to the dictionary, or simply ignore the supposed error.

When you invoke this command, you are asked first to specify whether spell checking is to begin at the text cursor or at the beginning of the text. Make your choice and then start the spell checker with **OK**.

TextMaker now goes through the text word for word. The spell checker stops at an unrecognized word and displays the word in a dialog box.



In the list under **Change to**, TextMaker presents suggestions for the correct spelling of the word (when it has found some).

By means of the buttons, you can specify what is to be done with the unknown word:

Button	Function
<b>Change</b>	Lets you correct the word. Before you use this button, type the correct spelling in the <b>Change to</b> input field or select one of the suggested words from the list.
<b>Change All</b>	Works like the <b>Change</b> button, but changes <i>all</i> further instances of the word (from here to the end of the document).
<b>Ignore</b>	Ignores the supposed spelling error and continues with the spelling

check.

### **Ignore All**

Ignores *all* further instances of this word.

Note: Use **Ignore** or **Ignore All** only for words that are correctly written but are *not* to be added to the dictionary. When you exit TextMaker, it forgets the list of ignored words.

### **Add**

Tells TextMaker to add the word to its user dictionary.

Note: Use this option for correctly written words that TextMaker does not yet know. TextMaker remembers these words permanently.

If you want to exit the spell checker before it reaches the end of the document, click on **Close**.

Is the spell checker working incorrectly? If the spell checker frequently classifies words as incorrectly spelled when in fact they are not, it is likely that the text segment in which they occur is formatted in the wrong language. In this case, select the text segment, invoke **Format > Character** and set the **Language** option on the **Font** property sheet to “Default” (or to the language in which the segment was composed.)

---

## Spell checking as you type

What we call *on-the-fly spell checking* silently examines the spelling of every word you type and only announces itself in case of a typing mistake: a dialog box then appears for use in correcting the spelling.

To activate on-the-fly correction, invoke **Extras > Preferences**, switch to the **Language** property sheet, and there switch on **Check spelling as you type**.

Now, every time you type a word, TextMaker quickly looks up that word in its dictionaries. As long as you type words that the spell checker knows, nothing visible happens. But if you type an unknown word, the spell checker displays a dialog box.

This dialog box is like the one for retroactive spell checking that was presented in the preceding section. You can read there about how to use this dialog.

You will notice that there is also a **SmartText** button in the dialog box. This is for creating SmartText entries. You will learn more about this feature in section “SmartTexts” [beginning on page 297](#).

---

# Background spell checking

**Background spell checking** constantly checks the entire text for spelling errors. However, in contrast to the on-the-fly spell checker (see the preceding section) it does not present a dialog box in case it detects a typing mistake. Rather, incorrectly written words are merely indicated with a *red underscore*.

## Activating background spell checking

To activate background spell checking, invoke **Extras > Preferences**, switch to the **Language** property sheet and there activate **Background spell checking**. Make sure that the **Underline typos in red** option is turned on.

TextMaker now examines the entire document for spelling errors on an ongoing basis. It not only recognizes existing spelling errors in the document, but also immediately examines changes and additions to the text for correct spelling.

## Correcting misspelled words

Misspelled words are highlighted on the screen with red underscores. So you can see at a glance all misspelled words and can correct them immediately or at a later time – wholly at your discretion.

To correct one of these underlined words, either simply change its spelling by hand or click with the *right* mouse button on the word to bring up the spelling correction context menu. This menu has the following items:

Item	Function
List of suggestions	When TextMaker finds suggestions for the correct spelling of the word it presents them in the upper part of the menu. If you click on one of them, it will replace the word in the text.  If TextMaker finds a large number of suggestions, an additional menu item called <b>Additional Suggestions</b> appears. If you click on it, a dialog with all the suggestions found will appear.
<b>Ignore Word</b>	Ignores the supposed spelling error (for all instances of this word) and removes the red marking.  Use this option for words that are in fact correctly spelled but are not to be added to the dictionary. When you exit TextMaker, it forgets the list of ignored words.
<b>Add Word</b>	Advises TextMaker to add the word to its user dictionary and in this

way to enlarge its vocabulary.

Use this option for correctly spelled words that TextMaker does not yet know. TextMaker remembers these words permanently.

As soon as you correct the spelling or allow TextMaker to ignore or add the word, the red underscore disappears.

Is the spell checker working incorrectly? If the spell checker frequently underlines words that in fact are correctly spelled, it is likely that the text segment in which they occur is formatted in the wrong language. In this case, select the text segment, invoke **Format > Character**, and set the **Language** option on the **Font** property sheet to “Default” (or to the language in which the segment was composed.)

Words underlined in blue: If you have activated the **Underline “old” German spelling in blue** option, you might also see words underlined in blue instead of red. This is for German words that are spelled according to the old German conventions and that should be spelled differently according to the *new* spelling conventions. Read about this in the next section.

---

## Converting to new German spelling

**Note:** This whole section only applies to text in *German* language. If you never work with documents composed in German, you may want to skip it and continue reading in section “Editing user dictionaries”, [beginning on page 293](#).

In 1996, the governments of the German-speaking countries Germany, Austria, Liechtenstein, and Switzerland signed an agreement concerning a reform of German spelling, attempting to simplify German orthography and make it easier to learn.

TextMaker’s **Background spell checking** feature (discussed in the last section) can help you apply the reformed spellings for text composed in German language:

At your command, it underlines in blue all German words that conform to the *old* German spellings and that can, should or must be spelled differently in accordance with the *new* German spellings.

If you click with the right mouse button on such a word, the approved spelling is presented to you. In addition, you can call up information as to why this word is now written differently.

---

## Activating conversion to the new German spelling

To activate checking for and conversion to the new spellings, you must take the following steps:

1. Invoke the command **Extras > Preferences**.
2. Switch to the **Language** property sheet.
3. Turn on the **Background spell checking** option.
4. Click the **Options** button.
5. Activate the **Underline “old” German spelling in blue** option.
6. Confirm with **OK**.

**Important:** The **Underline “old” German spelling in blue** option functions only for text formatted in the language “German (Germany)” or “German (Switzerland)”.

From now on, in the background, TextMaker examines the document for German words that can, should or must be written differently following the German spelling reform. These are underlined in blue. On the next page you can learn how to convert these words to the new spellings.

---

## Correcting words with old German spellings

As explained in the last section, if you have turned on the **Underline “old” German spelling in blue** option, German words whose spellings were changed by the German spelling reform are indicated with a blue underline.

To correct one of these words, simply change the spelling manually or click with the *right* mouse button on the word in order to bring up the context menu of the spell checker.

This menu contains the following items:

Item	Function
List of suggestions	All spellings that are correct (according to the reformed German spelling rules) are displayed at the top. If you click on one of them, TextMaker will replace the word in the text with it.  In case one of the suggested words represents the preferred spelling,



---

**Primary spelling** is displayed after that word. For more information, read the section “Primary, Secondary and Alternative Spellings” below.

**Information**

Invokes a dialog box with additional options and information (see section “The Info command”).

**Ignore Word**

Ignores the mistake and removes the blue underline.

Use this option for words that are in fact correctly spelled but are not to be added to the dictionary. When you exit TextMaker, it forgets the list of ignored words.

**Add Word**

Advises TextMaker to add the word to its user dictionary.

TextMaker remembers such words permanently; they are no longer underlined in blue (see note!)

**Note:** Use the command **Add Word** only for those German words underlined in blue that are in fact correctly spelled according to the *new* German spelling rules. If you allow words with old spellings, rather than new spellings, to be added, you will be supplying TextMaker with incorrectly spelled words.

## Primary, secondary and alternative spellings

Please note that the German spelling reform has three different categories of spelling changes:

In some cases, the new spelling *must* always be used. In others, the new spelling *should* be used whenever possible – although the old spelling is still allowed. In yet other cases, any one of several equivalent alternative spellings *can* be selected.

You can learn whether a change is obligatory or not by means of the word suggestions in the context menu that appears when you right click on a word that is underlined in blue:

### ■ Only one spelling allowed

If only a single word is presented in the context menu, a change to this word is *mandatory*. In other words, only the new spelling is allowed.

Example: “dass” *must* now be written instead of the word “daß”.

### ■ Primary and secondary spellings

If the context menu contains several suggestions, and one of them has **Primary spelling** written after it, this is the spelling that is preferred.

Background: The German spelling reform specifies a *primary spelling* and *secondary spellings* for many words. Normally, the primary spelling should be used, but the secondary spellings are still allowed.

Example: “Wagon” *should* now be written for the word “Waggon,” since the former is the new spelling. But “Waggon” is still permitted.

### ■ Alternative spellings

If several suggestions are displayed, and none of them is designated as the primary spelling, all the spellings given are *equally allowed*. You yourself can choose the spelling you would like to use.

Example: Either “Delphin” or “Delfin” *can* now be written for the word “Delphin”, as you choose.

---

## The Info command of the spell checker

When you invoke the spell checker’s context menu as described in the previous section, an additional item appears for German words in the *old* spelling: the **Info** command. This command refers to additional options and shows information about the rule governing the change in the word’s spelling under the German spelling reform.

This command’s dialog box provides the following functions:

Item	Function
List of suggestions	Here all spellings that are correct (according to the reformed German spelling rules) are displayed. If you click on one and then push the <b>Change</b> button, TextMaker replaces the word in the text with it.  If one of the suggested words is the one that is preferred, <b>Primary spelling</b> will appear after that word (see the previous section).
<b>Change</b>	Lets you correct the word after you have chosen the correct spelling from the list of suggestions.  If TextMaker should ever make a suggestion that is in fact wrong, you can enter the correct spelling in the <b>Change to</b> field manually.
<b>SmartText</b>	Lets you define a SmartText entry. See section “SmartTexts” <a href="#">beginning on page 297</a> .
<b>Ignore</b>	Ignores the mistake and removes the blue underline.
<b>Ignore All</b>	Ignores <i>all</i> further instances of this word.

Note: Use **Ignore** or **Ignore All** only for words that are correctly written but are *not* to be added to the dictionary. When you exit TextMaker, it forgets the list of ignored words.

**Add**

Advises TextMaker to add the word to its user dictionary.

TextMaker remembers such words permanently; they are from now on not underlined in blue (*see note!*)

**Close**

Closes the dialog box without applying a change.

**Note:** Use the **Add** command only for those German words underlined in blue that are in fact correctly spelled according to the *new* German spelling rules. If you allow words with old spellings, rather than new spellings, to be added, you will be supplying TextMaker with incorrectly spelled words!

---

## Settings for the new German spelling

The behavior of the function for converting German words to the new spellings described in the previous pages is affected by various settings.

To change them, invoke the command **Extras > Preferences**, switch to the **Language** property sheet and click on the **Options** button.

The following settings can be made:

### Underline “old” German spelling in blue

As noted earlier, when this option is checked TextMaker underlines in blue all German words that are spelled according to the *old* German spelling conventions and that can, should or must be spelled differently under the *new* rules.

### Correction method

Here you can specify how strict TextMaker should be when attempting to convert German words to the new spellings. There are three correction methods it can use; they differ depending on whether TextMaker applies the new rules more in favor of the old spellings or more in favor of the new.

**Important:** Words for which the rules provide *no* scope and for which new spellings are *required* are considered to be incorrectly spelled under all three methods. Thus, for example, “daß” must from now on be written “dass”, without exception. The three correction methods differ only with respect to words that have alternative spellings.

The methods are the following:

■ **Conservative** (the old spelling is not underlined if it is still allowed)

Here, words in the old spellings are not underlined in blue if these old spellings – regardless of whether they are classified as primary, secondary or alternative spellings – are still allowed.

Example: With this setting, “Waggon” is not underlined, even though the new primary spelling is “Wagon,” and “Waggon” is permitted only as a secondary spelling.

■ **Normal** (the old spelling is underlined when the new spelling is the preferred one)

With this setting, TextMaker remains neutral: The primary spelling is given preference. This is the recommended setting.

Here, all words with old spellings are underlined in blue if they have new spellings that are *primary*, even though the old spellings are still allowed as secondary spellings.

Example: Here, “Waggon” would be underlined, since “Wagon” is the new primary spelling. On the other hand “Creme” would not be underlined, because – while “Krem” is now a secondary spelling – “Creme” remains the primary spelling.

■ **Progressive** (the old spelling is underlined even if the new spelling is only an alternative)

With this setting, words with old spellings are underlined in blue even when the new spellings are *only equivalent alternatives or secondary spellings*.

Example: With this setting, “Creme” would be underlined because there is a new spelling “Krem” – even though “Creme” is still the primary spelling and “Krem” is only a secondary spelling.

## Respect upper- and lowercase rules

Independently of the correction method, you can specify whether TextMaker should underline German words whose first letters should be changed to or from uppercase in accordance with the spelling reform. You can do this with the option **Respect upper/lower case rules**.

*Note:* This option is *deactivated* by default, since it would find many errors that are not really errors – for the simple reason that most of the words that should now be capitalized can occur in contexts where they should still be written in lowercase.

An example:

In the sentence “Ich habe Derartige noch nie gesehen” the word “derartig” must now be capitalized in accordance with the spelling reform.

However, if it is used in a phrase like, “ein derartige Vergnügen” it continues to be written in lowercase. Here, TextMaker would underline the word *in spite of the fact that it is written correctly*, because it knows only the fixed rule “From now on this word must be capitalized as need be.”

---

## Editing user dictionaries

Occasionally, a mistake is made and the spell checker is taught a word that is not spelled correctly. The command **Extras > Edit User Dictionaries** was devised for such a situation. With it, you can remove from TextMaker’s vocabulary words that you have taught it.

To do this, invoke **Extras > Edit User Dictionaries**, select the word to be deleted and click on **Delete**. The word is now removed; the spell checker will from now on view this word as incorrectly spelled, as it did before the word was added.

With this function you can delete only those words that you yourself have supplied to TextMaker. Words in the dictionaries that come with the program cannot be removed.

Every language has its own user dictionary. You can select the dictionary to be edited from the dropdown **Language** list.

---

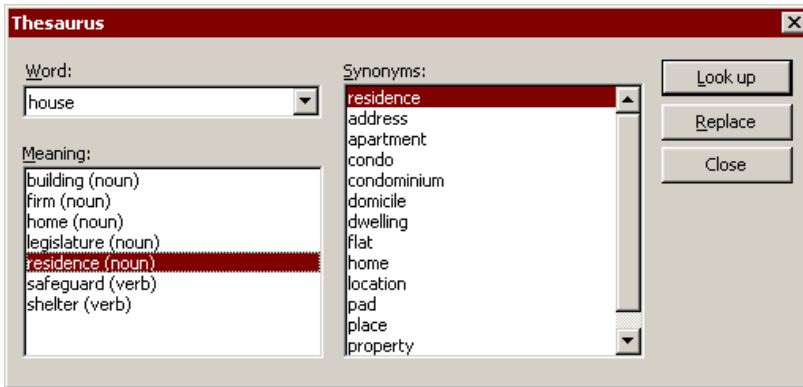
# Thesaurus

With the command **Extras > Thesaurus**, you can have TextMaker search for a word's *synonyms* (terms with equivalent or similar meanings).

This function can help you express yourself precisely and avoid repetition. Even if you command a vocabulary that is larger than average, the thesaurus can usually find alternatives to your words. Naturally, this function is especially useful with foreign languages.

## Using the thesaurus

To activate the thesaurus, type a word or move the text cursor to a word you have already typed. Then invoke the command **Extras > Thesaurus**.



TextMaker now searches for the word in the Thesaurus.

If the word is not found, words with similar spellings are presented for selection. Otherwise, synonyms for the word are shown in the **Synonyms** list.

**Note:** If a word has several meanings, several items are presented in the **Meaning** list. First choose the meaning of interest to you; then view the corresponding synonyms in the **Synonyms** list.

Now, with a mouse click, you can select a word from the **Synonyms** list. Then you can choose one of the following functions by using the buttons:

Button	Function
--------	----------

---

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Look up	Looks for alternatives to the selected synonym.
Replace	Replaces the word in the text with the selected synonym.
Close	Exits the thesaurus.

---

## The translation dictionary

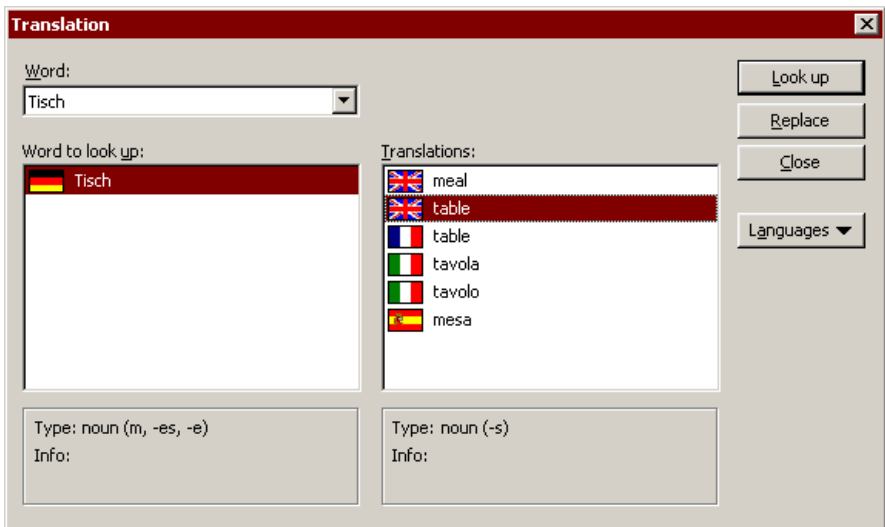
**Note:** The translation dictionary is not included in all versions of TextMaker.

Some versions of TextMaker contain an especially useful tool for writing foreign language documents: With the *translation dictionary*, you can translate words to and from German, English, French, Italian and Spanish with the press of a button.

### Using the translation dictionary

Simply place the text cursor on the word to be translated. The word's language doesn't matter – it is recognized automatically by TextMaker. If you want to translate a phrase consisting of several words, you must select them all beforehand.

Then invoke **Extras > Translation**.



If TextMaker does not recognize the word, it presents a list of words with similar spellings. Otherwise, possible translations of the word are presented.

If you want a word to be translated into German, you will just get the German translation. On the other hand, if you start with a German word, you are supplied with translations in all four other languages.

The buttons in the dialog box above have the following functions:

Button	Function
<b>Look up</b>	After you have chosen a word from one of the lists, or else manually typed a word into the Word input field, you activate this button or press the Enter key (↵) to obtain its translations.
<b>Replace</b>	Replaces the word in the text with the translation previously chosen from the list at right.
<b>Close</b>	Closes the dialog box.
<b>Languages</b>	Here you choose the target languages. For example, if you need translation from German into English only, you can turn off all languages except English.

## Word information and type

When you click on one of the words in the left or right list, additional information is displayed in the lower part of the dialog: At **Type**, the word's part of speech is shown; if the word is a noun, its genitive and plural endings are also shown. At **Info**, you find information about the meaning or use of the word.

In the illustration above, the words “noun (-s)” appear at **Type** below the right list. They indicate that “table” is a noun whose plural is “tables”.

The following parts of speech are distinguished under **Type**:

Type	Explanation
<b>Adjective</b>	A word denoting a state or property: <i>a <u>beautiful</u> day</i>
<b>Adverb</b>	A word denoting a condition, usually used to qualify a verb: <i>He braked <u>abruptly</u>. Come <u>now</u>!</i>
<b>Article</b>	A word used to signal nouns and specify their use: <i>a; the</i>
<b>Attribute</b>	Like an adjective, used to qualify a noun: <i>a <u>red</u> flower</i>
<b>Interjection</b>	An exclamatory word: <i>Hooray! Oh!</i>



<b>Conjunction</b>	A connective, connecting parts of a sentence: <i>and; or</i> etc.
<b>Number</b>	A cardinal or ordinal number: <i>one; first</i> etc.
<b>Preposition</b>	A word indicating the relation of a noun to a verb, adjective or other noun: <i>in; on; under</i> etc.
<b>Pronoun</b>	A word used as a substitute for a noun: <i>you; your; our</i> etc.
<b>Noun (m, ...)</b>	A substantive, masculine: <i>the fish; the stool</i> etc.
<b>Noun (f, ...)</b>	A substantive, feminine: <i>the flower; the sun</i> etc.
<b>Noun (n, ...)</b>	A substantive, neuter: <i>the house; the child</i> etc.
<b>Verb (vt)</b>	A word denoting an action, transitive (always with a direct object): <i>I write a poem. Peter throws the ball.</i>
<b>Verb (vi)</b>	A word denoting an action, intransitive (without a direct object): <i>I slept. The river flows.</i>
<b>Verb (vr)</b>	A word denoting an action, reflexive (related back to the subject): <i>I hurt myself. He threw himself into the work.</i>

There are words that are classified under several parts of speech. Thus, the word “good”, for example, is used both as a noun and as an adjective. In this case, both parts of speech are displayed separated by a comma.

---

## SmartTexts

TextMaker’s *SmartText* feature provides a way to lighten your workload considerably: you can define SmartText entries for frequently needed phrases and then call them out in your text quickly and easily.

For example, define a SmartText entry named “ti” containing “Thank you for your inquiry.” Now you can call out this SmartText entry at any time. Simply type “ti” and then press the space bar, the Enter key (↵) or a punctuation character key. Immediately, “ti” is replaced with “Thank you for your inquiry.”

In this way, you can use TextMaker to put together a personal “computer shorthand” and save a lot of typing time.

In this section you will learn all about TextMaker’s SmartText feature:

## ■ Creating SmartText entries

SmartText entries can be created either with the **Insert > SmartText** command, the background spell checker or the on-the-fly spell checker. You give the SmartText entry a name (e.g., “ti”) and then enter the desired content (e.g., “Thank you for your inquiry”).

## ■ Inserting SmartText entries

To call up a SmartText, simply type its name and then press the space bar, the Enter key (↵) or a punctuation character. The name will be immediately replaced by the content, provided merely that the **Expand SmartText entries** option has been activated in the preferences.

Alternatively, SmartText entries can be inserted manually using the command **Insert > SmartText**.

## ■ Editing SmartText entries

You can create new SmartText entries with the command **Insert > SmartText**; in addition, you can edit, format, rename and delete existing entries here.

Detailed information is provided on the following pages.

---

# Creating SmartText entries

To create SmartText entries, choose one of the following methods:

## A) Under dialog control

To create, for example, a SmartText entry with the name “ti” containing “Thank you for your inquiry,” proceed as follows:

1. Invoke the command **Insert > SmartText**.
2. Click on the **New** button to create a new SmartText entry.
3. Give the SmartText entry a name (“ti” in our example).

Later, the SmartText entry can be called up by means of its name.

4. Confirm with **OK**. You are now back in the main dialog.

5. Now type the text of the SmartText entry in the large input field (“Thank you for your inquiry” in our example).
6. For TextMaker to remember the formatting of the entry, you must enable the **Apply formatting** option. Now you can use the miniature Formatting toolbar above the input field to set the font, text emphasis and color.
7. Exit the dialog with **Close**.

The SmartText entry has now been created. In the next section (“Inserting SmartText entries”) you will learn how to call it out.

## B) Using the background spell checker

When you have activated the background spell checker, SmartText entries can alternatively be created as follows:

1. Make sure that the **Background spell checking** option on the **Language** property sheet in the **Extras > Preferences** dialog box is checked.
2. Type “ti” and press the space bar.
3. TextMaker now underlines “ti” in red, since it is an unknown word. Click on this word with the *right* mouse button to open the context menu.
4. Select the **Create SmartText Entry** command from the context menu.
5. Type “Thank you for your inquiry”.
6. Confirm with **OK**.

The result is the same: the SmartText entry “ti” has now been created.

If you want to learn more about the background spell checker, see section “Background spell checking” [beginning on page 286](#).

## C) Using the on-the-fly spell checker

If you prefer using the on-the-fly spell checker you can also create SmartText entries as described below:

1. Make sure that the **Check spelling as you type** option on the **Language** property sheet in the **Extras > Preferences** dialog box is checked.

2. Type “ti” and press the space bar.
3. The on-the-fly spell checker’s dialog box opens, since TextMaker does not know the word “ti”.
4. Click on the **SmartText** button.
5. Type “Thank you for your inquiry”.
6. Confirm with **OK**.

The SmartText entry “ti” is now defined.

If you want to learn more about the on-the-fly spell checker, see section “Spell checking as you type” [beginning on page 285](#).

---

## Inserting SmartText entries

You can now call out the SmartText entries you defined with the help of the previous section at any time.

This is as easy as can be: Type the name of the SmartText entry – “ti” in our example – in the text, and then press the space bar, the Enter key (↵) or a punctuation character. TextMaker immediately replaces “ti” with the content of the SmartText entry.

**Note:** If this does not work, you have disabled the **Expand SmartText entries** option. Invoke the command **Extras > Preferences**, switch to the **Language** property sheet and turn on this option.

Alternatively, you can use a dialog to insert SmartTexts entries in the text by invoking the command **Insert > SmartText**, choosing the desired entry and then pressing the **Insert** button.

The **Apply formatting** option has the following meaning in this context:

**Off:** Normally, this option is turned off. The SmartText entry is accordingly inserted without formatting – it is rendered in the currently active font.

**On:** On the contrary, if this option is turned on, the entry is inserted with the font type and size that you set in the dialog when you defined the SmartText entry. Text styles and font color are also reproduced.

---

## Editing SmartText entries

You can edit SmartText entries that you have previously defined with the command **Insert > SmartText**:

### ■ Creating a New SmartText entry

To create a new SmartText entry, click the **New** button (see section “Creating SmartText entries” [beginning on page 298](#)).

### ■ Deleting a SmartText entry

To delete an entry, select it from the **SmartText entries** list and then click on the **Delete** button.

### ■ Renaming a SmartText entry

If you want to change the name of an entry, select it from the list and click on the **Rename** button. A dialog box appears, and you can enter the new name there.

### ■ Editing a SmartText entry

To edit an entry, select it from the list and then click in the large input field. Now you can modify the content of the SmartText entry.

Furthermore, you can change the formatting by using the miniature Formatting toolbar above the input field. Of course, the **Apply formatting** option must be enabled before you can do this.

When you have made the desired changes, click on the **Save** button.

### ■ Inserting a SmartText entry

To insert a SmartText entry into the text, select it from the list and click on the **Insert** button (see also section “Inserting SmartText entries” [beginning on page 300](#)).

### ■ Closing the dialog

Finally, you can exit the dialog with the **Close** button. If the active SmartText entry has been changed, TextMaker will ask automatically if it should save the changes.



---

# Database

Writing letters is only one side of the coin. It is almost as important to keep your address database up to date, so that you can access the address quickly. TextMaker provides an easy to use dBase compatible database module for this purpose. It is seamlessly integrated into the word processor and provides all the functions needed to manage addresses and other information. You can enter and edit data, search for specific items, and much more.

In this chapter you will learn everything you need to know to work with TextMaker's database module.

## ■ Opening a database

First you will learn how to open a database. The command **Extras > Edit Database** is responsible for this.

## ■ Using the database module

Next, you will get acquainted with the “large database module” that is integrated only into the **Windows**, **Linux** and **Handheld PC** version of TextMaker. This module contains expanded database functions – for selecting, sorting and deleting records, for example.

## ■ Using the database module (Pocket PCs)

On **Pocket PCs**, only a “small database module” with functions for editing and searching database records is integrated. This section covers all details about this module.

## ■ Importing individual addresses into document templates

Here you will learn how simple it can be to write everyday documents with TextMaker: You invoke the command **File > New** and choose one of the letter templates supplied with the program. Now the database appears. Simply choose the desired address, click on **Insert**, and TextMaker sets up a letterhead with the address filled in.

## ■ List and label generator

It is almost as easy to create lists and labels. Address labels, for example: you choose the paper format and place the database fields in the desired arrangement on the label template. That's it – printing can begin.

## ■ Setting up new databases

Although the database `tmw.dbf` supplied with the program is all that many users need to manage their addresses, TextMaker lets you define a new database in dBase any time you want.

## ■ Working with form letters

There is astonishingly little expense associated with the creation of form letters in TextMaker: you set up a letter in the normal way, place database fields in it and select the database records to be used.

You will find information about form letters in the chapter “Form letters ” [beginning on page 329](#).

TextMaker uses the dBase format for databases. This is the native format for DataMaker and many other database programs. So you have a bridge between your word processor and the industry standard in the database world.

---

# Opening a database

To open a database in TextMaker, invoke the command **Extras > Edit Database**. A dialog box appears and TextMaker asks for the name of the database to be edited. Type the name or select a file from the list of databases displayed.

Databases with the following formats are supported:

File format	Description
<b>dBase/DOS</b>	Database with DOS character set. This is the default format – see note below!
<b>dBase/Windows</b>	Database with Windows character set
<b>dBase/Unicode</b>	Database with Unicode character set. This is a special dBase format, developed by SoftMaker, that supports complex scripts (Asian scripts, for example). However, apart from TextMaker, only very few database programs support this format.

To select a database format, open the **Files of type** list in the dialog mentioned above.



**Note:** Most databases are stored in **dBase/DOS** format. Even most Windows database programs use the DOS format instead of the Windows format!

If you are not sure whether a database contains the DOS or the Windows format, open the file as **dBase/DOS** and check if characters with accents or umlauts (e.g. ‘ê’ or ‘ä’) are displayed correctly. If they are not, close the database and reopen it in **dBase/Windows** format.

---

## Using the database module

When you open a database, as just described, TextMaker’s *database module* appears.

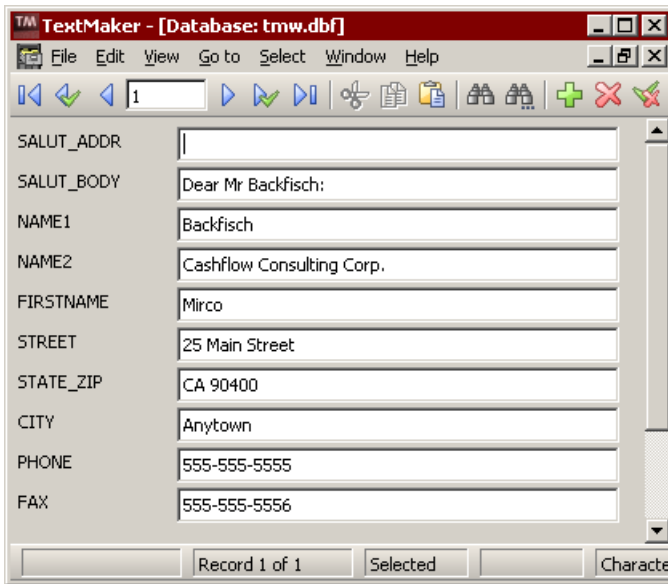
In TextMaker for **Windows**, **Linux** and **Handheld PCs**, a “large database module” with expanded database functions is integrated. On **Pocket PCs**, only a “small database module” with basic functions is available.

**Note:** This section of the manual is concerned exclusively with the “large database module” for **Windows**, **Linux** and **Handheld PCs**. If you are using TextMaker on a **Pocket PC**, you may want to skip this section and jump to section “Using the database module” **beginning on page 315**.

### The database module’s main window

Let’s assume that you open the database *tmw.dbf* (format **dBase/DOS**) that was supplied with the program. Under Windows, this file can be found in the SoftMaker folder under My Documents.

You are presented with a database window that looks something like this:



The example database *tmw.dbf* (in form view)

If a tabular list of data records appears instead of a form like the one pictured above, you can invoke **View > Form** to switch to the form view.

If you like, you can use the example database *tmw.dbf* as your personal address database right away. It includes all the database fields needed to store addresses:

SALUT_ADDR	Form of address (e.g. "Mr.")
SALUT_BODY	Salutation in a letter (e.g. "Dear Mr. Smith")
NAME1	First line for names (e.g. the last name)
NAME2	Second line for names (e.g. the company name)
FIRSTNAME	First name
STREET	Street and number
STATE_ZIP	Zip code and state
CITY	City
PHONE	Telephone number
FAX	Fax number
REMARK1	First line for remarks
REMARK2	Second line for remarks
REMARK3	Third line for remarks

What you now see on the screen is the first record in the database. It consists of several fields. A *field* is an individual part of a record, containing an item of information, for example a first name. Each field contains a different item of information (name, street, city, etc.), and together they make up the *record*, which contains a person's complete address.

In the lowest line of the database window you can see the following information:

- First, the number of the active data record (the *record number*) and the total number of records in the database are shown (“Record 1 of x”).
- To the right of the record number, the following status information is displayed:

**Deleted**, if the record is marked for deletion

**Selected**, if the record is selected

For more information on selecting records, see section “Selecting data records” [beginning on page 334](#).

- At the very right, you can read the active field’s *field type*, which determines what entries are allowed in the field:

Field type	Allowed entries
<b>Character</b>	Any
<b>Numeric</b>	Numbers
<b>Date</b>	Date entries in the form MM/DD/YY (e.g., “06/24/06”) or in the form MM/DD/YYYY (e.g., “06/24/2006”)
<b>Logical</b>	Only (Y)Y for yes or (N)N for no
<b>Memo</b>	Notes – these can be edited after pressing the (F9)F9 key.

The maximum length of the field is given after the field type.

Which century? Notice when filling in a date field: if you enter the year as two digit number between 0 and 29, TextMaker automatically prefixes “20”. For year numbers between 30 and 99, TextMaker prefixes “19”.

Thus, the entry “01/01/29” is interpreted as 1/1/2029, the entry “01/01/30” as 1/1/1930.

---

## List and form view

The database module can display the database in two different ways:

- The *list view* offers the best overview of the database. Here you see several data records listed one after another in tabular form.

- The *form view* is better suited to the inspection of individual data records. Here, the fields of a single data record are displayed in a form.







**Important:** In list view, no data can be entered. This is possible only in form view.

To switch between list and form view invoke the command **View > Form**. If the form view is active, a check mark appears in front of this menu item. Otherwise, list view is active.

**Tip:** You can switch very quickly between these two views with the (F2)F2 key. Moreover, a double click on a data record in list view displays the record in form view.

## Browsing through data records

Both keys and icons are available for moving among the data records of a database:

Key	Icon	Function
(PgUp½)PgUp		Go to the previous data record (in list view: to the previous page)
(PgDn¼)PgDn		Go to the next data record (in list view: to the next page)
(Ctrl)(Alt)(PgUp½)Ctrl+Alt+PgUp		Go to the previous selected data record
(Ctrl)(Alt)(PgDn¼)Ctrl+Alt+PgDn		Go to the next selected data record
(Ctrl)(PgUp½)Ctrl+PgUp		Go to the first data record
(Ctrl)(PgDn¼)Ctrl+PgDn		Go to the last data record

## Calling up a data record by its record number

The *Data record number* (*record number* for short) is a simple counter. The first data record has the number 1, the tenth 10, etc. The record number of the active data record is displayed at the lower left in the status bar.

You can call up a data record in the database module directly by means of its record number. To do this, use the command **Go to > Record number** or press the keyboard shortcut for this command: the (F5)F5 key.

A dialog box appears; you enter the number of the desired record there and confirm with **OK**. The corresponding data record is then immediately brought up.




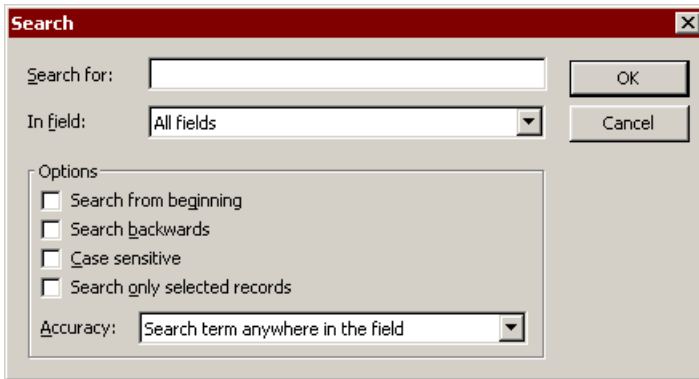
This is even quicker if you click with the mouse on the record number shown in the toolbar and simply type in the number of the desired record.

---

## Searching the database


With the help of the command **Edit > Search** (keyboard shortcut: (Ctrl)(F)Ctrl+F) you can search for an item in the database displayed in the database module.

The search function can also be invoked with the  icon in the Function toolbar.



When you enter a search term and confirm with **OK**, TextMaker begins searching. As soon as the term is found in a data record, TextMaker displays the record and terminates the search process.

## Continuing the search

To display the next record in which the term is found, click the  icon in the toolbar or invoke the command **Edit > Search again** (keyboard shortcut: (F3)F3).

## Notes on search terms

**Date fields:** If you want to search for date entries in data records, you must enter them in the format MM/DD/YYYY – so for e.g. September 25, 1966, you must type 09/25/1966.

**Memo fields:** Memo fields cannot be searched.

**Wildcard searches with “?”:** By entering one or more question marks within the search term you can widen the search. The question mark represents *any* character. Thus, in a search for “Me?er”, for example “Meier” and “Meyer” will be found.

## Options in the Search dialog

You can modify the search with the options in the search dialog in the following ways:

Option	Description
<b>“In Field” list</b>	Select <b>All fields</b> here when all the fields in the database are to be searched. Alternatively, you can select a specific field, when only this field is to be searched.
<b>Search from beginning</b>	If this switch is activated, TextMaker begins the search at the first data record; thus it will search the complete database. Otherwise the search begins with the active data record.
<b>Search backwards</b>	If this switch is activated, the database is searched in reverse record order.
<b>Case sensitive</b>	If this switch is activated, the search engine takes account of the case of the characters in the search term.  Thus, in a search for “House,” only “House” would be found, not “HOUSE,” “house,” etc.
<b>Search only selected records</b>	If this switch is activated, only the <i>selected</i> data records are searched; otherwise all are searched (see also section “Selecting data records” <a href="#">beginning on page 334</a> ).
<b>Accuracy</b>	Specifies how closely the content of a field must agree with the search term:  <b>Search term anywhere in the field:</b> Finds all data records in which the search term

occurs anywhere in the fields being searched.

**Field begins with the search term:**

Finds only those data records in which the search term occurs at the beginning of the search fields. So, if you search for “Fish”, only records with “Fish” at the beginning of a field are found (including, for example, records in which a field begins with “Fisher”, but excluding records in which a field contains “Ralph Fisher”).

**Field matches the search term:**

Here, the search function finds only data records in which the field content corresponds *completely* with the search term.

So, if you search for “Fish”, only records with fields containing just “Fish” are found; records with fields containing “Fisher” are not.

---

## Adding and editing data records

**Important:** Data records can be changed only in the database module’s *form view*. To switch between list and form views invoke the command **View > Form**. If form view is active, a little check appears in front of this menu item; otherwise, list view is active.

To edit a data record, simply position the text cursor in the desired data field and make your changes. You can move to the next field with the (Tab)**Tab** key, to the previous field with (Shift\*)(Tab)**Shift + Tab**.

**Note:** To save changes to a data record, you do *not* have to invoke any special command, because changes to the active data record are saved automatically when you page to another record or exit the database.

### Adding a new data record

If you want to expand your database to include an additional entry, invoke the database module command **Edit > Append record** or press the keyboard shortcut for this command: (Ctrl)(N)**Ctrl+N**.

This command can also be invoked with the  icon in the toolbar.

TextMaker adds an empty data record to the database and positions the text cursor in the first field of the record. You can immediately begin filling in the record.

New records are always added *after* already existing records.

## Duplicating a data record

With the command **Edit > Duplicate record** you can create the duplicate of a data record. To do this, page to the desired record and then invoke the command.

Duplicated data records are always added at the end of the database, just like newly defined data records.


---

## Deleting and restoring data records

Data records that are no longer needed can be deleted at any time in the database module.

### Deleting a data record

To delete a data record, invoke the command **Edit > Delete current record** (keyboard shortcut: **(Ctrl)(Y)Ctrl+Y**).

This function can also be invoked with the  icon on the Function toolbar.

Please note that the data record is not immediately deleted, but only *marked for deletion*. Deletion of all data records marked for deletion actually takes place when the database is compressed with the command **Edit > Compress database** (see below).

### Deleting all selected data records

With the command **Edit > Delete selected records** you mark all currently selected records for deletion. This is useful when you want to delete a large number of records.

Working with selections is described in section “Selecting data records” [beginning on page 334](#).



## Show deleted records?

By default, the option **View > Show deleted records** is turned on, meaning that even data records marked for deletion are viewable. As a visual indication that a record is deleted, the word **Deleted** appears in the status toolbar.

However, you can deactivate the option **View > Show deleted records** at any time to hide all records that are marked for deletion.

## Restoring deleted data records

If you have marked a data record for deletion by mistake, simply apply the command **Edit > Delete current record** to it a second time to remove the deletion marking. The disappearance of the word **Deleted** in the status toolbar indicates the removal of the marking.

You can remove the deletion marking on *all* data records currently marked for deletion with the command **Edit > Restore deleted records**.


## Permanently removing deleted data records (“compress” database)

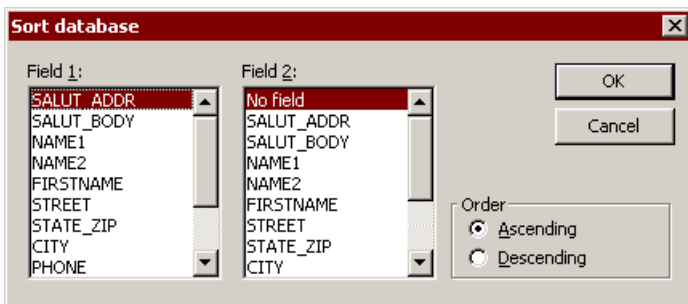
If you want to actually remove all the data records marked for deletion, have TextMaker *compress* the database. The command **Edit > Compress database** is responsible for this. After querying you, it permanently removes all the records marked for deletion from the database file.

---

## Sorting the database

You can also sort databases. To do this, invoke the command **Edit > Sort database** in the database module.

This function can also be invoked with the  icon on the Function toolbar.



Normally, you choose just one field as the basis for the sort; however, you can also sort on two fields. For example, to sort the all the records by last name, and the records containing the same last names by first name, select NAME1 under **Field 1** and FIRSTNAME under **Field 2**.

As soon as you confirm with **OK**, the data records are sorted and the database is saved in the new order.

***Note:** When sorting a database, the data records are physically reordered in the database. This action cannot be undone.*

---

## Closing a database

When you want to close the currently opened database, invoke the command **File > Close**. The database is automatically saved and then closed.

Alternatively, you can use the command **File > Copy record and close**, which does the same thing, except that it first copies the contents of the active data record into the clipboard.

The command **File > Insert record and close** is only available when the database was invoked through a document template, a topic covered in section “Importing individual addresses” [beginning on page 317](#).

# Using the database module

TextMaker for **Windows, Linux and Handheld PCs** is equipped with a “large database module” which has been covered on the previous pages (see section “Using the database module” [beginning on page 305](#)).

On **Pocket PCs**, only a “small database module” is available. Its functions will be introduced to you in this section.

The screenshot shows a window titled "Database" with a red title bar. The window contains a form with the following fields and values:

SALUT_ADDR	
SALUT_BODY	Dear Mr Backfisch:
NAME1	Backfisch
NAME2	Cashflow Consulting Corp.
FIRSTNAME	Mirco
STREET	25 Main Street
STATE_ZIP	CA 90400
CITY	Anytown
PHONE	555-555-5555
FAX	555-555-5556
REMARK1	

Navigation and action buttons are located on the right side of the form:

- Insert
- Close
- Search...
- Find next
- Append
- Edit...

At the bottom of the form, there are four navigation buttons (back, forward, first, last), a status bar showing "Record 1 of 1", an "Ejter:" field, and an "Apply" button. On the far right, there are radio buttons for "List" and "Form", with "Form" selected.

Apart from the fact that the small database module is providing only basic database functions which are operated with buttons rather than with menus, the operation of the small module resembles in principle that of the large module.

**Note:** The “small” database module is also present in TextMaker for **Windows, Linux and Handheld PCs**. However, it only appears when you insert a data record into the document with the command **File > New** (see section “Importing individual addresses” [beginning on page 317](#)).

The controls of the small database module have the following functions:

## Data display

The largest part of the window is devoted, of course, to the display of data. You can work with data either in tabular form, using the *list view*, or in more detail using the *form view*. To switch between these two views, use the options **List** and **Form** in the lower part of the window.

You can use the usual keys to navigate.

<p><i>Note:</i> Please note that editing of data is possible only in the <i>form view</i>.</p>
--

To save changes to a data record, you do *not* have to invoke any special command, because changes to the active data record are saved automatically when you page to another record or exit the database.

## Filter

You can *filter* the data records as necessary. To do this, enter a search term in the **Filter** input field and click the **Apply** button. The display of data changes immediately: only those data records are displayed that contain the search term (in any of their fields).

So, if you filter for “Miller”, only records containing “Miller” will be displayed.

## “Insert” button

Inserts the content of the active record into the document. Only available when the database was invoked through a document template, a topic covered in section “Importing individual addresses” [beginning on page 317](#).

## “Close” button

Saves all changes made to the database and exits the database module.

## “Search” button

Invokes a search dialog, with which you can search for specific data more precisely than you can with a filter (see above). You will find information about this dialog in section “Searching the database” [beginning on page 309](#).

## “Find next” button

Displays the next record containing the search term.

## “Append” button

Adds a new record to the database.

## List/Form

With the options **List** and **Form** you can switch between *list view* (several data records in sequence) and *form view* (one complete record in detail).

---

# Importing individual addresses

What is a word processor most often called on to do? To quickly write letters or faxes. You have purchased TextMaker precisely for such routine work, and you will find it to be an especially efficient helper.

All you need for such tasks is a suitable document template – that is, a document template to which an address database is assigned to, and in which database fields are inserted. Several such templates (for letters, memos, etc.) and a suitable database come with TextMaker.

When you start a new document with **File > New** and select such a template, TextMaker automatically displays the database. Page through it to find the desired recipient and click on **Insert**. The rest happens automatically. TextMaker replaces the database fields in the template with the contents of the fields from this data record – in other words: the address is inserted into the text. The result is, for example, a complete letterhead with the recipient’s address already filled in.

On the following pages you will find detailed explanations of these procedures.

---

## Preparing a document template

**Note:** To prepare a letter as quickly as possible, you don't have to prepare a document template from scratch. Numerous document templates with letterheads, and memo forms are already supplied with TextMaker. Read the section "Using document templates" [on page 318](#) to learn how you can try them out without further ado.

To prepare a new document for the insertion of individual addresses, proceed as follows:

1. Invoke **File > New** and select the template Normal.tmv to start a new document.
2. Fill the document with the desired text – for example, prepare a letterhead, etc.
3. Assign the desired database to the document using **Extras > Set Database** – for example the address database tmw.dbf supplied with the program.
4. At the desired positions in the document, invoke **Insert > Field** to insert **database fields** from the assigned database (see also section "Inserting database fields" [beginning on page 331](#)).
5. Invoke **File > Save as**.
6. Select the **Template** entry from the **Save as Type** list.
7. TextMaker changes automatically to the folder for document templates.
8. Give the template a name and confirm with **OK**.

In general, you proceed as if you wanted to create a form letter (but without entering the text of the letter), and then save the letter as a document template.

If you want to learn more about document templates, read through the basic instructions in section "Document templates" [beginning on page 126](#). To view an example, you can open one of the document templates supplied with the program.

---

## Using document templates

The use of a document template with a database assigned is very simple: begin a new document with **File > New**. TextMaker now asks you what template to use as a basis for the document.

If, at this point, you select a template that has a database assigned to it, TextMaker displays this database and lets you choose the data record to be inserted into your text. You page to the desired record and then click on the **Insert** button.

Here is the step by step procedure:

1. Invoke **File > New**.
2. Choose one of the document templates that have a database attached – either a template that you have prepared or one of the templates supplied with the program (except Normal.tmv).
3. The database is opened automatically.
4. Page to the desired data record.

Tip: If you enter a search term in the **Filter** field and click on **Apply**, only those data records that contain the search term will be displayed.

You can also type a new address by first clicking the **Append** button to append a new record and then typing in the address.

5. Click on the **Insert** button.

At each place in the template where there is a database field, TextMaker now inserts the content corresponding to that field from the chosen data record.

The result is, for example, a letterhead completely filled out with the address of the letter's recipient. All you have to do now is write the text of the letter and then print the document. To do this, invoke **File > Print** – *not* **File > Print Merge**.

**Tip:** In the dialog box for the command **File > New** you will see some folders. Any of them can be opened with a double click. They contain preformatted document templates for writing letters, etc. Most of these templates are associated with the example database tmw.dbf that is supplied with the program.

---

## The list and label generator

With the list and label generator you can prepare address lists or labels using the addresses in a database without much effort.

For this purpose, you simply create a mask, with which you specify the arrangement of the database fields, using the command **Insert > Lists & Labels**.

When this is completed, TextMaker inserts the corresponding fields into the document – as normal text or in the form of a table, as you choose.

More detailed information about this topic is given on the pages following.

---

## Creating lists and labels

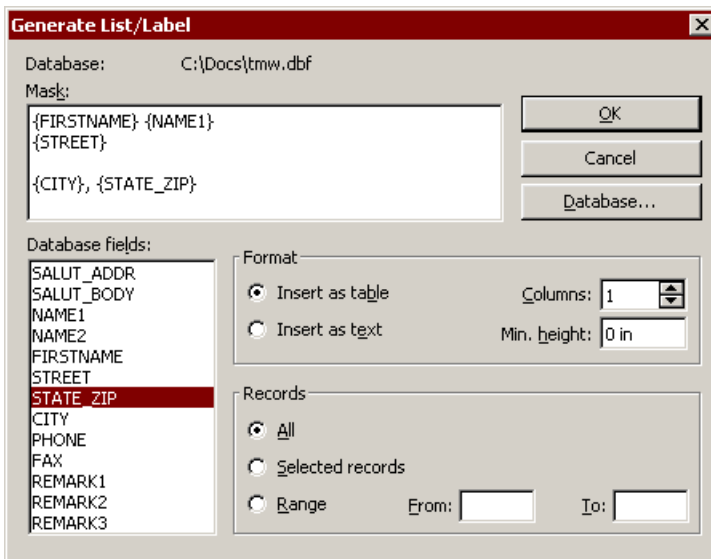
When you want to create a *label*, you should first begin a new document with **File** > **New**. *Lists* can also be inserted directly into an existing document. To do this, simply place the text cursor at the desired position.

Then, invoke the command **Insert** > **Lists & Labels**. A dialog box appears; from it you can call up and edit previously saved list and label definitions. More about this in the next section.

To create a new list or a new label, click on the **New** button. At this point, TextMaker asks you to provide a name for the label/list. Enter whatever name you like and confirm with **OK**.

Next, TextMaker asks you for the database that contains the addresses. Select it and confirm with **OK**.

Now the dialog box for creating the list/label appears.





Enter the desired database fields in the **Mask** input field – arranged as they should appear later when they are rendered. To do this, type the field names with enclosing curly braces (e.g. {NAME}) or transfer fields from the **Database fields** list with double clicks. An example of a completed label mask is given in the illustration above.

You can work in the input field as you would in normal text by moving the text cursor, deleting text, copying, etc. It is possible not only to insert fields, but also to enter text. To begin a new line, press the Enter key (↵). Tabs are entered with (Ctrl)(Tab)**Ctrl+Tab**, not with (Tab)**Tab**.

When you have finished preparing the mask, you can specify the way TextMaker is to insert data records with the following dialog settings:

### ■ **Insert as Table/Insert as Text**

If you select the **Insert as text** option in the **Format** group box data records are simply written in the text one after another – according to the mask you specified.

With the **Insert as table** option, on the other hand, TextMaker creates a table with the data. Each data record is placed in its own cell in the table. You can specify the number of **Columns** in the table and the **Minimum height** of each cell:

### ■ **Columns**

If the **Insert as table** format is selected, you can specify here the number of columns the table should contain. For example, if you want to create an address list with two columns, or if you use label sheets with two labels across, enter “2” here.

### ■ **Minimum height**

If the **Insert as table** format is selected, you can specify here the minimum height for the cells in the table.

If “0 in” is given, TextMaker controls the cell height automatically in the usual manner for tables – the more a cell contains, the larger it grows.

On the other hand, an entry of “2” causes TextMaker to set the height of all cells in the table to 2 in. **Caution:** If you enter too many fields in the mask, so that they will not fit within this 2 in, TextMaker will automatically increase the height of the cells – it is on this account that this setting is called the *minimum* height!

## ■ **Records** Group Box

Here you select the records in the database that are to be inserted: **All**, only the **Selected records** (see section “Selecting data records” [beginning on page 334](#)) or a **Range** of records that you specify with the record numbers for the first and last records in the range.

When you confirm with **OK**, the list/label definition is saved.

To now insert it into the text, click on **Insert**.

TextMaker then grabs the fields from the database and inserts them into the document as plain text according to the mask you specified – record for record. You can now save the document, send it to the printer with **File > Print**, etc.

### Summary: How do I create an address list?

1. Place the text cursor at the position where the list is to be inserted, or start a new document with **File > New**.
2. Invoke **Insert > Lists & Labels**.
3. Click on **New**.
4. Enter a name for the list.
5. Select the database that contains the addresses.
6. As described above, enter the desired database fields in the **Mask** input field. You can separate individual fields with commas, for example: {NAME1}, {NAME2}, {STREET}, ...
7. Ordinarily, select the **Insert as text** option under **Format**. On the other hand, if you want to create a multi-column list, select the **Insert as table** option and enter the number of columns under **Columns**.
8. Confirm with **OK**.
9. Click on **Insert** to insert the list into the document.

### Summary: How do I work with label sheets?

1. Start a new document with **File > New**.

2. Set the page size of the label sheet with **File > Page Setup**.
3. Invoke **Insert > Lists & Labels**.
4. Click on **New**.
5. Enter a name for the label.
6. Select the database with the addresses.
7. Enter the desired database fields in the **Mask** input field.
8. If you choose the **Insert as table** option under **Format**, enter the number of labels to be printed side by side on each page under **Columns** and enter the spacing from the upper edge of one label to the upper edge of the next under **Minimum height**.
9. Confirm with **OK**.
10. Click on **Insert** to insert the label into the document.

Now make a test print of the first page of the document with **File > Print** and look to see if the labels are printed at the correct positions. If there are any discrepancies, adjust the settings of the **Margins** as required in the **File > Page Setup** dialog. Since every printer prints in a somewhat different way, it is possible that the rendering can begin too far from the top or end too far from the bottom. Adjust the upper page margin accordingly.

**Important:** Every printer has an *unprintable area*, an area along the page edges that it cannot reach. For this reason, text can be clipped on the page if small values are used for the page margins. In such a case, increase the appropriate margin or adjust the layout of the label mask.

If required, using the commands **Table > Cell Properties** and **Table > Row Properties** you can fine tune the layout of individual labels – which are nothing but table cells. However, such fine tuning is not usually necessary.

---

## Managing lists and labels

When you invoke the command **Insert > Lists & Labels** a list of all the lists and labels you have already defined is displayed. You can manage them with the dialog's buttons:

Button	Function
<b>Insert</b>	Insert a list/label into the document
<b>New</b>	Create a new list/new label (see the previous section)
<b>Delete</b>	Delete a list/label
<b>Rename</b>	Change the name of a list/label
<b>Edit</b>	Edit a list/label
<b>Copy</b>	Copy a list/label

You can exit the dialog with **Close**.

---

## Creating a database

With TextMaker you can not only use existing databases, but also create new databases.

To do this, proceed as follows:

1. Invoke **Extras > Create Database**.
2. Input a filename for the database to be created and confirm with **OK**.
3. Define the first database field.

To do this, give the field a unique **Name**, select the appropriate field **Type** and the desired **Length**, and then (only for numeric fields) enter the desired number of decimal places at **Decimals**. Explanations of the available choices are given further down.

4. When you have made all the specifications for a field, click on **Append** to add the field after the last field you defined.

If other fields are already defined, you can instead click on **Insert** to insert the new field ahead of the currently active field.

5. Repeat steps 3. and 4. for every additional field that the database is to comprise. You can set up as many as 256 fields, provided that the lengths of all of them do not exceed 4000 characters in total.

When all the fields have been entered to your satisfaction, confirm with **OK**.

The database will now be created and opened. You will find information about filling in the database in section “Using the database module” (beginning on page 305) and in section “Using the database module ” (beginning on page 315).

**Tip:** If you have made a mistake while entering the definition of a field and you recognize it after already having clicked the **Append** button, you can go back and correct the error. To do this, double click in the **Fields** list on the affected field, make the correction and click on **Replace**. With **Delete** you can completely remove a field that has been entered incorrectly.

**Important:** Once the database has been created, your definitions cannot be subsequently changed with TextMaker. Changes are possible only with a dBase compatible database program (DataMaker, for example). So, *before* creating a database you should consider carefully what fields you need, what field types are appropriate for them, and the maximum number of characters that each field must accommodate.

## Notes about the field type

With the *field type*, you specify what kind of data can be entered into the field. The field types are as follows (the allowed length for each field is given in parentheses):

Field type (length)	Allowed input
<b>Character</b> (1 to 254)	Character fields allow any type of input.
<b>Numeric</b> (1 to 19)	Numeric fields accept only numbers as input. You can set the desired number of decimal places with <b>Decimals</b> . You can perform calculations on the contents of such fields (see chapter “Calculations in the text” beginning on page 341).
<b>Date</b> (always 8)	Date fields are intended for date entries.
<b>Logical</b> (always 1)	Logical fields are intended for yes/no entries. The allowed entries are limited to (Y)Y for “Yes” or (N)N for “No”.
<b>Memo</b> (always 10)	Memo fields accept any type of input. Notes that you enter in these fields can only be viewed and edited, not printed. The width is always given as 10, but in fact you can enter up to 4000 characters.

**Tip:** For numeric entries like telephone numbers, zip codes, etc. select “Character” rather than “Numeric”. Here, numeric fields provide no advantages – on the contrary: If you try to enter the telephone number “011-49-911-3567” in a numeric field, TextMaker will not allow the “-“, since only numerals are allowed; also, the leading zero will be automatically removed.

## Notes on the supported database formats

Databases that you create with TextMaker are stored in *dBase format*, a widespread database format supported by many database applications.

The dBase format comes in different variants. When you invoke the **Extras > Create Database** command, you can choose the desired variant by selecting it in the **Files of Type** list.

The following variants are supported:

File format	Description
<b>dBase/DOS</b>	Database with DOS character set. This is the default format – see note below!
<b>dBase/Windows</b>	Database with Windows character set
<b>dBase/Unicode</b>	Database with Unicode character set. Please note that this format is <i>not</i> dBase compatible (see below)!

**Note:** Most databases are stored in **dBase/DOS** format. Even most Windows database programs use the DOS format instead of the Windows format!

## Note on the dBase/Unicode format

Besides the common dBase/DOS and dBase/Windows format, TextMaker also supports databases in **dBase/Unicode** format.

This is a special dBase format, developed by SoftMaker, that supports complex scripts (Asian scripts, for example). Thus, you can store e.g. Chinese text in this format (which is not possible with dBase/DOS and dBase/Windows format).

However, please note the following limitation of the dBase/Unicode format:

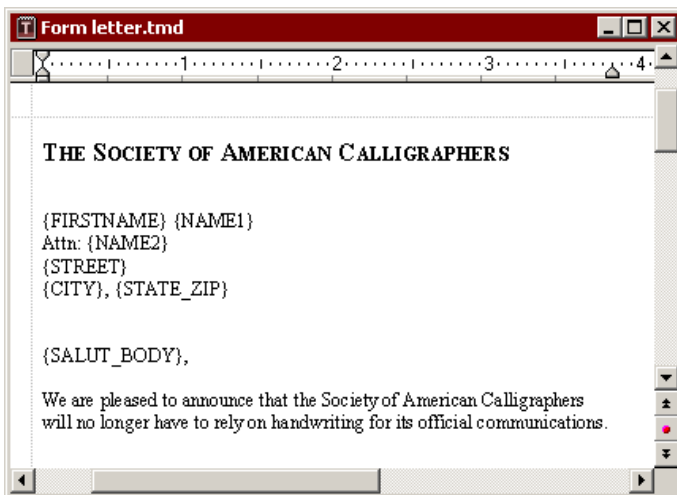
***Important:*** Databases in **dBase/Unicode** format are *not* dBase compatible. Apart from TextMaker, only very few database programs support this format. Therefore, you should use this format only if you need to create a database that supports the Unicode character set (because you want to enter, for example, Asian characters).





# Form letters

You find *form letters* in your mailbox almost every day – among them: advertisements from lotteries, mail-order houses, etc.



A form letter – later, the addresses will be inserted in the fields *{FIRSTNAME}*, *{NAME1}*, etc.

Of course form letters can also be used for other things. How would you go about sending written invitations to all the members of your bowling team, for example? Normally, you would type the text of the letter, type the first member's address in the header, and print the letter. Then you would put in the next member's address and print it again, etc.

It is precisely this repeated manual entry of the addresses that TextMaker can take over when you create a *form letter* for the invitation.

In general, you create a form letter as follows (you will find detailed information on the following pages):

1. If you have not yet recorded the addresses of the recipients in a database, create or open a database and enter the addresses in it. The database *tmw.dbf* that is included with the program is very well suited for recording addresses; however, you can use any database you wish.
2. Start a new document.

3. With **Extras > Set Database**, assign the address database to the document. This is necessary so that TextMaker knows what addresses it should merge in later.
4. Compose the text of the letter.
5. With **Insert > Field > Database field**, insert the name, street, city, etc. fields from the database at the places where the address should appear in the printed document.
6. If you don't want to write to all the addressees: open the database with **Extras > Edit Database** and select the addresses you want included (not possible with the Pocket PC version of TextMaker).
7. Print the letter with **File > Print Merge**.

When it prints, TextMaker replaces the database fields with the data from the database – record by record. Accordingly, the data from the first data record are used for the first letter, the data from the second record for the second letter, etc.

The following sections describe each of the required steps in detail, from the creation of a form letter to the sending of the completed document to a printer.

---

## Assigning a database to a document

Before you insert the fields of a database into a form letter, you must tell TextMaker which database is being referenced by assigning a database to the document.

To do this, invoke **Extras > Set Database**. A dialog box appears, allowing you to select the database. Type the name of the desired database or choose a file from the list of databases displayed.

Databases with the following formats are supported:

File format	Description
<b>dBase/DOS</b>	dBase database with MS-DOS character set. This is the standard format – see note below!
<b>dBase/Windows</b>	dBase database with Windows characters set
<b>dBase/Unicode</b>	dBase database with Unicode characters set
<b>Text file</b>	Text file in which each line contains a data record and the

field contents of each record are separated by semicolons

### **Text file/DOS**

Also a text file, but with an MS-DOS character set rather than a Windows character set

You specify the file format by opening the dialog's **Files of type** list box and choosing the desired format from the list.

**Note:** Most databases are stored in **dBase/DOS** format. Even most Windows database programs use the DOS format instead of the Windows format!

If you are not sure whether a database contains the DOS or the Windows format, open the file as **dBase/DOS** and check if characters with accents or umlauts (e.g. 'ê' or 'ä') are displayed correctly. If they are not, close the database and reopen it in **dBase/Windows** format.

As soon as you have selected a database and confirmed with **OK**, TextMaker knows the database from which you want to insert fields, and you can proceed as described in the next section.

TextMaker remembers which database has been assigned to the document as soon as you save it. The next time you open the document this database is again assigned to it. Of course, you can assign a different database to the document any time you like.

## Detaching a database

You can detach a database by invoking the command **Extras > Set Database** and clicking on **Clear database**.

---

## Inserting database fields

Once you have decided how you want to position the relevant database fields in your form letter, you can insert them in the text with **Insert > Field**. When the letter is printed, these fields will be replaced with the actual contents of the fields from the database, record by record.

Specifically, you proceed as follows to insert a database field:

1. Move the text cursor to the desired position.

2. Invoke **Insert > Field**.
3. In the list box **Field type**, select the item **Database field**.
4. Now you can select the field to be inserted from the list box **Data**.
5. When you click on **Insert**, TextMaker inserts the field into the text and displays the field name in curly braces – {NAME}, for example.

Proceed in exactly the same way to insert additional database fields at other places in the text until the form letter has the desired appearance.

Database fields can be formatted like normal text; so, you can give them different fonts, sizes, etc. any time you like.

When the form letter is later printed, TextMaker will automatically wrap lines with database fields correctly, taking into account that the actual text of the field varies from record to record.

---

## Viewing test records in the text

Normally, TextMaker displays database fields that have been inserted into the text in the form of a field name enclosed by curly braces – for example:

{NAME}

To see how the form letter will *really* look when it is printed, you can instruct TextMaker to display the content of the field from any database record you like, rather than the field name – provided that a database has first been assigned to the document by means of the command **Extras > Set Database**.

Once this has been done, invoke **File > Properties** and switch to the dialog's **View** property sheet. Make sure that the option **Display field names** is *not* checked. Then check **Show merge record** and next to it enter the number of the database record whose field contents are to be displayed.

**Note:** If you now invoke **File > Print Merge**, the letter will be rendered using all the selected data records, just as before. On the other hand, if you invoke **File > Print**, TextMaker will print only a single letter, using the address in the record you selected for display.

## Using the Mail Merge toolbar

Displaying test data records is substantially easier if you enable the *Mail merge toolbar*. To do this, invoke the command **View > Toolbars** and activate the Mail merge toolbar in the **Toolbars** list box.

The Mail merge toolbar is brought up in response.



You can use this toolbar as follows:

- Click on the little arrows at right and left to page from record to record.
- Enter the number of the record to be displayed in the edit box in the middle and press the Enter key (↵).
- When you want to see the field names again, instead of the test data records, page to data record 0 or enter a “0” in the edit box and press the Enter key (↵). In response, TextMaker unchecks the **Show merge record** option.

**Tip:** When you move the mouse pointer over one of the other icons (without clicking) a text box appears, indicating the function of the icon.

---

## Practice letter

Practice makes perfect. Therefore, in this section we want to create a form letter for practice.

Before you begin, start a new document with **File > New**. Assign the example database `tmw.dbf` that was provided with the program to this document, using the command **Extras > Set Database**. Under Windows, this file can be found in the SoftMaker folder under My Documents.

Then, type the following text. Naturally, you are free to abbreviate it, or to type something completely different. What matters is simply this:

**Important:** Do *not* type those parts of the text that are enclosed in curly braces – they represent database fields. Instead, whenever you get to one of them, invoke **Insert > Field**, select the item **Database field** in the **Field type** list box, select the

field name in the **Data** list box and then click on **Insert**. In this way, the database fields will be entered into the text.

The Society of American Calligraphers

{FIRSTNAME} {NAME1}

Attn: {NAME2}

{STREET}

{CITY}, {STATE\_ZIP}

{SALUT\_BODY},

We are pleased to announce that the Society of American Calligraphers will no longer have to rely on handwriting for its official communications.

We have decided to convert everyone in the office to personal computers. We are now using TextMaker, which has an integrated database, allowing us to send personalized form letters to all our members.

All in all, TextMaker provides enormous savings in time and cost – not to mention quills and ink...

With best regards,

Now you have created a “template” that TextMaker can fill in with the field contents from the database records when it prints the form letters.

Bring up the example database tmw.dbf and enter a few data records. Naturally, it is up to you to choose the names and addresses. When you have entered the records, exit the database with **File > Close**.

All the basic steps have now been taken, and you could now print your form letter.

---

## Selecting data records

*Note:* Selecting records is not possible with the **Pocket PC** version of TextMaker.

If desired, you can specify exactly those addressees to whom a form letter is to be sent. To do this, open the database containing their addresses and *select* the desired data records.

**Note:** TextMaker saves the selection *permanently*. It remembers which data records are selected even after you exit and restart TextMaker.

There are three ways to select data records, and they can be used in combination, as you choose. So, you can, for example, first select data records by means of a condition and then manually exclude some data records from the selection.

The following selection methods are available in the database module:

### ■ **Manual selection**

With **Select > Current record** you can include the current data record in the selection, or exclude it. If you invoke this command when the current record is not selected, it is selected, and vice versa.

With **Select > Select all records** and **Select > Deselect all records**, all data records can be either selected or deselected at once.

### ■ **Selection by specific record numbers**

With **Select > By number** you enter a range of record numbers to be selected or deselected.



### ■ **Selection by condition**

The command **Select > By condition** lets you apply selection conditions like “select all Smiths” or “select all recipients living in Houston”.

Detailed information about this selection method is given on the pages immediately following.

## Navigating between selected records

With the commands **Go to > Previous selected record** and **Go to > Next selected record** you can jump to the previous or next selected data record.

Alternatively, you can use the icons  and  in the toolbar or the keyboard shortcuts **(Ctrl)(Alt)(PgUp½)Ctrl+Alt+PgUp** and **(Ctrl)(Alt)(PgDn¼)Ctrl+Alt+PgDn** to do this.

**Tip:** Furthermore, with **View > Show only selected records**, you can hide all data records that are not selected.

---

## Selecting single records manually

With the command **Select > Current record** (keyboard shortcut: **(Ctrl)(S)Ctrl+S**) you select or deselect the current data record.

If you invoke this command when the current record is not selected, it is selected. If you invoke the command when the current record is already selected, the record is excluded from the selection.

**Tip:** In list view, data records can also be selected or deselected by clicking with the mouse to check or uncheck the checkbox to the left of the data record.

With the commands **Select > Select all records** and **Select > Deselect all records** you can select and deselect all the records in the data base at once.

**Display in the status toolbar:** The status toolbar at the bottom of the window also shows whether a data record is selected or not: the word **Selected** appears here for a selected data record.

---

## Selecting by record numbers

The *data record number* (*record number* for short) is the number representing the record's sequential position in the database. The first data record has the number 1, the tenth 10, etc. The record number is displayed at the lower left in the status toolbar.

The command **Select > By number** (keyboard shortcut: **(Ctrl)(B)Ctrl+B**) allows you to select or deselect a range of records delimited by record numbers.

A dialog box appears, allowing you to enter the desired range. The range of the entire database is shown initially. Here, enter the numbers of the first and last records in the desired range, separated by a dash – for example, if you want to select records 10 through 20 inclusive, enter “10-20”.

If you then click on the **Select** button, all data records in this range will be selected; on the other hand, if you choose **Deselect**, they will be deselected, that is, excluded from the selection.



---

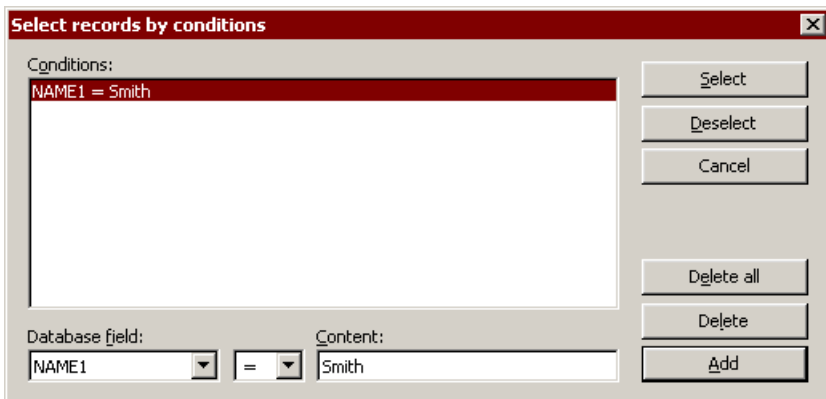
## Selecting by condition

With the help of the command **Select > By condition** (keyboard shortcut: **(Ctrl)(U)Ctrl+U**) you can make a selection by means of a condition – for example, “select all records that contain ‘Smith’ in the NAME1 field”. All records that fulfill this condition will then be included in the selection.

**Important:** It is necessary only that the content of the field *begins* with the search term. Thus, continuing our example, if the NAME1 field of a given record contained ‘Smithfield’, TextMaker would select this record, too.

You can combine several conditions as required – for example, NAME1=Smith and STATE\_ZIP=GA 30327 to select all Smiths in Georgia with the zip code 30327.

When you invoke the command **Select > By condition**, the following dialog appears:



To select, for example, all data records containing “Smith” at the beginning of the NAME1 field, you would proceed as follows:

1. Select the desired field from the dropdown list box **Database field** – NAME1, following the above example.
2. Enter the value you are seeking in the edit field **Content** – “Smith” following the above example.
3. Click on the **Add** button to complete the definition of the condition. It will then be displayed in the **Conditions** list box.

You can now add additional conditions by repeating the three steps above.

4. Click on **Select** to add all the data records that fulfill the condition(s) you have defined to the selection. Or click on **Deselect** to exclude these records from the selection.

So, if you now click on **Select**, all the data records in which the field NAME1 begins with “Smith” will be added to the selection.

With the help of the **Delete** and **Delete all** buttons in the dialog box mentioned above, you can delete previously defined selection conditions whenever you no longer need them.

**Note:** Be aware that once data records have been selected they remain selected until they are explicitly deselected. So, if you select records, first with NAME1=Smith and then with NAME1=Jenkins, all records with the name Smith *or* Jenkins will be selected. If in fact only the Jenkins are to receive letters, you must deselect all data records by invoking the command **Select > Deselect all records** before you apply the condition NAME1=Jenkins.

## Automatic suppression of superfluous white spaces

If, when printing, TextMaker comes upon two database fields that are separated by one or more space characters, and the first of these fields is empty, TextMaker automatically suppresses the space characters.

An example: You have inserted fields for first and last names into the text and separated them with a space character:

```
{FIRSTNAME} {NAME1}
```

At this point, TextMaker normally prints the first name, the space character and the last name. However, if the {FIRSTNAME} field of a given data record is empty, TextMaker prints only the last name and removes the space character, since in this case it is superfluous.

## Automatic suppression of empty lines with database fields

If a text line contains *only* database fields and separating space or tab characters, and if, for some data record, none of these fields has any content, the entire line is suppressed.

An example – your form letter contains the following text segment:

```
{FIRSTNAME} {NAME1}  
{NAME2}  
{STREET}  
  
{CITY}, {STATE_ZIP}
```

If, for some data record, the {NAME2} field is empty, TextMaker automatically removes the resulting empty line. Thus, it prints the first and last names and then prints the street on the immediately following line.

If both {FIRSTNAME} and {NAME1} were empty, this line would be entirely suppressed.

## Preventing the automatic suppression of white spaces

In certain cases TextMaker's automatic suppression of empty spaces and lines may not be desirable. To prevent such suppression, use *protected* space characters in place of normal space characters. You can insert them with the key combination (Ctrl)(Shift\*)(Space)**Ctrl+Shift+Space**.

An example – your form letter contains the following text segment:

```
{FIRSTNAME}<protected space character>{NAME1}
```

Here, the space character is printed even if {FIRSTNAME} is empty. Moreover, the line is not suppressed even if both fields are empty.



---

# Calculations in the text

With TextMaker you can easily perform calculations in the text:

- You can insert calculations directly into the text; the results are displayed and printed.
- You can even use variables in calculations – so you can obtain partial results and use these in further calculations.
- You can use both database fields and the contents of objects in calculations. For example, `Table1.A1` represents cell A1 in table “Table1”.

The dialog box that appears when you execute the **Insert > Calculation** command facilitates the entry of formulas; it contains lists of all variables, database fields, functions and operators.

What makes the calculation capabilities especially useful is the fact that they allow the contents of database fields to be included in the calculations. Writing an invoice? No problem: if your database has fields for quantity and price, for example, you can have TextMaker calculate formulas like **QUANTITY \* PRICE** and easily print invoices as form letters.

In addition, you can reference the contents of objects in calculations. For example, **TextFrame1.Value \* 2** produces the result of multiplying the content of the text frame with the name “TextFrame1” by two.

Detailed information about the topic of calculations is given on the following pages.

---

## Inserting calculations

Calculations can be inserted into the text with the command **Insert > Calculation** or the keyboard shortcut **(F2)F2**.

When this command is invoked, a dialog box appears and lets you enter the formula for the calculation. The formula may contain up to 255 characters. After your **OK**, the result of the calculation (maximum 100 characters) is placed in the text.

Options: You can specify the format of the result with the options **Decimals**, **Thousands separator** and **Hide result**. You can read about this in the section “Formatting and rounding calculations” [beginning on page 349](#).

## Inserting calculations

A simple example of the use of the calculation command:

You want to calculate the volume of a swimming pool that measures 23x13x7 feet. Accordingly, you proceed as follows:

1. Type e.g. the text “The volume is: “.
2. Invoke **Insert > Calculation** or press (F2)**F2**.
3. Enter “23\*13\*7” in the **Formula** field and confirm with **OK**.

The result is now inserted into the text: 2093.

The number “2093” can be edited and formatted like normal text, but it is in fact a *field*, that is, a symbolic place holder for the calculation “23\*13\*7”. You see this when you enable the **Display field names** option on the **View** property sheet in the **File > Properties** dialog. Then {Formula: 23\*13\*7} appears in the text instead of 2093.

## Editing calculations

The formula for the calculation can be changed at any time. To do this, select the result “2093” and again invoke **Insert > Calculation**. The formula 23\*13\*7 is displayed in the dialog box. If the swimming pool had different measurements, you could simply change the formula accordingly. Following your **OK**, the result would be recalculated and placed in the text.

---

## Variables in calculations

You can save the result of a calculation for reference in other calculations by assigning it to a *variable*.

**Note:** The names of variables may contain only letters, numbers and underscores (\_). They must always begin with letters. A maximum of 16 characters is allowed. The cases of letters are ignored.

To use variables in calculations, do the following:

1. Invoke **Insert > Calculation**.
2. Type the variable's name followed by an equal sign and then a value or formula – for example: “VOLUME=23\*13\*7”.

**Important:** When you confirm with **OK**, *two* things happen:

- The calculation is performed and the result is displayed in the text.
- At the same time, the result is saved in the variable VOLUME.

Now the variable VOLUME can be used in other calculations: for example, the formula VOLUME+10 would produce the result 2093+10, that is, 2103.

You can also just call out the content of the variable VOLUME at another place in the text. Simply move the text cursor to the desired position, invoke **Insert > Calculation** and type just the variable name VOLUME in the Formula box. As soon as you confirm with **OK**, the content of the variable will appear in the text.

If you look at the **Insert > Calculation** dialog box a little more closely, you will discover that every variable that is currently valid is displayed in the **Variable/Field** list box. Any of them can easily be inserted into the formula by double clicking on them.

**Important:** A variable is valid only from the position in the text at which it is defined. So, if you insert the formula VOLUME=23\*13\*7 in the third paragraph of your document and then try to call out its content or reference it in a formula in the second paragraph, TextMaker will respond with the error message “Unknown variable name”.

## An application example

A tennis center wants to write invoices for the rentals of its courts. The computer should calculate the total amount and add 16% tax. Such a receipt would be written more or less in this (much abbreviated) form:

## INVOICE

? hours	@ ??.??
	-----
Total	= ??.??
	-----
16% tax	= ??.??
Amount due	= ??.??
	-----

Question marks appear at those places that must be filled by hand after calculating the amounts with a pocket calculator. TextMaker takes away this labor.

Let's assume that the tennis pros have played for 2 hours and that each hour costs \$10.00 plus tax:

1. Delete the question mark before "hours" and enter  $HOURS=2$  there with **Insert > Calculation**.

*(The same goes here: First, you assign the variable PRICE a value of 10; secondly, you cause the content of this variable (10) to appear in the text.)*

2. To the right, in place of the question marks after "@", enter the calculation  $PRICE=10$ .

*(The same goes here: First, you assign the variable PRICE a value of 10; secondly, you cause the content of this variable (10) to appear in the text.)*

3. The formula that you have to enter in place of the question marks after "Total" is:  $TOTAL=HOURS*PRICE$ .

*(The result of the calculation HOURS times PRICE has now been assigned to the variable TOTAL, and this result is shown in the text. What matters here is that if you later change the value of HOURS or PRICE, the content of the variable TOTAL will change accordingly.)*

4. After "16% tax" insert the formula  $TAX=TOTAL*0.16$  with **Insert > Calculation**.

*(This formula uses the total just calculated as a basis for a further calculation. Here too, what counts is that the result for TAX is automatically corrected for whenever the result for TOTAL changes.)*

5. Finally, the "Amount due" is calculated as  $TOTAL+TAX$ .



*(In the last step we opt not to define another variable. We just want to get the result into the text; we don't need to reference it anywhere else.)*

If you check the **Display field names** option on the **View** property sheet in the **File > Properties** dialog, the formulas in the text will become visible. The invoice then ought to look something like this:

I N V O I C E	
{Formula: HOURS=2} hours	@ {Formula: PRICE=10}
Total	= {Formula: TOTAL=HOURS*PRICE}
16% tax	= {Formula: TAX=TOTAL*0.16}
Amount due	= {Formula: TOTAL+TAX}

you uncheck **Display field names**, you will see the results in the text again.

To write an invoice for another customer, all you have to do now is change the value of HOURS. To do this, select the 2 before “hours”, invoke **Insert > Calculation** and simply replace the 2 in the formula with the desired number of hours. After your **OK**, TextMaker carries out the recalculation.

**Decimal places:** You might find it more desirable to show the amounts with two decimal places. You can make the necessary change immediately: for each amount, select the corresponding calculation field, invoke **Insert > Calculation**, choose the **Fixed** option for **Decimals** and enter a “2” beside it.

---

## Table cells in calculations

You can also use the cells in tables for calculations – much as you would the cells of a spreadsheet!

Pay attention to the status toolbar at the bottom edge of the program window as you move from cell to cell in a table. The coordinates of the active cell in the table are shown there.

TextMaker designates the rows of a table with numbers; the columns are assigned the letters A to Z, then AA, AB, AC, etc. – just like in a spreadsheet.

A1	B1	C1	...
A2	B2	C2	...
A3	B3	C3	...
...	...	...	...

So, the first cell in a table has the coordinates “column A” and “row 1”, or A1 for short.

To insert calculations on the contents of cells into a table, invoke **Insert > Calculation** and simply enter the coordinates, preceded by # signs. So the correct formula for “add the contents of cells A1 and A2” would be: #A1 + #A2.

The # sign tells TextMaker that it should treat the content of the cell as a *number*. If the cell’s content is to be treated as *text*, use the dollar sign (\$) – for example, \$A1.

Calculations with table cells are possible only *within* a table. If you typed #C5\*#D28 outside a table (in normal text), TextMaker would not know what to do with it. Nevertheless, there is a way to reference calculations with table cells in the text:

Carry out the calculation in the table using a variable. For example, if you calculate the formula PRODUCT=#C5\*#D28 in the table, then of course you can call out the content of this variable in normal text and perform additional calculations on it.

## Calculating the sum over a range of table cells

The SUM function is especially useful for adding numbers in table cells. Simply enter the first and last cells as parameters; TextMaker adds the values in all the cells in the range.

For example, you can add the contents of cells B2 through B5 with SUM(#B2;#B5).

## Updating calculations

**Important:** No automatic recalculation of all the formulas is performed when you change the content of a table cell – this would be too time consuming. However, the displayed results for formulas that reference this particular cell will then be out of date. You can initiate a recalculation of all formulas at any time by invoking the command **Extras > Update Fields** or by pressing **(F9)F9**. This will bring all calculations up to date.

In any case, all calculations are automatically updated when you print your document – thus, the results will always be correct when you print them.

For more information on this topic, see section “Updating calculations” [beginning on page 351](#).

---

## Database fields in calculations

Fields from a database can also be entered in calculations, provided that a database has first been assigned to the document with **Extras > Set Database**.

You do not even have to enter the field names manually. If you have a look at the **Insert > Calculation** dialog box, you will see that the names of all the database fields are shown in the **Variable/Field** list box as soon as you assign a database to the document. They can be entered in the formula with double clicks.

As an example, we want to create an invoice form that can be easily printed as a form letter. For this, all we need is a database whose fields contain the customers’ personal data (name, address, etc.) Beyond that – we’ll simplify things and allow only one item per invoice – the database should contain a **QUANTITY** field for the order quantity, an **ITEM** field for item designators and a **PRICE** field for the unit price. Let’s get started:

1. Create a new document with **File > New**.
2. Assign an appropriate database to it with **Extras > Set Database** (see below for an example).
3. Next, create a normal form letter, as described in chapter “Database”. Insert the database fields containing the relevant customer data (address, etc.) at the proper places in the heading of the letter.

4. Now design the invoice itself according to your tastes. Enter fields from your database with **Insert > Field > Database field** – for example, the QUANTITY field for the order quantity.
5. And now the main point: You can calculate with the database fields. For example, the formula QUANTITY\*PRICE calculates the total for the current database record. So, using **Insert > Calculation**, insert appropriate calculations at the desired positions.
6. When everything has been entered, you can save the document. Next, select some database records and print your invoices with **File > Print Merge**.

You will find an example in TextMaker’s document folder: the files invoice.tmd and invoice.dbf.

Tip: If you check the **Display field names** option on the **View** property sheet of the **File > Properties** dialog, you will see the formulas themselves, rather than the results they give, and you will then better understand how this self-calculating form letter works.

---

## Objects in calculations

Certain kinds of objects can also be used in calculations. So, for example, you can create a form that contains text fields and use the contents of these text fields in calculations.

All the objects in a document have distinctive *names*, as described in section “Changing the names of objects” [beginning on page 237](#). You can address each individual object by means of its name. For example, **TextField1** references the content of the text field “TextField1”.

You evaluate the contents of objects in calculations as follows:

### ■ Text fields and text frames

**TextField1.Text** (or **TextField1** for short) returns the content of the text field with the name “TextField1” as *text* (without any formatting).

**TextField1.Value** on the other hand interprets the content of the text field as a *number* and returns it.

### ■ Tables

**Table1.A1** returns the content of cell A1 in Table1.

**Table1.#A1** interprets the content of this cell as a *number* and returns it.

**Table1.\$A1** interprets the content of this cell as *text* and returns it.

**Table1** returns the sum of the contents of all cells in Table1.

#### ■ Checkboxes and checkbox frames

**Checkbox1.Sel** (or **Checkbox1** for short) returns 1 if the checkbox is checked, or 0 if not.

**Checkbox1.Text** returns the *text* for this checkbox if it is checked, otherwise an empty text string.

#### ■ Dropdown lists and dropdown list frames

**Dropdown1.Text** returns the *text* of the selected item in Dropdown1.

**Dropdown1.Sel** (or **Dropdown1** for short) returns the *number* of the selected item.

An example: The formula “TextField1.Value\*2” gives the result of multiplying the present content of the text field named “TextField1” by 2.

---

## Formatting and rounding calculations

With the command **Insert > Calculation**, you can not only enter new calculations (see section “Inserting calculations”) and edit existing ones, but also specify the format of the calculation’s result.

You can set the format when you enter a new calculation, or you can do this at any time afterwards by selecting the calculation and invoking **Insert > Calculation**.

The following options in the dialog box determine the format of the calculation:

#### ■ Thousands separator

If you enable this option, numbers 1000 and above are represented with thousands separators. For example, 1230000 is shown as 1,230,000.

## ■ Hide result

If you choose this option the result of the calculation is not visible in the text. This makes sense when, for example, you want to perform intermediate calculations with variables and do not want to show the results.

Note: To make a hidden calculation visible again, invoke the command **File > Properties**, change the **View** property sheet and activate the **Display field names** option. Now you can select the calculation again, invoke **Insert > Calculation** and disable the **Hide result** option.

## ■ Decimal places

With the default setting **Floating**, as many decimal places are shown as are required to represent fully the result of the calculation. You can select instead the **Fixed** option and enter a fixed number of decimal places to be shown. For monetary amounts, for example, the number of decimal places should be fixed at 2.

**Attention:** The value is not actually rounded by setting a fixed number of decimal places; only its representation is rounded (see below)!

## Actually rounding variables

It is essential to note that the options for setting the number of decimal places just described change only the way the results of a calculation are *displayed*. In reality, the variable retains its original precision.

In practice, this means that if you assign a value of 2.5 to variable A and set the number of decimal places to 0, it will be shown as 3, but if you multiply A by 2, the result shown will be 5, not 6.

Therefore, TextMaker also comes with a function called ROUND for real rounding. It can be applied as in the following example:

A = ROUND ( 2.5 ; 0 )

The function's arguments are the value to be rounded and the number of decimal places to which it is to be rounded, separated by a semicolon. In the example above the value of 3 is assigned to the variable A.

You will find detailed information about all TextMaker's computational functions in section "Formulas and functions" [beginning on page 353](#).

---

# Updating calculations

When you enter or edit a calculation with **Insert > Calculation** and then confirm with **OK**, TextMaker automatically updates all the calculations in the document.

However, in certain situations the results of calculations can appear “outdated”. For example, if you paste from another document a segment of text containing variables that are also used in the current document, TextMaker inevitably displays false results on the screen.

And: If a table contains calculations referencing its cells, TextMaker cannot, for performance reasons, check each time the content of a cell is changed to see if this change affects the results of the calculations.

The command **Extras > Update Fields** (keyboard shortcut **(F9)F9**) is provided for such situations. When you invoke it, TextMaker updates all the calculations and fields in the document.

**Note:** It is only necessary to use this command in the situations described above when you want to update the *screen display* of the calculations. Before *printing a document*, TextMaker updates all calculations and fields automatically. TextMaker ensures that you will never print a document with results that are out of date.

---

# Conditional text

TextMaker also allows you to work with conditional expressions, using the function IF. By this means you can, for example, use “conditional text” in your documents.

A typical case: You have an address database with a field called GENDER, and the record for each person contains either an “M” for male or an “F” for female in that field, indicating the person’s gender. Using the following IF expression, you could have TextMaker form a salutation according to gender:

IF (GENDER="M" ; "Dear Madam" ; "Dear Sir")

If you use this calculation in a form letter, TextMaker looks at each data record to see if the GENDER field contains an “M”. If it does, TextMaker outputs “Dear

Sir”, as the replacement for the formula given above; otherwise, it outputs “Dear Madam”.

---

## Simple calculations with the press of a button

There is an alternative to the command **Insert > Calculation** described in the previous sections: the command **Edit > Evaluate**.

The difference:

The command **Insert > Calculation** is suitable for calculations of any complexity using variables, etc.

The command **Edit > Evaluate** is suitable only for more simple calculations, but it is much easier to handle: You enter and select a formula *directly in the text*, invoke **Edit > Evaluate** and immediately see the result in the text.

An example:

1. Type “The total is: 90+55+220”.
2. Select “90+55+220”.
3. Invoke the command **Edit > Evaluate** or press the (F8)F8 key.
4. The formula “90+55+220” is calculated and the result is inserted in the text.

It doesn’t get any easier or faster: select a calculation and press (F8)F8.

**Important:** In contrast to calculations with **Insert > Calculation**, here the result is not entered as a field but inserted into the document as *plain text*.

Associative rule: Multiplication and division operators have precedence over addition and subtraction operators, so that multiplication and division are always performed before addition and subtraction. Accordingly  $2+3*4$  gives 14. You can influence the way operations are performed with parentheses:  $(2+3)*4$  gives 20.

Using functions: Not only basic operators, but also functions are allowed in expressions (see section “Formulas and functions” [on page 353](#)): If you type



“SQRT(2)”, select it and invoke **Edit > Evaluate**, you will get the square root of 2 as a result.

**One line limit:** The selected calculation must be within *one* line of text. If you select several lines of text, the command **Edit > Evaluate** is not available and is grayed out in the menu. For lengthy expressions use the command **Insert > Calculation**.

## Summing the contents of table cells

Such calculations can be performed in tables as well. There is yet another feature in connection with tables:

- If you have selected a calculation that is *within a table cell*, you can get the result with the command **Edit > Evaluate**, as described above.
- On the other hand, if you select *several complete table cells*, the command **Sum cells** will become available in the **Edit** menu. If you invoke it, TextMaker computes the sum of the values in the selected cells.

A window then appears and tells you the result. If you want simply to learn what it is and make no further use of it, click on **Close**. Alternatively, you can click on the **Copy** button. TextMaker then copies the result of the calculation to the clipboard. Now you can insert the value at any position you like in the document with the command **Edit > Paste**.

---

# Formulas and functions

In this section you will learn about the rules you have to observe when constructing formulas. Then all of TextMaker’s computational functions will be described to you.

**Note:** This section deals with the formulas for *computation* (for performing calculations in the text). If you are looking for information about the *SoftMaker Equation Editor* (for graphical representations of mathematical formulas) you will find it in the Equation Editor’s online help.

---

## The structure of a formula

Formulas may contain up to 255 characters. Results are limited to 100 characters.

You can construct formulas from the following components:

### Constant values

A formula presents itself in its simplest form as a constant value – as in the following examples:

#### ■ Text strings

Example: "Good morning!"

A formula with this content always gives the text string "Good morning!".

A *text string* is a sequence of characters (letters, numbers or other characters).

Text strings may be up to 100 characters long.

**Important:** When you enter a constant text string (e.g., "Good morning!") directly into a formula, you must enclose it in "double quotation marks". Otherwise, TextMaker will try to interpret it as the name of a function or variable.

#### ■ Numerical values

Example: 42.50

Of course a constant value can also be a numerical value – i.e., a number. This formula always returns the number 42.5.

#### ■ Date entries

Example: "07/20/06"

This formula represents the date 7/20/2006.

The format of date entries:

When entering constant dates in a formula, please note the following:

1. When you enter constant dates in formulas you must enclose them in "double quotation marks".

2. The month and day must always be given as *two place* numbers. Thus, "07/20/06" is correct, while "7/20/06" is incorrect (the month has only one place).
3. The year can be given as a two or four place number, as you prefer. Thus "07/20/06" and "07/20/2006" are equally valid.
4. When you enter a year as a two place number between 0 and 29, TextMaker automatically prefixes 20. For years between 30 and 99, TextMaker prefixes 19. Thus, the date "01/01/29" is interpreted as 1/1/2029, while "01/01/30" is interpreted as 1/1/1930.

## Database fields, table cells and objects

You can also use the contents of database fields, table cells and objects in formulas.

You will find information about this in the sections "Table cells in calculations", "Database fields in calculations" and "Objects in calculations" **beginning on page 345**.

## Calculations

A formula can contain various kinds of calculations.

Example:  $6*5$

Always returns the constant value 30, and is, in fact, a constant value – *not* a calculation.

Example:  $5*NUMBER$

In this formula, the constant value 5 is multiplied by the value of the variable NUMBER. If NUMBER has the value of 10, the formula gives 50.

Beyond that, TextMaker puts a number of computational functions at your disposal. Detailed descriptions of all the functions follow at the end of this chapter – to start with, here are a few examples:

Example: TODAY()

The function TODAY() returns the current date. For example, on September 16, 2006 it would return 09/16/06.

Example: MONTH(TODAY())

Here one function is applied to another. The function TODAY() returns the current date. But this result is immediately evaluated by the MONTH() function, which returns only the month of the date (as a number). So, on September 16, 2006 the formula would produce the value 9.

Example: INT(B/1000)

Here, the function INT, which converts a floating point number to an integer by removing its fractional part, is applied to the calculation B/1000. If B has the value 3752.70, the formula gives the value 3.

In summary, the arguments of functions can be other functions, any sorts of calculations, database fields, table cells references, or any combination of these.

## Variables

The result of a formula can be assigned to a variable.

Tip: All variables that are defined at a given moment appear in the **Variable/Field** list box in the dialog box for **Insert > Calculation**. You can insert any one of them in the formula by double clicking on it.

Example: PRICE=17.99

Here, the “formula” is just the constant value 17.99. The entry as a whole defines the variable PRICE and sets it to 17.99. Its value is valid from the position in the text at which you insert it to the end of the text – unless you assign another value to the PRICE variable farther down in the text.

**Note:** Whenever you assign a value or a calculation to a variable, the value of the variable appears at the active position in the text. If you don't want this – for example, because you only want to perform an intermediate calculation whose result should not be shown – enable the **Hide result** option in the dialog box for **Insert > Calculation**.

Example: MY\_MONTH=MONTH(TODAY())

Here, the month of today's data is calculated and shown. *At the same time*, the result is saved in the variable MY\_MONTH.

Naturally, you can insert such a variable in other formulas.

Example: PRICE\*1.16

This formula gives the current value of the PRICE variable multiplied by 1.16.

---

## Operators

The following operators can be used in formulas:

Operator	Function
+	Addition (with numbers) or concatenation* (with text strings)
-	Subtraction
*	Multiplication
/	Division
%	Modulus (remainder after division)

\* The plus sign is used not only to add numeric values but also to concatenate text strings. For example, the formula "Text"+"Maker" gives "TextMaker".

An associative rule applies. Multiplication and division operators take precedence over addition and subtraction operators, so that multiplication and division are performed before addition and subtraction.  $2+3*4$  gives 14.

The order of operations can be modified by using parentheses:  $(2+3)*4$  gives 20.

In addition, there are comparative and logical operators that are needed, for example, for the IF function:

Operator	Function
=	Is equal?
<>	Is not equal?
>	Is greater than?
>=	Is greater than or equal to?
<	Is less than?
<=	Is less than or equal to?
&	Logical "and"
	Logical "or"
!	Negation

## Some notes on comparisons

- When two text strings are compared with "=", the result is "true" only when the strings are *exactly* the same and have the *same length*. The cases of letters are taken into account in this comparison.

"Henry"="Henry" is true.

"Henry"="henry" is false.

"Henry"="Henry's" is false.

- If you construct a complex comparison that has several "ands" and "ors", you should always enclose the individual conditions in parentheses.

---

## An overview of the computational functions

In TextMaker you can use the computational functions described below. The arguments required by the functions are always given in parentheses:

*n* represents a number

*t* represents a text string

*d* represents a date

So, for example, INT(*n*) is a function requiring a numeric argument. It can be a numeric constant or the numeric result of a calculation – for example, INT(3.14) or INT(1+SQRT(2)).

**Important:** When several arguments are required, they must be separated from one another by semicolons (;).

**ABS(*n*)** returns the absolute value of the numeric argument *n*. (The sign is removed.) – ABS(3) gives 3; ABS(-3) likewise gives 3.

**ASC(*t*)** returns the numeric code of the character *t* in the character table – ASC("A") gives 65.

**AT(*t1*;*t2*)** returns the position of the first occurrence of text string *t2* in text string *t1* as a numeric value – AT("London";"on") gives 2.

- AVG(*n1*;*n2*)** returns the average value of the values contained in the cells of a table in a rectangular region with coordinates *n1* (upper left corner) and *n2* (lower right corner). The coordinates must be preceded by # signs. Example: AVG (#B2;#C5). See also the section “Table cells in calculations” [beginning on page 345](#).
- CHR(*n*)** returns the character at position *n* in the character table – CHR(65) gives “A”.
- COUNT(*n1*;*n2*)** returns the number of values contained in the cells of a table in a rectangular region with coordinates *n1* (upper left corner) and *n2* (lower right corner). Only numbers are counted – empty cells and cells containing text are not counted. The coordinates must be preceded by # signs. Example: COUNT (#B2;#C5). See also the section “Table cells in calculations” [beginning on page 345](#).
- DAY(*d*)** returns the day part of date *d* (as a number) – DAY("09/25/66") gives 25.
- DTON(*d*)** converts the date *d* to a date serial number, needed to calculate the difference in days between two dates: DTON ("11/12/06") – DTON ("10/20/06") gives 23 (days).
- IF** IF(*condition*;*value1*;*value2*) returns *value1* when the *condition* is true; otherwise *value2*. Example: IF(GENDER="F" ; "Dear Madam" ; "Dear Sir"). Value2 can also be omitted – see the section “Conditional text” [beginning on page 351](#). *Value1* and *value2* can be of any type (also, for example, numeric).
- INT(*n*)** returns the number *n* truncated to integer form (without rounding), so that the fractional value after the decimal point is suppressed – the formula INT(3.90) would give the result 3.
- LEFT(*t*;*n*)** returns the first *n* characters in the text string *t* – LEFT("TextMaker";4) gives “Text”.
- LEN(*t*)** returns the length of text string *t* – LEN("fish") gives 4.
- LOWER(*t*)** converts the text string *t* to lowercase – LOWER("James") gives “james”.

<b>LTRIM(<i>t</i>)</b>	returns text string <i>t</i> with all leading space characters removed – LTRIM(" Text ") gives "Text ".
<b>MAX(<i>n1</i>;<i>n2</i>)</b>	returns the maximum value of the values contained in the cells of a table in a rectangular region with coordinates <i>n1</i> (upper left corner) and <i>n2</i> (lower right corner). The coordinates must be preceded by # signs. Example: MAX (#B2;#C5). See also the section "Table cells in calculations" <a href="#">beginning on page 345</a> .
<b>MIN(<i>n1</i>;<i>n2</i>)</b>	returns the minimum value of the values contained in the cells of a table in a rectangular region with coordinates <i>n1</i> (upper left corner) and <i>n2</i> (lower right corner). The coordinates must be preceded by # signs. Example: MIN (#B2;#C5). See also the section "Table cells in calculations" <a href="#">beginning on page 345</a> .
<b>MONTH(<i>d</i>)</b>	returns the month part of date <i>d</i> (as a number) – MONTH("09/25/66") gives 9.
<b>NTOD(<i>n</i>)</b>	the opposite of DTOD, which returns a date serial number – NTOD converts such a date serial number <i>n</i> back to a date.
<b>POW(<i>n1</i>;<i>n2</i>)</b>	returns the result of raising the number <i>n1</i> to the power of <i>n2</i> – POW(2;8) gives 256.
<b>PROD(<i>n1</i>;<i>n2</i>)</b>	returns the product of the values contained in the cells of a table in a rectangular region with coordinates <i>n1</i> (upper left corner) and <i>n2</i> (lower right corner). The coordinates must be preceded by # signs. Example: PROD (#B2;#C5). See also the section "Table cells in calculations" <a href="#">beginning on page 345</a> .
<b>RIGHT(<i>t</i>;<i>n</i>)</b>	returns the last <i>n</i> characters of the text string <i>t</i> – RIGHT("TextMaker";5) gives "Maker".
<b>ROUND(<i>n1</i>;<i>n2</i>)</b>	returns the number <i>n1</i> rounded to <i>n2</i> decimal places – ROUND(2.44;1) gives 2.4 and ROUND(2.45;1) gives 2.5.
<b>RTRIM(<i>t</i>)</b>	returns text string <i>t</i> with any trailing space characters removed – RTRIM(" Text ") gives "Text".
<b>SQRT(<i>n</i>)</b>	returns the square root of the number <i>n</i> – SQRT(4) gives 2.



- STR(*n*)** converts a number *n* to a text string – STR(17) would produce the string "17".
- STRING(*t*;*n*)** returns a text string consisting of *n* repetitions of the string *t* – STRING("Text";3) gives "TextTextText".
- SUBSTR(*t*;*n1*;*n2*)** returns a text string consisting of *n2* characters extracted from string *t* beginning at position *n1* – SUBSTR("TextMaker";2;3) gives "ext".
- SUM(*n1*;*n2*)** returns the sum of the values contained in the cells of a table in a rectangular region with coordinates *n1* (upper left corner) and *n2* (lower right corner). The coordinates must be preceded by # signs. Example: SUM (#B2;#B5). See also the section "Table cells in calculations" [beginning on page 345](#).
- TODAY()** returns today's date in the form MM/DD/YY – the empty pair of parentheses following the function name must be entered.
- TRIM(*t*)** returns the text string *t* with all leading or trailing spaces removed – TRIM(" Text ") gives "Text".
- TRUNC(*n1*;*n2*)** returns the number *n1* truncated to *n2* decimal places – TRUNC(1.2345;2) gives 1.23.
- UPPER(*t*)** converts the string *t* to uppercase – UPPER("James") gives "JAMES".
- USER()** returns the user name under which you are logged in to your computer. The empty pair of parentheses after the function name must be entered.
- VAL(*t*)** converts the text string *t* to a number. The string may include non-numeric characters. In that case, TextMaker takes the first occurrence of a number within the string to be the argument: VAL("3") gives 3. VAL("3 eggs") and VAL("Can I have 3 eggs and 1 roll?") likewise give 3. However, VAL("eggs") gives 0, since this string contains no number.
- YEAR(*d*)** returns the year part of a date as a number (with two places) – the formula YEAR("09/17/66") gives 66.



---

# Working with large documents

TextMaker provides some useful aides for working with large documents:

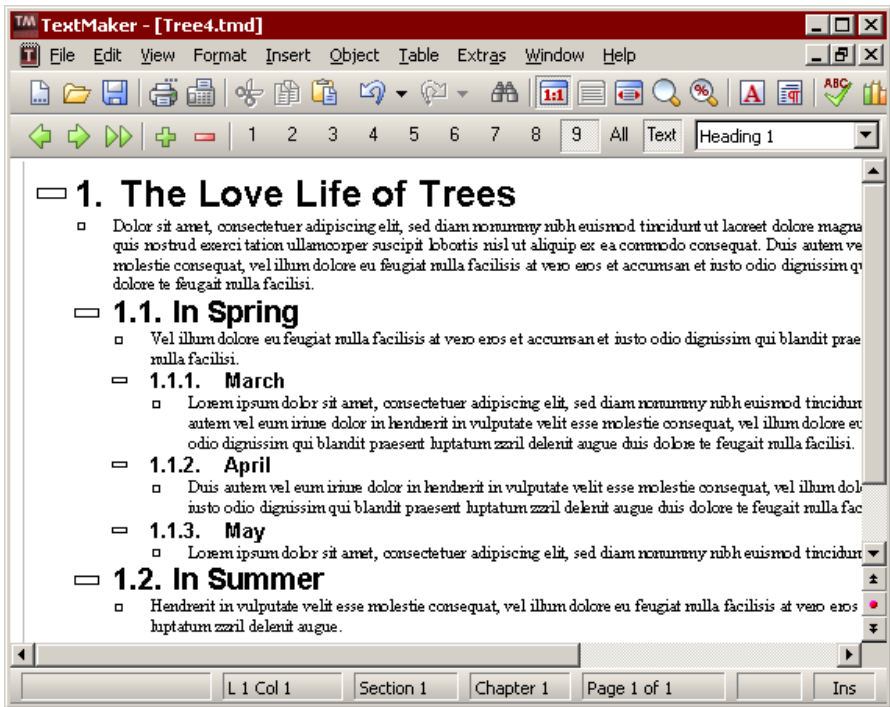
- Large documents are often organized according to an **outline** – that is to say, a hierarchical structure of headings. TextMaker’s *Outline view* allows you to view and edit a document in outline form. You can change heading levels and move headings (together with subordinated text) with a click of the mouse.
- An outlined document is often provided with a **table of contents**. TextMaker can create one – from the outline – with the press of a button.
- A large document frequently needs an **index**. In this chapter you will learn how TextMaker can create one for you from words that you select for it.
- TextMaker can also help you create a **bibliography** (a collection of references to cited literature) for the document. TextMaker’s database module provides a convenient way to enter and edit the sources.
- With TextMaker it is also possible to insert **cross-references** to other parts of the text or to objects – for example: “see the picture on page 12”.
- Finally, you can insert **footnotes** that TextMaker controls automatically.

---

## Outlines

You should use outlines to organize large documents. An outline presents the entire subject matter of the document in summary form as a structure of major and minor topics. This structure is based on headings that you give to different parts of the body text. The headings break the text into manageable segments. An outline provides an overview of the document and allows you to easily easy manipulate document segments to obtain the desired organization of the text.

Once you have invoked the **View > Outline** command, you will be able to use TextMaker’s *Outline view* to perform these tasks.



The Outline view is nothing more than a different form of representation for the document. Let's take a closer look at what it contains:

First, notice that the document's text segments are indented to different degrees. Major headings are displayed flush left. Headings immediately subordinate to them (those whose outline level is one lower) are displayed a little further to the right, etc.

In addition, the Formatting toolbar has disappeared and has been replaced by the *Outline toolbar*. As its name implies, this toolbar provides access to functions useful for outlining documents.

When you invoke the Outline view for the first time the entire document will always be visible. You will obtain a better view of the document's structure when you hide the normal text and allow only the headings to be displayed (provided the document contains headings). To do this, use the **Text** button in the Outline toolbar.

Beyond that, you can specify which levels of headings should be displayed with buttons **1** through **9**. Clicking on button **3**, for example, results in the display only

of headings with outline levels one through three. The **All** button provides a means of making all the levels visible again.

The Outline view is suitable not only for viewing, but also for editing the document's structure. You can use the Outline toolbar for this purpose, too: with the help of the arrow buttons you can raise or lower the outline levels of headings or "promote" paragraphs of normal text to headings.

Numbered headings: Headings are often numbered. TextMaker can take care of this numbering for you automatically. You can read about this in section "Numbering headings" [beginning on page 371](#)).

---

## Using the Outline view

As mentioned in the introduction, TextMaker puts at your disposal a special display mode for editing a document's outline: the *Outline view*.

To switch to Outline view, invoke the **View > Outline** command. You can return from Outline view to the normal view any time you wish with **View > Standard**.

In Outline view, you see the document as a structure whose parts are organized according to major and minor headings. First level headings (major headings) are aligned flush left. Each lower level heading is indented to the right by an amount corresponding to its level.

[In the following sections you will learn all about what you can do in Outline view.](#)

---

## Changing the outline levels of paragraphs

To give a document an outline or to edit an existing outline, switch to Outline view and there simply change the outline levels of the paragraphs that contain headings.

By default, when you enter text into a document, the text paragraphs are assigned to outline level 0. If you subsequently assign a specific paragraph for example to outline level 1, you "promote" it to a level one heading.




Thus, you specify the document's major headings by assigning the corresponding paragraphs to outline level 1. If you want to add *subheadings* under the major headings, you assign the corresponding paragraphs to outline levels 2, etc.

An example: The heading "Changing the outline levels of paragraphs" for this section of the manual is at outline level 3. The next higher heading is "Outlines" –

which is at level 2. The major heading reads “Working with large documents” – and is at level 1.

To change the outline level of a paragraph, do the following:

1. Invoke the Outline view with the **View > Outline** command.
2. Position the text cursor in the paragraph of interest.
3. Click on one of the following icons in the Outline toolbar:

Button	Function
	raises the paragraph’s outline level by 1
	lowers the paragraph’s outline level by 1
	sets the paragraph’s outline level to 0 (= normal text)

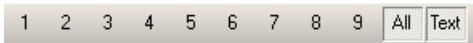
**Tip:** By default, keyboard shortcuts **(Alt)(1)Alt+1** through **(Alt)(3)Alt+3** are defined for outline levels **1** through **3**. The keyboard shortcut **(Alt)(0)Alt+0** is defined for level **0** (normal text). Thus, you can use these key combinations to very quickly assign headings to levels 1 through 3 or convert headings back to normal text. Moreover, these key combinations work not only in Outline view but also in the normal view.

---

## Selecting the outline levels to be displayed

To enable you to gain a better overview of a document’s structure in Outline view, TextMaker provides you with a way to hide the normal text while leaving the headings visible. It also allows you to hide headings below a specified level whenever required.

The Outline toolbar provides buttons for this purpose as follows:



The **Text** button furthest to the right is especially helpful in this regard. With it, you can control whether headings only or headings together with associated text are displayed. You can activate or deactivate this button by clicking on it with the mouse. When the button is activated, the text is displayed. When it is deactivated only the headings remain visible.

With the other buttons, you can specify the outline levels to be displayed. A click on the “1” button takes care of hiding all headings with outline levels below 1, so that only the major headings remain visible. A click on the “3” button makes all headings of level 3 and higher visible, etc.

By default, the **All** button is activated; thus, TextMaker displays headings of all levels.

---

## Expanding/collapsing single headings

As just described, in Outline view you can use the buttons “1” through “9” to hide details of the outline’s structure and view only headings of specified levels.

But what if you want to examine what is contained at lower levels under a *single* heading? The following alternative methods are available to you:

### ■ “+” and “-” buttons in the Outline toolbar

You can position the text cursor in the desired heading and then click on one of the following buttons in the Outline toolbar:

Button

Function

---



expands the view to include the next lower level



collapses the view to exclude all lower levels

### ■ “+” and “-” symbols left of the text paragraphs

Alternatively, you can make use of the plus or minus symbol that is displayed immediately to the left of each heading in Outline view:

A + indicates that the heading contains subordinate headings or normal text paragraphs that are currently hidden.

A –, on the other hand, indicates that whatever is immediately subordinate to the heading is already visible.

A double click on a + makes the content at *all* levels below the paragraph visible; a double click on – hides everything at the lower levels.

---

## Editing text in Outline view

It is possible to enter, edit and format text in Outline view. However, the normal view is better suited for these tasks, and it is recommended that you switch back to normal view to perform them.

### Deleting, copying and moving text

On the other hand, the Outline view is especially well suited for deleting, copying and moving headings *together with* associated text.

The easiest way to perform these tasks is to make use of the plus and minus symbols at the left the headings. By clicking on one of these symbols you can select the associated heading *and* any text that is subordinated to it. Then you can delete, copy or move the contents of your selection with the usual commands in the **Edit** menu (see chapter “Working with selections” [beginning on page 57](#)).

For example, to move a heading and its associated text, proceed as follows:

1. Click on the plus or minus symbol to the left of the heading. In this way, you select the heading *including* all text subordinated to it.
2. Invoke the **Edit > Cut** command.
3. Position the text cursor at the beginning of the line before which you want to reinsert the text that you just cut.
4. Invoke **Edit > Insert**.

The heading and its associated text have now been moved.

---

## Formatting headings

There is nothing “magical” about headings. They are just paragraphs that have been assigned to different outline levels. Accordingly, headings can be formatted as desired using the formatting commands with which you are already familiar.



## Tip: Formatting all the headings at a given level collectively (keyword “paragraph style”)

TextMaker formats headings automatically with specific paragraph styles: level one headings are always formatted with the **Heading 1** paragraph style, level two headings with the **Heading 2** style, etc.

Thus, if you want to change the appearance of *all* headings at a specific level, all you have to do is edit the corresponding paragraph style. To do this, proceed as follows:

1. Invoke **Format > Paragraph Style**.
2. Select the style corresponding to the headings you want to modify from the list. For example, if you want to modify all level one headings, select the **Heading 1** style.
3. Click on **Edit**.
4. A dialog box appears to enable you to set the desired paragraph formatting. By clicking on the **Character** button, you can also set character formatting for the selected style. Make the desired changes.
5. Click on **OK**.
6. Exit the dialog box with **Close**.

If necessary you can review the detailed information about styles that is presented in chapter “Styles” [beginning on page 115](#).

**Note:** When you edit the structure of a document in Outline view, TextMaker automatically applies the **Heading 1 ... 9** styles to the corresponding headings. You should not attempt to change the names of these styles or to apply other styles to the headings. Any such attempts would work, but not for long, because TextMaker would automatically reapply “its” styles when you subsequently changed the outline levels of paragraphs in the Outline view.

---

## Tips for experts: Managing headings with paragraph styles

When you change the outline level of a paragraph in Outline view, nothing much really happens: TextMaker merely applies one of the paragraph styles **Heading 1** through **Heading 9**.

What would some clever fox make of this? You guessed it: a clever user would infer that he or she could create a heading simply by applying one of the styles **Heading 1** through **Heading 9** to a text paragraph – which would be correct.

It follows that when you want to add a new heading you can do so without even using the Outline view. Simply type the heading and select the desired heading style from the Formatting toolbar – done.

You can change the outline level of an existing heading just as easily. For example, if you position the text cursor in a level 2 heading and apply the **Heading 3** style, the heading is demoted to level 3.

And there is an even faster way: By default, keyboard shortcuts **(Alt)(1)Alt + 1** through **(Alt)(3)Alt + 3** are defined for **Heading 1** through **3**, and the shortcut **(Alt)(0)Alt + 0** is defined for **Normal**. Thus, you can very quickly add headings, change their levels or demote them to normal text by using these key combinations.

**Explanation:** The outline level is a paragraph format!

At this point, you might ask: “What do styles really have to do with the outline?”

Simply put, the outline level is an altogether ordinary paragraph format as far as TextMaker is concerned. If you invoke the **Format > Paragraph** dialog, you will find an **Outline level** option there.

This option is preset to 1 ... 9 for the styles **Heading 1** through **9** respectively. This is the reason you can change the levels of headings with the styles.

**Note:** Normally, you should not change the **Outline level** option manually. Use the Outline view or the styles mentioned above to do this. These methods are more convenient and avoid potential sources of error.

---



## Practical outlining

To summarize, let’s consider how outlines can be applied most effectively in your ordinary work.

## Outlining an existing document

Let's assume that you have already typed a document that includes headings and now want to use outlining to restructure it.

To do this, all you need to do is to switch to the Outline view with **View > Outline** and assign the headings to the desired levels.

To raise or lower the outline level of any heading, position the text cursor in the heading and use the  (higher level) or  (lower level) button.

Assign the major headings to outline level 1, the immediately subordinate headings to outline level 2, etc.

To exit Outline view, invoke **View > Standard**.

## Outlining a new document

The procedure for outlining a new document is no different than the one described above, except that a new document will have no headings at first.

You can write out the whole document in a single stretch and then worry about the outline. Alternatively, you can assign each new heading to an outline level as soon as you have typed it, using the procedure described above.

---

## Numbering headings

The headings of a large document are often numbered. For example, a major heading might have the numbering 1. and its sub-headings the numberings 1.1., 1.2., etc.

TextMaker can number the headings of a document for you automatically. You can instruct it to do so as follows:

1. Create the document and outline it.
2. Create a numbered list with the desired type of numbering. In the **Numbered List** group box, select the **Hierarchical list** option and check the **Use paragraph's outline level as list level** option.
3. Apply the numbered list to the paragraph style "Heading 1".

Without having to do anything more, a numbering is immediately applied to each heading in the document in accordance with its level and your specifications. For example, level 1 headings might be numbered 1., 2., 3., etc., while level 2 headings would be numbered 1.2, 1.3, and so forth.

The procedure for accomplishing this is given in detail in the following steps:

## Step 1: Creating and outlining the document

First you must, of course, create the document and outline it. It makes no difference whether you begin constructing the outline as you begin the document or do your outlining only after you have entered the entire text.

You will find information about outlining documents in section “Outlines” [beginning on page 363](#).

## Step 2: Creating an appropriate numbered list

The next step is to create a numbered list appropriate for headings. To do this, proceed as follows:

1. Invoke the **Format > Bullets and Numbering** command.
2. Switch to the **Numbered lists** property sheet.
3. Click on the **New** button.
4. Give the new numbered list whatever name you like (for example, “Headings”) and confirm with **OK**.
5. **Important:** Select the **Hierarchical list** option in the **Numbered list** group box.
6. **Important:** Check the **Use paragraph’s outline level as list level** option.
7. You can change other settings to suite your wishes or simply retain the default settings. You will find information about the individual options in section “Options in the Numbered Lists dialog” [beginning on page 162](#).
8. Confirm with **OK**.
9. The numbered list is now defined, and you can exit the dialog box by clicking on **Close**.

### Step 3: Applying the numbered list to the “Heading 1” paragraph style

This final step is the real “key”: once you apply the numbered list that you created in the previous step to the “Heading 1” paragraph style, everything else follows automatically – every existing and newly inserted heading will be numbered automatically.

Even subordinate headings (of the second, third, etc. levels) will be numbered, because their styles are based on the “Heading 1” style.

Proceed with this step as follows:

1. Invoke the **Format > Paragraph Style** command.
2. Select the **Heading 1** paragraph style.
3. Click on the **Edit** button.
4. A dialog appears to enable you to edit the style. Click on the **Bullets** button contained there.
5. Another dialog appears to enable you to set up numberings. Switch to the **Numbered lists** property sheet.
6. Select the numbered list that you created in step 2.
7. Click successively on **OK**, **OK** and **Close** to exit all the dialogs.

All existing headings are now automatically numbered, and numbering will be applied automatically to any headings that you might add later.

**Tip:** If the format of the numberings does not suit you, you can always change the settings for the numbered list that you created in step 2 to adapt the format to your needs. To do this, invoke the **Format > Bullets and Numbering** command again, switch to the **Numbered lists** property sheet, select the list, click on **Edit** and make the desired changes. These changes will affect all the headings in the document – including those already numbered.

### Note for users of older versions of TextMaker

In older versions of TextMaker, headings could not be numbered automatically based on a numbered list and had to be numbered by means of manual insertions of “*Auto number*” fields.

If you have old documents in which the headings are still numbered using the old method, you can of course continue to use them without restriction. TextMaker continues to support the auto number field.

However, use of the new method is recommended when composing new documents, because numbered lists have several advantages:

- You no longer have to manually insert an “Auto Number” field at the beginning of each heading.
- Numbered lists are more flexible: they provide more kinds of numberings and more formatting possibilities.
- Numbered lists can be conveniently modified even after they have been applied. For example, if you want to change the formatting of *all* the numberings, all you have to do is edit the formatting of the numbered list – the numberings of *all* the headings will immediately change accordingly.

---

## Outlined documents and chapters

Outlined documents often have page headers and footers in which the reader can find information such as the title of the current chapter.

Naturally, TextMaker allows you to create such headers and footers. The only requirement is that you divide the document into *chapters*, which are permitted to have their own headers and footers.

To do this, use **Insert > Breaks > Chapter break** to insert a so-called *chapter break* before each new thematic section of the document – normally, that means before every major heading.

Now you can set up headers and footers with different contents for each chapter. You can also make other settings relating to page formatting (including even the paper format, page margins, etc.) on a chapter-by-chapter basis.

You will find detailed information about working with chapters in section “Dividing a document into chapters” [beginning on page 109](#).

---

# Tables of references (TOC, index, etc.)

TextMaker provides functions that authors can use to significantly lighten some of the most time-consuming work associated with the preparation of large documents: The creation of *tables of contents* and *indices* is easy with TextMaker, and TextMaker even supports the creation of *bibliographies* (collections of references to cited literature):

- For an **index** (see page 375) you merely have to tell TextMaker what words are to be indexed, and where they are in the text. This is done by selecting each word and invoking the **Extras > Index > Add Index Entry** command for it. When all the keywords have been set, you can tell TextMaker to create the index with **Extras > Index > Generate Index**.
- For a **table of contents** (see page 379) all you have to do is outline your document as described at the beginning of this chapter. The outline already contains all the information TextMaker needs about the hierarchy of the headings to enable it to create the table of contents as soon as you invoke the **Extras > Generate Table of Contents** command.
- For a **bibliography** (see page 381) you first enter all your sources in a bibliography database and assign it to the document. You can then insert references to your sources into the document. When you finally invoke **Extras > Bibliography > Generate Bibliography**, TextMaker automatically generates a list of all the referenced sources and places it at the end of the document.

Detailed information about these topics is presented on the following pages.

---

## Indices

An *index* is an alphabetized list of important keywords that occur in a document, giving the pages on which these words are found.

In this section you will learn how to set up an index.

---

## Preparing an index

Before TextMaker can create an index, you must specify the terms that should appear in it. To do this, you add them to a *keyword list*.

## Adding terms to the keyword list

To add a term to the keyword list, do the following:

1. Select the term that should appear in the index. This can be a word, a part of a word or a phrase.
2. Invoke **Extras > Index > Add Index Entry**.
3. By default, TextMaker records only the position of the occurrence of the term that is currently selected. If you want TextMaker to record in the keyword list the positions of *all* occurrences of the term in the text, check the **Index all occurrences** option (see below for additional information).
4. Click on **OK**.

Now you have added the selected term to the list of keywords. TextMaker records in this list not only the term itself, but also the position of its occurrence in the text. Later, when the index is created, this term will appear in it, and the number of the page on which the term was selected as a keyword will appear to the right of the term.

For the index to fulfill its function, it is important to select the position at which a term is added to the keyword list with care. For example, the word “print” occurs frequently in a word processor manual. When indexing this word, it makes more sense to add to the keyword list only those occurrences that are found in a section of the document dealing particularly with the topic of “printing”, than to add all occurrences. This way, the index will not be overloaded with useless references.

## Adding multiple occurrences of a keyword

By the way, the same term can be added to the keyword list *multiple* times. Such a term appears in the index only once, but the entry for it includes multiple page numbers.

**Note:** The cases of letters in keywords are ignored. If both “Print” and “print” are added to the keyword list, the index will collect references to both terms under the single entry “Print”.



## Adding all occurrences of a term

In some cases it makes sense to create an index entry that refers to *all* the positions in the text at which the keyword appears. Naturally, you can do this by selecting each separate occurrence of the term and adding it to the list in the manner described above. However, TextMaker can relieve you of this task.

To enable TextMaker to do this, check the **Index all occurrences** option when you add the keyword to the list with **Extras > Index > Add Index Entry**. TextMaker will then search the entire text for the given term when it creates the index and it will include the numbers of all the pages on which the term occurs.

---

## Editing the keyword list

The content of the keyword list can be edited at any time after terms have been added. To edit the list, invoke the **Extras > Index > Edit Index Entries** command and proceed as follows:

### ■ Deleting an index entry

Keywords added to the list by mistake can be removed with the **Delete** button. To remove an entry, select it from the list and click on **Delete**.

### ■ Searching for occurrences of a keyword

You can find the position in the text at which a specified entry in the keyword list occurs with the **Go to** button. To do this, select the keyword from the list and click on **Go to**. TextMaker places the text cursor at the position in the text where the term occurs. If the several occurrences of the term are recorded, the cursor is positioned at the first occurrence.

## The {Index:'...'} field

In conclusion, some technical information for advanced users:

When a selected term is added to the keyword list, TextMaker inserts an invisible “Index” field in the text immediately following the selection. For example, if the term is “fish”, the index field inserted is: *{Index: 'fish'}*.

You can make these index fields visible by invoking **File > Properties**, switching to the **View** property sheet and checking the **Display field names** option. In this way you can examine the text to determine exactly what terms have been added to the keyword list, and exactly where they occur.

This method does *not* apply to terms that have been added to the list with the **Index all occurrences** option checked, because no index fields are inserted for such terms. They are handled by functions internal to the program.

---

## Creating the index

In the course of adding terms to the keyword list with the **Extras > Index > Add Index Entry** command you have made TextMaker aware of the words that are to appear in the index. Now you can have TextMaker create the index itself.

To do this, proceed as follows:

1. Position the text cursor at the beginning of the line on which the index should be placed.
2. Invoke **Extras > Index > Generate Index**.
3. Specify either the creation of a new index at the current position, or the updating of an existing index by selecting the appropriate option in the **Placement** group box.
4. Select the desired form of the index in the **Heading** group box:

<b>None</b>	Index entries follow each other without breaks
<b>Blank line</b>	A blank line is inserted before each index entry that begins with a new first letter
<b>First letter</b>	A large letter representing the first letter of the immediately following index entries is inserted before each entry that begins with a new first letter.

As soon as you confirm with **OK** TextMaker inserts the index into the text.

<b>Q</b> Quantum mechanics, 78
<b>R</b> Raster, 102, 163 Registration card, 11 Right arrow key, 20 Roman, 151

*Sample from an index (with "First letter" headings)*

The keywords appear in alphabetical order. At the right of each keyword, TextMaker inserts the numbers of the page(s) on which it occurs.

If the **Use chapter number** option is checked in the Generate Index dialog, the chapter number (together with a separating dash) is added before each page reference.

## Q

Quantum mechanics, 4-78

## R

Raster, 5-102, 8-163

Registration card, 1-11

Right arrow key, 1-20

Roman, 7-151

*Sample from an index with chapter numbers*

Naturally, it makes sense to use this option only when you have divided the document into multiple chapters with the **Insert > Break > Chapter break** command (see section “Dividing a document into chapters” [beginning on page 109](#)).

Additional information:

- You will find information about **Updating** references in section “Updating tables of references” [beginning on page 387](#).
- You will find information about **Editing and Formatting** references in section “Editing and formatting tables of references” [beginning on page 388](#).

---

## Tables of contents

A *table of contents (TOC)* is a list of all the headings in the document, each with a page number.

Unlike an index, a table of contents does not depend on a list of entries that you have to create yourself prior to its creation. Your document merely has to be outlined. You can review the outlining process in section “Outlines” [beginning on page 363](#).

TextMaker already knows from the outline what headings the text contains and what hierarchical relations they have to each other.

Accordingly, the creation of a table of contents is easy:

1. Position the text cursor at the beginning of the line on which the table of contents is to be placed.
2. Invoke **Extras > Generate Table of Contents**.
3. Specify whether a new table of contents is to be created at the current position, or an existing table is to be updated by selecting the appropriate option in the **Placement** group box.

As soon as you confirm with **OK** the table of contents is inserted into the text.

The Love Life of Trees .....	1
In Spring.....	1
March .....	1
April .....	3
May .....	4
In Summer.....	7
In Autumn .....	10

*Sample from a table of contents*

TextMaker puts the headings at the left; to the right of each heading it inserts a tab, followed by the corresponding page.

## Options

The functions of the options in the dialog box for this command are as follows:

- You can select an option for **Include levels** to specify the outline levels to be included in the table of contents. By default, all levels (1 through 9) are included.
- When you check the **Use up to first tab** option, TextMaker examines each heading to see if it contains tabs. If a heading contains tabs, all tabs except the first are ignored when the heading is imported into the table of contents.
- The **Use numbering** option is checked by default. Thus, if you have numbered the headings in your document, they will appear in the table of contents with the corresponding numberings.

If you don't want the table of contents entries numbered, uncheck this option.

You can review information about numbering the headings of a document in section “Numbering headings” [beginning on page 371](#).

- The options in the **Placement** group box allow you to specify what should happen if the document already contains a table of contents:

If you select **Replace existing table**, the existing table of contents is replaced.

On the other hand, if you select **Create new table**, TextMaker leaves the original table in place and inserts an *additional* table of contents.

### Additional information:

- You will find information about **updating** references in section “Updating tables of references” [beginning on page 387](#).
- You will find information about **editing and formatting** references in section “Editing and formatting tables of references” [beginning on page 388](#).

---

## Bibliographies

In the appendices to scientific literature you often find a *bibliography*. This is a reference list of all the publications to which the author refers in the work.

TextMaker has functions that you can use to make working with bibliographies much easier.

These functions are best applied step by step as follows:

- **Step 1:** First of all, you need a *bibliography database*. There, you enter all your cited sources. You can use an existing database (an example is included with the program) or set up a new one with **Extras > Create Database**.

The database can be organized any way you like, except that it must always include a field for a “shortcut” (abbreviation) that can serve as a unique reference for each source, and also fields for the author and title of each source.

- **Step 2:** Next, invoke **Extras > Bibliography > Bibliography Settings** and use the **File** button in the command dialog to assign your database to the document as a bibliography database. Then select those fields of your database that are to serve respectively as the **Reference Field**, **Author Field** and **Title Field** for the creation of the bibliography.

- **Step 3:** Now you can invoke **Extras > Bibliography > Insert Bibliography Field** to insert references to the sources contained in the bibliography database into the text (for example, “As mentioned in [*DNA1979*] ...”).
- **Step 4:** Finally, you can invoke **Extras > Bibliography > Generate Bibliography** to have TextMaker create a bibliography at the end of the document. The bibliography will contain a list of all the sources to which you inserted references in the text (see step 3). Each source listing will be based on the corresponding record in the bibliography database.

You will find detailed information about this on the following pages.

---

## Step 1: The bibliography database

In order to be able to make use of the bibliography functions, you first need a *bibliography database*. This is a database in dBase format in which information about all the sources can be entered.

It is recommended that each document have its own bibliography database. However, if you are planning to write multiple documents that will refer to exactly the same sources, then of course you can set up a single database that will be common to all those documents.

### The structure of a bibliography database

A bibliography database must contain at least the following fields:

- a field for a unique *abbreviation* for the source (see below)
- a field for the name of the *author* of the source
- a field for the *title* of the source

The *abbreviation* must be distinct for every source. By convention, the abbreviation consists of author’s initials and the year of publication. For example, if the source were a book the author *Harry Smith* had published in 1979, *HS1979* (or *HS79*) would be used as the abbreviation.

Apart from the requirement that it must contain the above listed three fields, the database can be organized in whatever way is preferred. For example, it can contain fields for the date of publication, the publisher, etc.

**Tip:** TextMaker's document folder contains a simple example database called biblio.dbf that you can examine. Under Windows, this file can be found in the SoftMaker folder under My Documents.

## Setting up a new bibliography database

Unless you already have a bibliography database that you want to use, you will have to set up a new database. To do this, you can use TextMaker's database module or any other dBase compatible database program.

With TextMaker, you create a new bibliography database as follows:

1. Invoke the **Extras > Create Database** command.
2. Give the database whatever name you like, and confirm with **OK**.
3. Add the desired fields to the database. The database must always contain fields for a unique "shortcut" (abbreviation), author, and title.

You will find information about the operation of the field setup dialog in section "Creating a database" [beginning on page 324](#).

4. When you are finished, click on **OK**.
5. TextMaker immediately creates the database and then opens it.

If you want to enter your sources into the database at this point, you can do so. Otherwise, invoke the **File > Close** command to close the database.

## Editing the bibliography database

Next, you must fill in the bibliography database, entering there information about the sources to which you refer in your document. Naturally, it is up to you if you want to enter all sources at once, or add sources only as required.

To enter sources, you can use TextMaker's database module, which is invoked with the **Extras > Edit Database** command. You will find information about the operation of the database module in chapter "Database" [beginning on page 303](#).

---

## Step 2: Assigning the bibliography database

In the next step, you tell TextMaker what database you want to use as the document's bibliography database. In addition, you specify the fields of the database from which TextMaker is to obtain abbreviations for use in references, author names, and titles for the sources.

To do this, proceed as follows:

1. Open the document to which you want to assign the bibliography database you created in step 1, or start a new document.
2. Invoke **Extras > Bibliography > Bibliography Settings**.
3. Click on the **File...** button.
4. A file dialog appears. There, navigate to the folder containing the bibliography database, select the database and confirm with **OK**.
5. You still have to specify the database fields that contain the abbreviations ("shortcuts"), author names, and titles for the sources. To do this, make the appropriate selections from the three dropdown lists in the **Settings** group box.
6. If required, you can also specify the form in which the references that you will insert in step 3 (see that step) should be displayed by setting options in the **Reference Style** group box.
7. When you are satisfied with all the settings, confirm with **OK**.

TextMaker now knows what database contains information about the sources for this document and how this information is distributed over the database's fields. So you can proceed to step 3.

---

## Step 3: Inserting references to sources

When you have completed steps 1 and 2, you can insert *bibliography fields* in the text. These are references to sources that are recorded in the bibliography database.

You can insert such a reference whenever you refer to one of the sources in the text – for example “as mentioned in [*DNA1979*], ...”.

You insert a reference to a source into the text as follows:

1. Move the text cursor to the desired position.



2. Invoke **Extras > Bibliography > Insert Bibliography Field**.
3. Choose the desired database entry from the list.

**Tip:** You can always use the **Edit** button to edit the contents of the database. In this way you can, for example, add a new entry.

4. Confirm with **OK**.

The reference is immediately inserted into the text. Depending on the options selected in the **Bibliography Settings** dialog, either the abbreviation or the number of the source will appear in the text (see below).

Proceed as described above each time you want to insert a reference to one of the sources in your database into your document.

## Options for the styles of references

The Bibliography Settings dialog allows you to change the appearance of references whenever necessary. For example, you can specify whether they should appear as abbreviations taken from the database, or as automatically generated numbers.

To set the style of a reference, invoke **Extras > Bibliography > Bibliography Settings** and make the desired settings in the **Reference Style** group box.

The following options are available:

- You can select **Use reference field** to specify that the references should be shown as “abbreviations” for the sources, based on entries in the database – for example [DNA1979].
- You can select **Number entries** to specify that the references to the sources should be shown as numbers, generated automatically – for example [42].

The source for the first reference that you insert receives the number [1], the source for the second reference receives the number [2], etc.

**Note:** When you switch from one of these options to the other, the appearance of all the references in the document immediately changes in accordance with your selection. On the other hand, the bibliography itself (if it already exists) will not reflect your changes until you *update* it (see section “Updating tables of references” [beginning on page 387](#)).

- The **Brackets** option allows you to specify the type of brackets in which the references will be enclosed.

If you specify the { } setting, for example, instead of the default setting [ ], all the references will be enclosed with curly braces, rather than with square brackets, as before. Accordingly, instead of [DNA1979] you will see {DNA1979}.

---

## Step 4: Creating the bibliography

In the final step you have TextMaker generate the bibliography at the end of the document. The bibliography will list all the sources from the bibliography database to which you inserted references in the text (as described in step 3).

To insert a bibliography, proceed as follows:

1. Position the text cursor at the beginning of the line on which you want the bibliography to be placed.
2. Invoke **Extras > Bibliography > Generate Bibliography**.
3. Specify whether a new bibliography is to be created at the current position, or whether an existing bibliography is to be updated by selecting the appropriate option in the **Placement** group box.
4. As required, you can modify the way the source listings will appear in the bibliography using the large edit field at the bottom of the dialog (see below).

When you confirm with **OK** the bibliography is inserted into the text.

**Note:** As mentioned in the introduction to step 4, only those sources from the bibliography database that are actually *referenced* in the document (see step 3) appear in bibliography.

## Changing the appearance of the bibliography

Before clicking on **OK** to close the above described dialog, you can, if required, change the form in which the source listings will appear:

**Editing text:** You can always edit the text that appears in the edit field. Use the standard editing commands for this purpose.

**Changing formatting:** The formatting can also be changed. To change formatting, first select the segment of text you want to format in the edit field and then use the miniature Formatting toolbar displayed above it to change the character format.

**Inserting fields:** Fields from the bibliography database are indicated with curly braces. As required, you can insert additional database fields into the edit field, either by simply typing the field name (e.g. {AUTHOR}) or by double clicking on the desired field in the **Fields** list.

**Tip:** The first item in the **Fields** list is always a field called {#REF}. This field is created automatically and has the following special characteristic: It contains *either* the abbreviation *or* an automatically generated number for the source – depending on which of these settings you selected in the Bibliography Settings dialog.

Additional information:

- You will find information about updating references in section “Updating tables of references” [beginning on page 387](#).
- You will find information about editing and formatting references in section “Editing and formatting tables of references” [beginning on page 388](#).

---

## Updating tables of references

**Important:** When you edit a document into which you have already inserted a table of references (table of contents, index or bibliography), the table is *not* automatically updated in step with your editing.

Thus, when the document’s page count changes because you have typed additional text, the table of references continues to show the now *outdated* page numbers. And when, for example, you add new headings, the table of contents does *not* expand automatically.

To make a document’s tables of references reflect the current state of the document, you must *update* them. You do this as follows:

1. When you want to update the *index*, invoke **Extras > Index > Generate Index**.

When you want to update the *table of contents*, invoke **Extras > Generate Table of Contents**.

When you want to update the *bibliography*, invoke **Extras > Bibliography > Generate Bibliography**.

2. Make sure that the **Placement** option in the dialog box is set to **Replace existing table**.
3. Confirm with **OK**.

TextMaker immediately removes the existing table and replaces it with an updated version.

**Important:** Before printing a document containing tables of references, always remember to update the tables, so that they reflect the document's current state.

---

## Editing and formatting tables of references

In *theory*, tables of contents, indices and bibliographies can be edited just like normal text. However, you should take note of the following:

**Important:** If you change the content and/or formatting of a table of references manually, your changes will be *lost* when TextMaker subsequently updates it, because the updating process involves the removal and reinsertion of the table.

It follows that manual changes to text or formatting in a table of references make sense only when your document is 100% ready for printing and the table will not have to be updated again.

Normally it is not necessary to change the text in tables of references anyway, and there are much more elegant ways to change their formatting:

**Tip:** Tables of references are automatically formatted using paragraph styles, and their formatting can be conveniently modified with the help of these styles.

When you create a table of contents, index or bibliography, TextMaker creates the following styles for each:

## ■ “TOC 1” through “TOC 9”

Paragraph styles for entries in the *table of contents*, according to outline level. Entries for the first outline level (i.e., for major headings) are formatted with the “TOC 1” style, entries for the second level are formatted with the “TOC 2” style, etc.

## ■ “Index”

The paragraph style for entries in the *index*

## ■ “Index Heading”

The paragraph style for the large letters that are used as headings for sections of the *index* (when the **First letter** option has been selected prior to the creation of the index)

## ■ “Bibliography”

The paragraph style for entries in the *bibliography*

Thus, if you want to change the formatting of a table of references, you can change one or more of these styles. For example, if you want to increase the font size for the major headings in the table of contents, all you have to do is change the “TOC 1” style accordingly:

1. Invoke **Format > Paragraph Style**.
2. Select the “TOC 1” style from the list and click on **Edit**.
3. A dialog appears to enable you to change the formatting. Here, click on **Character**.
4. Set the desired font size in the **Size** field.
5. Exit the dialogs by clicking in succession on **OK**, **OK** and **Close**.

Now the major headings in the table of contents are rendered in the new font size. This formatting will remain in effect after you update the table and even if you remove and reinsert it.

If necessary, you can go to chapter “Styles” [beginning on page 115](#) to review general information about the use of styles.

---

# Cross-references

With the **Insert > Cross reference** command, you can insert a reference to a specific text element (for example, a bookmark or an object) into the text.

This command inserts a field that displays, for example, the page number of the targeted text element. Thus if you have inserted a picture on page 3 of the document, you can introduce a cross-reference to this picture – for example, “see picture on page 3” – at some other place in the document.

Cross-references can target text elements of the following kinds:

- bookmarks
- footnotes
- objects (pictures, drawings, etc.)

Cross-references to *bookmarks* are often encountered in large documents.

For example, if you wanted to insert a cross-reference to the index at the end of your document, you would first put a bookmark at the beginning of the index. Then you would return to the place in the document where the reference should appear, type something like “See also the index beginning on page “, and insert a cross-reference to the bookmark. The cross-reference would show the number of the page on which the index begins.

Cross-references are updated automatically when the document is printed. They can also be updated manually, if desired, with the **Extras > Update Fields** command.

The following pages contain detailed information about working with cross-references.

---

## Inserting a cross-reference

To insert a cross-reference in the text, do the following:

1. If you want to insert a cross-reference to a *bookmark*, you must first set the bookmark at the target position with the **Insert > Bookmark** command (see also section “Bookmarks” [beginning on page 144](#)).
2. Then, move the text cursor to the place in the text where the cross-reference is to be inserted.

3. Invoke the **Insert > Cross reference** command.
4. Select the kind of text element that the cross-reference should target from the **Type** list: a **Bookmark**, a **Footnote** or an **Object**.
5. Select the specific bookmark, footnote or object to which the cross-reference should refer from the **Target** list.
6. From the **Show** list, select either **Page**, to specify that the cross-reference should show the page number of the target, or **Number**, to specify that the cross-reference should show the target's own number (see "Options" section below).
7. Confirm with **OK**.

TextMaker immediately inserts the cross reference into the text.

## Options

The options in the dialog box for this command are as follows:

### ■ **Type**

Here you specify the kind of text element that the cross-reference is to target: a **Bookmark**, a **Footnote** or an **Object**.

### ■ **Target**

Here you select the target for the cross-reference. The contents of this list depend on the **Type** of target selected. For example, if you have selected **Bookmark** as the type, all the existing bookmarks in the document will be displayed in this list. Select the desired bookmark from the list with a mouse click.

### ■ **Show**

Here you specify what the cross-reference should show:

**Page:** The cross-reference shows the number of the page on which the target is to be found.

**Number:** The cross-reference shows the number of the target itself:

For *footnotes*, the footnote's number is shown.

For *bookmarks*, the number of the paragraph in which the bookmark has been set is shown. For this to work properly, the paragraph must have been given a numbering using the **Format > Bullets and Numbering** command. If the paragraph has not been numbered, the cross-reference will show a zero.

This option is not available for *objects*.

---

## Editing and updating a cross-reference

Cross-references are *fields*; thus, what goes for fields in general goes for cross-references as well: they can be formatted, deleted, copied and moved in the same way as normal text; however, their contents cannot be edited directly.

**Tip:** Whenever you want to see a document's cross-references and the targets to which they refer you can check the **Display Field Names** option on the **View** property sheet of the **File > Properties** dialog. Then the cross-references will be displayed in a form in which their types and targets are visible – for example, “{Reference.Bookmark.Page:name\_of\_bookmark}”.

### Updating cross-references

The values displayed in the text by cross-references behave just like the values assumed by all other kinds of fields. When inserted, these values reflect the current state of the referenced text elements, but they are *not* permanently fixed. Consider this example: if you move the target of a cross-reference to another page, the page number displayed by the cross-reference does not change immediately; it continues to reflect the original position of the target.

However, when you *print* the document, TextMaker automatically updates all its fields (including this cross-reference) to reflect the latest state of the document. Thus, when you print the document you can be sure that all cross-references will be correct.

As needed, you can also update the fields of a document manually by invoking the **Extras > Update Fields** command (keyboard shortcut: (F9)F9). All fields and calculations will then be brought up to date.



Invalid references: If you delete the target of a cross-reference, then of course the cross-reference becomes invalid. In such a case, when you update the document, the message “**Target not found!**” is displayed in the text by the cross-reference. You can correct the problem by removing the cross-reference and inserting a new one (with a valid target).

---

## Footnotes

When your text requires explanatory comments, you can place such comments in *footnotes*. Footnotes usually appear at the bottoms of the pages on which they are referenced; however, they can also be grouped together at the ends of chapters or even at the end of the document.

Footnotes consist of two parts: a superscripted footnote marker in the body text, and the footnote text to which it refers.

When you encounter heavy fog<sup>1</sup> you should immediately slow down<sup>2</sup> and turn on your fog lights.

---

<sup>1</sup> Visibility less than 150 feet

<sup>2</sup> Maximum 30 mph

*An example of the use of footnotes*

TextMaker numbers footnotes automatically in an ascending sequence. If you insert a new footnote in the text, or delete an existing footnote, the numbering of any following footnotes is automatically adjusted. You can set “footnote options” as required to control the way the automatic numbering is handled.

By default, TextMaker automatically inserts a separator line between the text and the footnote area. If you wish, you can specify a custom format for this line, or even disable it, by setting the appropriate footnote options.

Detailed information about footnotes is presented on the following pages.

---

## Inserting and editing footnotes

When, at some point in your text, you want to refer your reader to an explanatory remark, simply insert a footnote at that point and then type the explanatory remark.

TextMaker does the rest (the formatting, placement and numbering of the footnote) for you.

You insert a footnote this way:

1. Position the text cursor immediately after the word or phrase to which you want to append the footnote.
2. Invoke the **Insert > Footnote** command. A submenu opens. Select the **Footnote** command from the submenu.
3. A dialog box appears. There you can specify whether the footnote marker should be numbered automatically or assigned a user-defined number.

Normally, you should leave the setting at **Auto numbered**. If you change the setting to **Custom**, you must enter a number for the footnote yourself, and the footnote will then be assigned this number.

4. When you confirm with **OK**, TextMaker inserts a superscripted *footnote marker* (normally, an automatically generated number). It then creates an area for the footnote at the bottom of the page, inserts a copy of the footnote marker in this area, and repositions the text cursor in this area immediately following the marker.
5. Now you can enter the text of the footnote.

To find out more about the settings hidden behind the **Options** button in the above described dialog, refer to section “Footnote options” [beginning on page 396](#).

To return from the footnote area back to the body text simply click anywhere in the text. Alternatively, you can use the **Insert > Footnote > Go To Footnote Reference** command, which takes you back to the position in the text at which the footnote was inserted.

## Changing footnote text after it has been entered

You can edit the footnote texts at the bottom page margins any time you wish. All you have to do is position the text cursor in the footnote area. You can use one of the following procedures:

- Scroll to the page containing the footnote you want to change and click with the mouse in the corresponding footnote area in the bottom page margin.

**Note:** This works only in normal view. If you are working in some other viewing mode, you must first switch to normal view with **View > Standard**.

- You can also command TextMaker to find the next footnote in the text with **Insert > Footnote > Go to Footnote**. When a footnote is found, the corresponding footnote area is displayed, and the text cursor is positioned within this area at the beginning of the footnote text.

Now you can edit the footnote text. You already know how to return to the normal text: simply click anywhere within it.

Reinserting footnote markers: If you should accidentally delete the footnote marker in the footnote area, you can command TextMaker to reinsert it with **Insert > Footnote > Footnote Mark**.

## Moving, copying and deleting footnotes

You can move, copy or delete text segments containing footnotes in the usual manner. TextMaker automatically reorders the footnote texts and adjusts the numbering without any special action on your part.

However, you should observe the following rule when performing these functions:

**Important:** When you copy, move or delete footnotes, you should always do it in the *text* – not in the footnote area at the bottom page margin.

For example, if you delete the footnote text for a footnote in the footnote area, the footnote itself *remains* in place as before – what is gone is merely its text. If, on the other hand, you select and delete the footnote marker in the text, the whole footnote (marker *and* text) is removed, and all the remaining footnotes are renumbered.

---

## Changing the formatting of footnotes

You can change the formatting of the footnote text or its footnote marker any time.

### Formatting footnote text

To change the formatting of the text of a footnote, simply set the text cursor into the footnote text and apply the desired formatting.

**Tip:** When you want to change the formatting of the text for *all* the footnotes in the entire document, TextMaker can save you a lot of work. All you need to do is change the “Footnote text” paragraph style that TextMaker creates automatically as soon as you insert the first footnote.

By default, the text of all footnotes is formatted with this paragraph style. Thus, to the extent that you have not made any manual changes to the formatting of text in the footnotes, changes you make to the “Footnote text” style will affect the text in *all* footnotes.

To edit this style, proceed as follows:

1. Invoke **Format > Paragraph Style**.
2. Select the “Footnote Text” style from the list; then click on **Edit**.
3. A dialog appears to facilitate changes to the formatting. Here, make the desired changes. Notice that you can, for example, click on the **Character** button to change the character formatting for this style.
4. Exit the dialogs with **OK**, followed by **Close**.

You will find general information about the use of styles in chapter “Styles” [beginning on page 115](#).

## Formatting footnote markers

TextMaker automatically formats the footnote marker as superscript. However, you can change the marker’s formatting according to your preference. To do this, select the footnote marker, invoke the **Format > Character** command and make the desired changes.

**Tip:** By default, all footnote markers are formatted with the “Footnote Reference” character style (note: *character* style, not *paragraph* style!). Thus, if you change this character style with the **Format > Character Style** command, *all* footnote markers in the entire document will be affected.

---

## Footnote options

The dialog box for the **Insert > Footnote > Footnote** command contains an **Options** button that gives you access to additional settings for footnotes.

To change these settings, proceed as follows:

1. Invoke the **Insert > Footnote > Footnote** command.
2. Click on the **Options** button.
3. Make the desired changes (see below).
4. Confirm with **OK** to return to the **Insert > Footnote > Footnote** window.
5. If you want to apply your changes to the footnote options without inserting a new footnote, click on **Close**. On the other hand, if you want to apply your changes and also insert a new footnote, click on **OK**.

The dialog box contains two property sheets. The **Options** property sheet, which is selected by default, contains the following items:

## Position

Normally, the footnote texts are placed at the bottom margins of the pages on which they are referenced. You can specify that they should be placed elsewhere by changing the setting of the **Position** option:

### ■ **Bottom of page**

This is the default setting – the footnote texts are placed at the end of the pages on which they are referenced.

### ■ **End of chapter**

Select this option if you have used **Insert > Breaks > Chapter break** to divide your document into multiple chapters and you want the footnote texts referenced in each chapter to appear grouped together at the end of the chapter. You will find information about the use of chapters in section “Dividing a document into chapters” [beginning on page 109](#).

### ■ **End of document**

With this option you obtain what are called *end notes*: all the footnote texts appear together at the end of the document.

## Numbering group box

Here you make settings that control the numbering of the footnotes:

## ■ **Type**

Here you can change the type of numbering used. For example, you can select letters instead of numerals as markers for successive footnotes. The succession of footnotes is then represented by A, B, C, ... rather than by 1, 2, 3, ...

## ■ **Start at**

Here you can specify the number with which the enumeration should begin. The default value is “1”. If you enter “42”, for example, the first footnote will be numbered “42”, the second “43”, etc.

## ■ **Mode**

By making a selection from this list, you can specify whether the footnote numbering should be reset to “1” on every page or every chapter:

**Continuous numbering:** The numbering is never reset. This is the default setting.

**Restart on each page:** The numbering is reset to “1” at the beginning of every page of the document.

**Restart on each chapter:** The numbering is reset to “1” at the beginning of every chapter.

## Separator line margins group box

Here you can set the margins for the separator line that is inserted automatically above the footnote area:

The **Top** margin determines the minimum spacing between the text and the separator line, while the **Bottom** margin determines the spacing from the line to the footnote texts.

As you increase the **Left** margin, the separator line starts further to the right; as you increase the **Right** margin, the separator line ends earlier.

## Separator line property sheet

When you want to change the appearance of the footnote separator line, switch to this property sheet. To change, for example, the line’s thickness, select the desired thickness from the **Thickness 1** list.

If you don't want the footnote separator line to appear at all, select the option **None** from the **Line style** list.





---

# Document revisions

You can *add comments* to documents and *track changes* made to them. These capabilities are applicable, for example, when several users make successive revisions to a document:

## ■ Using comments

You can select text anywhere in a document and then attach a *comment* to it.

For example, if a colleague gives you a document to review, you can insert notes like “make this section shorter” directly into the document and then return it to her. She can then make the revisions you have recommended in your comments.

## ■ Tracking changes in a document

The “*Track changes*” function lets you do even more. When it is activated, you can make changes to a document – delete or add text, alter formatting, etc. – as you like. However, your changes are not simply applied as they would be otherwise; rather, they are at first only highlighted in color and saved as “proposed changes”.

So, if a colleague sends you a document for correction, turn on the “*Track changes*” function, make the desired changes, and return the document to your colleague. She can then review your proposed changes and separately accept or reject each of them. If she *accepts* a change, it is saved permanently in the document; if she *rejects* a change, it is removed.

You can, of course, apply comments and use the “Track changes” function in combination.

You will find detailed information about both these functions on the following pages.

---

## Using comments

You can insert comments anywhere you like in the text of a document by invoking the commands from the **Extras > Comments** menu.

Text to which a comment is attached is highlighted with color. If you point to such text with the mouse, the comment is displayed in a small window.

Or, if the *comments pane* is enabled, the comment is displayed there. When enabled, the comments pane appears in the right margin of the document and displays comments associated with the visible text at all times.

By default – that is, unless you have enabled the **Print comments** option in the document’s properties – comments are only displayed on the screen and are not printed.

### Tip: Using the “Reviewing toolbar”

The easiest way to apply comments is to use the *Reviewing toolbar*.



*The Reviewing toolbar*

This toolbar appears automatically whenever the document contains at least one comment. If this toolbar is not displayed, you have probably disabled it. To enable it again, invoke the command **View > Toolbars** and click on the check box to the left of **Reviewing Toolbar** in the **Toolbars** list box.

The Reviewing toolbar includes the following buttons (from left to right):

- Insert comment
- Edit current comment
- Delete current comment
- Go to previous comment
- Go to next comment
- Comments pane on/off
  
- The buttons further to the right are not for comments but for tracking changes in the document (see the section “Tracking changes in a document” [beginning on page 407](#)).


Detailed information about these functions is presented in the following sections.

---

## Inserting comments

To insert a comment, do the following:

1. Select the text to which you want to attach a comment.
2. Invoke the command **Extras > Comments > Insert Comment**.

Tip: This command can also be invoked by clicking on the  icon in the Reviewing toolbar.

3. Type your comment in the small window that appears.
4. When you have completed your comment, click anywhere in the text to close the comment window.


The comment is now entered. You recognize this from the fact that the text to which it is attached is highlighted in color.

---

## Editing comments

To edit a comment, do the following:

1. Position the text cursor anywhere within the text whose comment you want to edit.
2. Invoke the command **Extras > Comments > Edit Comment**.

Tip: This command can also be invoked by clicking on the  icon in the Reviewing toolbar.

3. Make the desired changes in the small editing window that appears.
4. When you have finished editing, click anywhere in the text to close the comment window.


The comment now reflects your changes.

---

## Deleting comments

To delete a comment, do the following:

1. Position the text cursor anywhere within the text whose comment you want to delete.
2. Invoke the command **Extras > Comments > Delete Comment**.

Tip: This command can also be invoked by clicking on the  icon in the Reviewing toolbar.

The comment is now removed.

---


## Displaying and printing comments

There are two ways of viewing comments:

### ■ In the comments pane (always visible)

When you insert a comment into a document for the first time, or when you open a document that already contains comments, the *comments pane* is automatically displayed in the right margin of the document. The comments pane is a white area in which all the document's comments are displayed. To clarify the relationships between comments and text, each comment is connected by a line to the segment of text to which that comment refers.

You can turn the comments pane on or off as needed by invoking the command **Extras > Comments > Automatically Show Comments Pane**.

Tip: This command can also be invoked by clicking on the  icon in the Reviewing toolbar.

**Note:** Even with this option enabled, the comments pane will not be visible unless the document actually contains comments.

### ■ In pop-up windows (made visible by pointing)

If the comments pane is disabled, a comment becomes visible only when you point with the mouse to a segment of text to which a comment is attached. Then the comment is displayed in a small window.

## Printing comments

Normally comments appear only on the screen; they are not printed. If you want comments to be printed along with regular text, activate the **Print comments** option (see the section “Settings for comments” [beginning on page 405](#)).



**Note:** Regular text will be reduced in size to make room on the printed page for the comments. Thus, its measurements will *not* correspond to the measurements specified for the document.

---

## Locating comments

The **Extras > Comments** menu contains two commands that you can use to jump from one comment in the document to another:

- **Extras > Comments > Previous Comment** jumps to the previous comment.
- **Extras > Comments > Next Comment** jumps to the next comment.

Tip: These commands can also be invoked by clicking on the  and  icons in the Reviewing toolbar.

---

## Settings for comments

You can make various settings for comments with the command **Extras > Comments > Options**.

Note: The options dialog box is also accessible by invoking **File > Properties** and changing to the **Reviewing** property sheet.

The following options are available:

### Comments group box

- **Highlight comments in text**

When this option is enabled, all text segments to which comments are attached are highlighted in color.

- **Print comments**

When this option is enabled, comments appear not only on the screen, but also on the printed page.

**Note:** Regular text will be reduced in size to make room on the printed page for the comments. Thus, its measurements will *not* correspond to the measurements specified for the document.

## ■ Color

Specifies the color to be used to highlight commented text and to display comments in the comments pane.

If you use the default setting **By Author**, a different color is selected automatically each time a different user edits the document. When the first user adds comments, these appear in red. When a second user subsequently opens the document and adds comments, those appear in blue, etc.

**Note:** For this to work correctly, all users who edit the document must have entered their *names* in the TextMaker preferences dialog. To enter your name, invoke **Extras > Preferences**, switch to the **General** property sheet, activate either the **User (Home)** button or the **User (Business)** button and type your name (or at least your initials) in the appropriate edit boxes.

## Comments pane group box

### ■ Show automatically

This check box corresponds to the menu command **Extras > Comments > Automatically Show Comments Pane**.

The *comments pane* is a white area in the right margin in which all the comments in the document are displayed.

When this option is enabled, the comments pane is displayed automatically when you insert the first comment into a document, or when the document already contains comments.

When this option is disabled, the comments pane is not displayed. However, you can still make comments visible: In this case, whenever you point with the mouse to a segment of text to which a comment is attached, a small window containing the comment pops up.

**Note:** Even when this option is enabled, the comments pane does not appear unless the document actually contains comments.

- **Width**

Allows you to set the width of the comment pane.

- **Position**

Allows you to set the position of the comments pane: right, left, outside, or inside.

## Changes group box

This section of the dialog contains additional options that pertain not to comments, but to the “*Track changes*” function (see the next section).

---

# Tracking changes in a document

After you enable the “*Track changes*” function, you can continue, just as before, to make whatever changes you like in a document. However, the changes are not immediately applied, but are highlighted in color and saved in the document as “proposed changes”.

Subsequently, you – or another user – can *accept* or *reject* separately each of these changes, and each will then be either permanently applied to the document or completely removed.

This function is especially useful when several users in succession will edit a document. An example: A co-worker composes a document and gives it to you to correct. You enable the “*Track changes*” function and make the desired changes. Then you return the document to the author. She can now accept or reject separately each of your changes with the press of a button.

Thus, revising a document with the help of the “*Track changes*” function involves three steps:

- Step 1: Enabling the “*Track changes*” function
- Step 2: Making the desired changes
- Step 3: Accepting/rejecting the individual changes

Read the following sections to learn more.

## Tip: Using the “Reviewing toolbar”

The easiest way to revise documents is to use the *Reviewing toolbar*.



*The Reviewing toolbar*

This icon toolbar appears automatically whenever the document contains changes that were made with the “*Track changes*” function enabled. Should it not appear, it is most likely because it has been disabled. To re-enable it, invoke the command **View > Toolbars** and click on the check box next to **Reviewing Toolbar** in the list of toolbars.

The Reviewing toolbar provides the following buttons (from left to right):

- The first six buttons are not for “*tracking changes*”, but for working with comments. You will find information about them in section “Using comments” [beginning on page 401](#).
- Track changes on/off
- Go to the previous change
- Go to the next change
- Accept the current change
- Reject the current change
- Accept all changes
- Reject all changes
- Accept or reject changes under dialog control
- Show changes on/off

Detailed information about the individual functions of these buttons is given in the following sections.


---

## Step 1: Enabling the Track changes function

To enable the “*Track changes*” function, open the document that you want to revise and invoke the command **Extras > Changes > Track Changes**.

In the menu, the icon next to the command is highlighted to indicate that the “*Track changes*” function is enabled.



Tip: When the document already contains tracked changes and the Reviewing toolbar is displayed, this command can also be invoked by clicking on the  icon in the Reviewing toolbar.

---

## Step 2: Making the desired changes

Next, make the desired changes in the document as you normally would. You can alter, delete and add text, change the formatting etc.

Thus, the document can be edited just as if the “*Track changes*” function didn’t exist. There is only one important difference: Your changes are not immediately applied to the document but are highlighted in color and otherwise marked as follows:

- When you add text, it is colored and underlined.
- When you delete text, it is colored and ~~struck through~~.
- When you change the formatting of text, it is colored.

In addition, a vertical line appears in the margin beside each line that contains a change, providing an indication that a change was made at that point.

---

## Step 3: Accepting/rejecting changes

When all the desired changes have been made, they can be either accepted or removed one by one.











Use the *Reviewing toolbar* described in the introduction for this purpose:



*The Reviewing toolbar*

This toolbar appears automatically when the document contains changes that were made with the “*Track changes*” function enabled. If it does not appear, invoke the command **View > Toolbars** and enable the **Reviewing Toolbar**.

The icons on the Reviewing toolbar that are responsible for document revisions include:

Icon	Function
	<p><b>Track changes (on/off)</b></p> <p>Enables/disables the “<i>Track changes</i>” function (as described above).</p>
	<p>Corresponds to the menu command <b>Extras &gt; Changes &gt; Track Changes</b>.</p>
	<p><b>Go to previous change</b></p> <p>Positions the text cursor at the previous change.</p> <p>Corresponds to the menu command <b>Extras &gt; Changes &gt; Previous Change</b>.</p>
	<p><b>Go to next change</b></p> <p>Positions the text cursor at the next change.</p> <p>Corresponds to the menu command <b>Extras &gt; Changes &gt; Next Change</b>.</p>
	<p><b>Accept current change</b></p> <p>Accepts the change at which the text cursor is presently positioned. The change is then saved permanently in the document.</p>
	<p><b>Reject current change</b></p> <p>Rejects the change at which the text cursor is presently positioned.</p>
	<p><b>Accept all changes</b></p> <p>Accepts <i>all</i> changes in the entire document.</p>
	<p><b>Reject all changes</b></p> <p>Rejects <i>all</i> changes in the entire document.</p>
	<p><b>Review all changes</b></p> <p>Opens a dialog box in which all changes are listed. To accept or remove a change, first click on the change in the list and then click on the <b>Accept</b> or <b>Reject</b> button.</p> <p>Corresponds to the menu command <b>Extras &gt; Changes &gt; Review All Changes</b>.</p>
	<p><b>Show changes (on/off)</b></p> <p>Turns the <b>Show Changes</b> option on or off. When the option is enabled changes are highlighted in color (as described in the previous section). When it is disabled, the document appears as if all changes had been accepted.</p> <p>Corresponds to the menu command <b>Extras &gt; Changes &gt; Show Changes</b>.</p>

---

## Settings for the Track changes function

With the command **Extras > Changes > Options** you can set various options for the “*Track changes*” function.

Note: You can also access this dialog box by invoking the command **File > Properties** and changing to the **Reviewing** property sheet.

The following options are available:

- **Comments and Comments pane** group boxes

The options in these two group boxes pertain not to the “*Track changes*” function, but to the insertion of *comments*. You will find information about them in section “Using comments” [beginning on page 401](#).


- **Track changes**

Turns the tracking of changes on/off.

Corresponds to the  icon in the Reviewing toolbar and to the menu command **Extras > Changes > Track Changes**.

- **Show changes**

Turns the **Show changes** option on/off. When this option is enabled changes are highlighted in color. When it is disabled, the document appears as if all changes had been accepted.

Corresponds to the  icon in the Reviewing toolbar.

- **Print changes**

When this option is enabled, tracked changes appear highlighted not only on the screen, but also in printed output.

- **Inserted text, Deleted text, etc.**

The options in the lower area of the dialog provide means of specifying how changes will be represented in the document. You can specify both the manner in which changes are displayed and the colors to be used to highlight the changes.

If you use the default setting **By Author** for a color, a new color will be selected automatically each time a new user makes changes. When the first user

makes changes, they will appear in red. Subsequently, when another user opens the document and makes additional changes, these will appear in blue, etc.

**Note:** For this to work correctly, all users who edit the document must have entered their *names* in the TextMaker preferences dialog. To enter your name, invoke **Extras > Preferences**, switch to the **General** property sheet, click on either the **User (Home)** or **User (Business)** button, and type your name (or at least your initials) in the appropriate edit boxes.

---

# Internet functions

TextMaker is equipped with functions for editing HTML documents for the Internet:

## ■ Opening HTML documents

Internet pages are usually in HTML format. With TextMaker you can open HTML files directly. Invoke the command **File > Open** and choose the **HTML** format from the **Files of Type** list box.

## ■ Editing HTML documents

The second section of this chapter covers the editing of HTML documents. Here you will learn what functions are available for HTML format and how to use them.

## ■ Saving HTML documents

The last section covers the use of the command **File > Save as** to save documents in HTML format once they have been prepared.

Detailed information is provided on the following pages.

---

## Opening HTML documents

Internet pages are usually saved in **HTML** (*HyperText Markup Language*) format. HTML documents can be recognized by the extension `.htm` or `.html` appended to their filenames. They can be opened in TextMaker as follows:

1. Invoke the command **File > Open**.
2. Choose the **HTML** format in the **Files of Type** list box.
3. Specify the file to be opened and confirm with **OK**.

TextMaker opens the HTML document and displays it on the screen.

Note: The presentation of a document in TextMaker can differ from a web browser's presentation of it. However, you can always check the way the document will look in a browser by opening it in your own browser.

---

# Editing HTML documents

In the following pages, you will learn which special features are available to you when working with HTML documents, and what you need to consider when using them.

---

## Page formatting

**Page formatting** does not apply to HTML documents.

If you make changes in the page format with **File > Page Setup**, the changes are not saved in an HTML document.

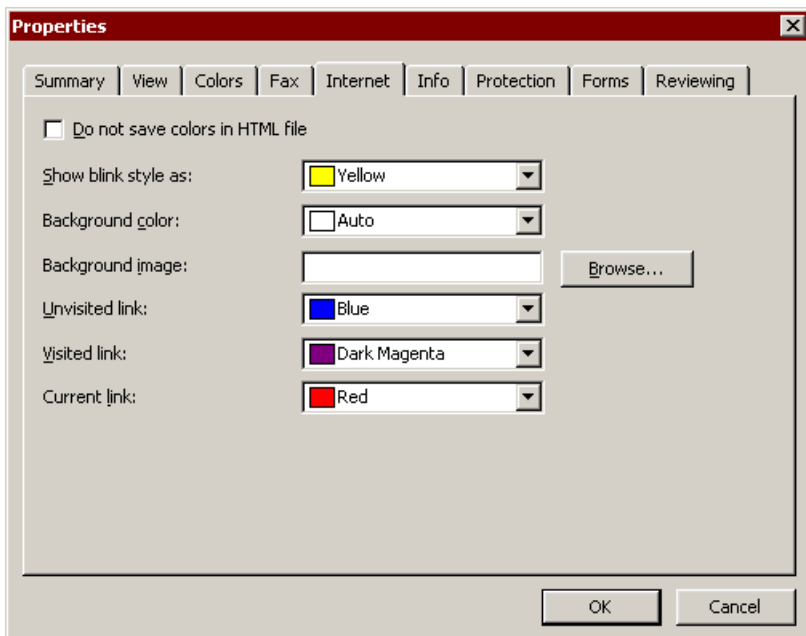
---

## Colored page backgrounds and background images

HTML documents can have a colored backgrounds or background images. These effects can be added as follows:

### ■ **Changing the background color**

To add color to the background of the document, invoke the command **File > Properties** and switch to the **Internet** property sheet. There you can choose the desired color from the **Background color** list box.



If none of the existing colors suits you, you can always compose your own colors. To do so, click on “Define color...”, the last item in the color list (see section “Document properties, Colors property sheet” [beginning on page 463](#)).

Note: If you plan to change the background color, the **Do not save colors in HTML file** option should remain unchecked. If you enable this option, the color setting is valid only in TextMaker and is not saved in the HTML file. Accordingly, if you later open the document in a web browser, it will appear with the browser’s standard color – not the color selected in TextMaker.

## ■ Adding a background image

To use an image as the page background, either enter the image’s filename manually in the **Background image** box, or click on the **Browse** button to locate the image file on your hard disk.

It is recommended to use graphics in the **JPG**, **GIF** and **PNG** formats only, since these formats can be displayed by almost any Internet browser.

The background image file should reside in the folder where the HTML document is stored. If it resides somewhere else, you should place a copy in this folder.

You will find detailed information about inserting graphics in section “Pictures in HTML documents” [beginning on page 416](#)).

---

## Pictures in HTML documents

To insert a picture into an HTML document, you can use the command **Object > New Picture** (see chapter “Pictures” [beginning on page 195](#)). However, you should take note of the following points:

- **The picture should reside in the same folder as the document**

As a rule, the picture should reside in the folder where the document is saved.

So, either copy the picture to that folder manually before adding it to the document, or simply check the **Copy to document’s folder** option in the **Object > New Picture** dialog and allow TextMaker to do this for you.

- **The picture should not be saved in the document**

Beyond that, you should *not* use the **Save with document** option, because pictures cannot be saved within HTML documents.

It is not possible to insert picture *frames* in HTML format.

### Which picture file format?

On the web, the two most widespread picture file formats are **GIF** and **JPG**. Both formats save the picture information in *compressed* form and thereby reduce picture file sizes considerably.

- The **GIF format** is most appropriate for smaller graphics with a maximum of 256 colors. It uses a lossless compression method that does not impair image quality.
- The **JPG format** is most appropriate for photographs and other images in true color. However, the compression method used here is not lossless – the higher the chosen compression ratio, the worse the image quality.
- The **PNG format** is also supported by TextMaker. This format comes in various sub-formats with different types of compression. All current web browsers can display PNG files without difficulties; however, some outdated browsers might be unable to render this format.



Use pictures in one of these formats whenever possible, since other graphic formats are not supported by all browsers.

---

## Tables in HTML documents

It is also possible to insert tables into HTML documents. To do this, use the command **Table > New Table** in the usual way (see chapter “Tables” [beginning on page 173](#)).

*Tip:* With tables you can simulate sophisticated formatting for which the HTML format makes no explicit provisions. For example, you can produce double columned text by placing the text in a table with one row and two columns.

---

## Horizontal lines

With the command **Object > New Horizontal Line** you can insert a horizontal line into the text.

Such lines are often found in HTML documents, but they are also employed in normal documents – for example, when a dividing line is needed.

To insert a horizontal line, position the text cursor in the text line where the line is desired and invoke the command **Object > New Horizontal Line**.

The line is now inserted. By default, it extends all the way from the left to the right margin.

### Changing the line's properties

To change the way the line is rendered, select the line (by clicking on it, for example) and invoke the command **Object > Properties**.

*Tip:* This command can also be invoked by double clicking on the line.

A dialog box appears and presents the following options:

- **Width of line**

The width of horizontal lines is normally specified as a **percentage** of the page width. By default, the width of the line is set to 100 percent; thus, the line

extends all the way from the left to the right margin. If you change this setting to **50** percent, for example, the line will be shortened to half the width of the page.

Alternatively, you can enable the **Absolute** option and enter the desired width as a fixed value.

#### ■ **Thickness**

Here, enter the line thickness in points.

#### ■ **Justification**

Here you choose how the line should be justified: **Left** (at the left margin), **Right** (at the right margin), or **Center** (in the middle of the page).

#### ■ **Color**

Here you can choose the line's color.

You can always define new colors to supplement those that are available by default (see section "Document properties, Colors property sheet" [beginning on page 463](#)).

#### ■ **3D Shading**

If this option is enabled, the line is rendered with a shadow effect.

Tip: With thin lines, this effect is hardly noticeable. Thus, it is recommended to increase the line's thickness when using the 3D shading effect.

#### ■ **Color of 3D Shading**

Choose the color of the 3D shading here.

---

## Creating links

You can also put *links* in TextMaker documents and then follow them by clicking with the mouse.

For example, you can place a link to a website in a document. When the user clicks on it, the web browser starts automatically and presents the page.

You can also insert a link to another TextMaker document, allowing the document to be opened automatically by clicking on the link.

## Creating a link

To create a link, proceed as follows:

1. Select the text that is to be made into a link.
2. Invoke the command **Format > Link**.
3. Enter the target of the link in the **URL or file name** box; that is, enter the path and name of the internet resource or file to which the selected text is to refer.

Links to web pages must be entered as “http://” followed by the address of the page – for example, “http://www.softmaker.com/index.htm”.

4. Below, in the **Bookmark** field, you can specify, if desired, a position in the target document to be opened (see below). However, this field is normally empty.
5. Confirm with **OK**.

The link is now created. You recognize this by a change in the color of the text, which indicates the presence of a link.

## Specifying target positions

The dialog described above gives you the option of specifying a position in the target document. To do this, enter at **Bookmark** either the address of an anchor (for HTML documents) or a bookmark (for TextMaker documents).

Example: If you enter “Report.tmd” at **URL or file name** and the name of a bookmark in this document at **Bookmark** and then follow the link you have created, the file Report.tmd will be opened and the text cursor will be positioned at the specified bookmark.

## Following links

To follow a link, position the text cursor at any character within the link text. Then invoke the command **Edit > Go to link**. TextMaker responds by opening the linked document.

**Tip:** You can also follow links by clicking on the link text with the mouse.

## Editing or removing a link

To edit an existing link, first select the link text. Then invoke the command **Format > Link**. A dialog box like the one described above then appears. Here you can edit the target of the link.

To remove a link, proceed as follows:

- **Removing a link by deleting the link text**

When you delete text that has been formatted as a link, the link is removed with the text.

- **Removing only the link**

If you want to remove only the link and leave the text in place, select the text and invoke **Format > Remove Link**.

---

## Saving HTML documents

To save a document in HTML format, proceed as follows:

1. Invoke the command **File > Save as**.
2. Choose the **HTML** format from the **Save as Type** list.
3. Enter the filename under which the file is to be saved and confirm with **OK**.

The document is now saved in HTML format.

**Tip:** After saving the document, open it with your web browser to check its appearance.

---

# Printing and e-mailing

In this chapter, you will find detailed information about printing and e-mailing documents using TextMaker.

The chapter contains the following sections:

- **Printing a document**

The first section covers the use of the **File > Print** command to send a document to the printer.

- **Printing a form letter**

You can print form letters, which are documents that are to be sent to several addressees, with the command **File > Print Merge**.

- **Sending a document by e-mail**

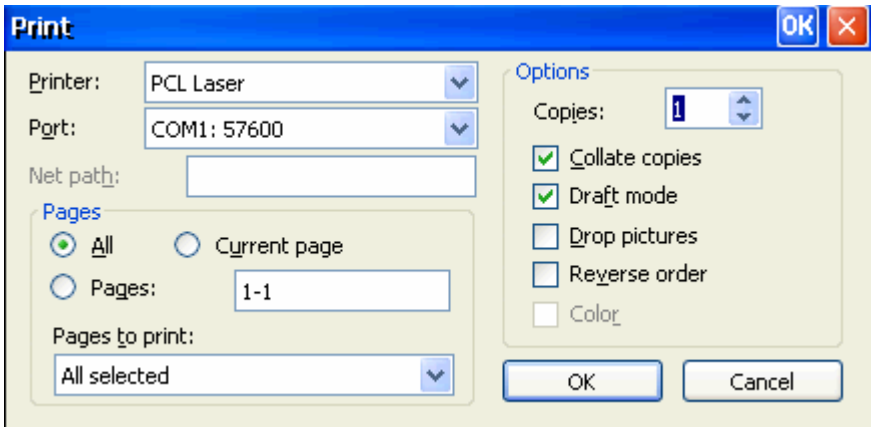
When you would like to send a document by e-mail, you can use the command **File > Send > E-mail**.

Detailed explanations are presented in the following pages.

---

## Printing

To print a document, invoke **File > Print** or use the keyboard shortcut for this command: **(Ctrl)(P)Ctrl+P**.



A dialog box appears, allowing you to make the following settings:

## Printer

Here, choose from the installed printers the one that is to handle the printing.

The **Setup** button opens a window for setting up and configuring the printer. You can find information about this in your printer manual. **Linux users** can also specify here the command to be used to control the print process.

## Pages

Specify here the part of the document to be printed:

### ■ All

Print the entire document.

### ■ Current Page

Print only the page on which the text cursor is positioned.

### ■ Pages:

Print only the specified pages. You must enter the desired page numbers, for example:

12            Print page 12 only

- 12-15      Print pages 12 through 15
- 12-        Print page 12 and all pages following
- 12        Print pages 1 through 12

You can enter as many page ranges as you like provided you separate them with commas:

- 2-5, 12    Print pages 2 through 5 and page 12
- etc.

In addition, you can specify with the **Pages to print** options, whether all pages or only the odd or even numbered pages in the given range are to be printed.

## Options

This part of the dialog box contains additional printing options:

### ■ **Copies**

Here you can specify the number of copies of the document to be printed.

### ■ **Collate copies**

If this option is disabled, multiple copies are printed on laser printers in the fastest possible way. However, the copies are not collated (the pages of each copy of a multi-page document are not grouped together); rather, the first page of the document is printed x times, then the second page is printed x times, etc.

### ■ **Draft mode** (only with Handheld PCs)

Reduces the resolution of pictures to shorten printing time – naturally, at the expense of a reduction in print quality.

### ■ **Print to file**

Routes the print output to a file.

### ■ **Drop pictures**

Skips over all pictures and drawings when printing (useful for fast test printing).

### ■ **Reverse order**

Prints the last page first, then the next to last page, etc.

To start printing, click **OK**.

---

## Printing a form letter

To print a form letter, proceed as follows:

1. Open or create a form letter (see chapter “Form letters ” [beginning on page 329](#)).
2. Make sure that the database with the desired addresses has been assigned to the form letter with **Extras > Set Database** (see section “Assigning a database to a document” [beginning on page 330](#)).
3. Select the database records to be printed as required (see section “Selecting data records” [beginning on page 334](#)). Note: This is not possible with the Pocket PC version of TextMaker.
4. Invoke the command **File > Print Merge**.
5. In the **Records** group box, choose one of the options for controlling which records in the attached database are to be used:

**All** (every record in the entire database)

**Selected** (all records in the database that have been selected)

**Range** (a range of record numbers – in this case you must enter the first and last numbers in the range)

Finally, confirm with **OK** to start the print job.

You will find detailed information about creating form letters in chapter “Form letters ” [beginning on page 329](#).

---

## E-mailing

Provided an appropriate e-mail program is installed on your computer, you can send documents by e-mail from TextMaker.

To do this, proceed as follows:



1. Create or open the document that is to be e-mailed.
2. Invoke TextMaker's **File > Send** command, or – if you have the Windows version of TextMaker – the **File > Send > E-Mail** command.
3. Select the format in which the e-mail is to be sent.

If you send the e-mail in **TextMaker document** format, the recipient receives an e-mail with the TextMaker document as an attachment. In order to read the attachment, the recipient needs to have either TextMaker itself, or else the free TextMaker Viewer, which can be downloaded from [www.softmaker.de/viewer.htm](http://www.softmaker.de/viewer.htm).

TextMaker now creates the e-mail message and routes it to your e-mail program.



---

# Document management

TextMaker provides functions that simplify document management and speed up access to them:

## ■ Quick paths

In TextMaker you can use *Quick paths* to change very quickly to a folder that is frequently used to save or retrieve files.

## ■ Document summary

Every document can have a *document summary* that you can display and edit using the **Properties** property sheet in the **File > Properties** dialog. You can specify the document's title, subject and author, enter keywords for the file manager's search function, and compose a brief description of the document's contents.

## ■ File manager

The integrated file manager provides a convenient way to access your documents. It allows you to see at a glance the names and summaries of your documents and to examine, open, print or delete them with the press of a key. With the search function, you can look for documents not only by filename, but also by subject, title, author, etc.

You will find detailed information on the following pages.

---

## Quick paths

With TextMaker, you can define up to twenty *quick paths* and use them to change very quickly to specific folders where files will be opened or saved frequently.

A *quick path* is a symbolic statement like "Letters to the IRS" that stands for a specific folder on the hard disk (for example, the folder c:\letters\IRS).

When you want to open a letter in this folder, all you need to do is click on the **Quick path** button in the **File > Open** dialog and select its quick path. The Open dialog changes immediately to the c:\letters\IRS folder.

Quick paths are available not only in the **File > Open** dialog, but also in all other dialog boxes that have to do with opening or saving files.

---

## Defining quick paths

To define a new quick path, do the following:

1. Invoke the command **File > Open**.
2. Click the **Quick path** button.
3. A menu opens below the button. Select the **Create new quick path** command from it.
4. At **Name of quick path** enter whatever name you like for the quick path – for example, “Letters to the IRS”.
5. At **Path** enter the desired folder – for example “c:\letters\IRS”.
6. Confirm with **OK**.

TextMaker now knows that it should change to the c:\letters\IRS folder when the quick path “letters to the IRS” is invoked.

**Quick paths with file filters:** You can specify an unqualified path like “c:\letters\IRS”, or you can qualify it by appending a filter expression. For example, you can define a quick path to “c:\letters\IRS\99\*.\*”, which tells TextMaker to change to the c:\letters\IRS folder and display only those files whose names begin with “99”.

**Keyboard shortcut:** The ‘&’ sign can be used in a quick path name to give the name a shortcut. For example, if you enter “&Letters” as the name, the quick path of this name can be invoked by pressing the (L)L key whenever the list of quick paths is opened.

---

## Using quick paths

Quick paths are available in all file dialogs – for example the dialogs for the **File > Open** and **Object > New Picture** commands.

To invoke a quick path, do the following:

1. Click on the **Quick path** button in a file dialog.

2. A menu of all the previously defined quick paths opens. Select the desired quick path.

TextMaker now changes to the folder specified for the quick path.

---

## Editing and deleting quick paths

To modify the name or target folder of a quick path, do the following:

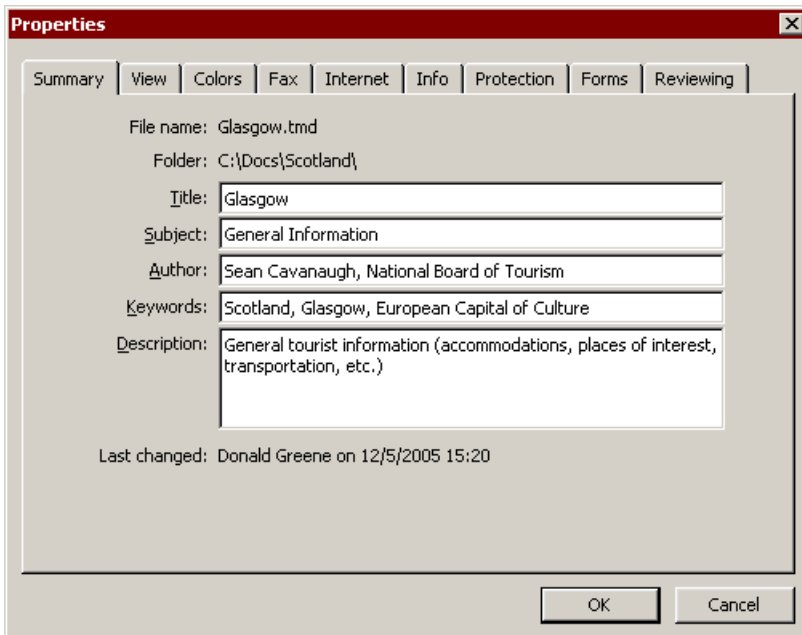
1. Click on the **Quick path** button in a file dialog.
2. A menu opens. Select the **Change quick path** command from it.
3. A dialog box appears. Select the desired quick path from the **Name of quick path** list box.
4. Click on **Change** to edit the name or path, or on **Delete** to remove the quick path.

---

## Document summary

You can use the command **File > Properties** not only to make document specific settings, but also to enter *summary* information about the document.

The *summary* contains additional information (subject, author, keywords, etc.) about a document. To examine or edit it invoke the command **File > Properties** and switch to the **Summary** property sheet:



Make the desired entries and confirm with **OK**.

**Tip:** Using the file manager (see the next section) you can search for documents based on the contents of their summaries. For example, you can have the file manager find all documents on a specific subject.

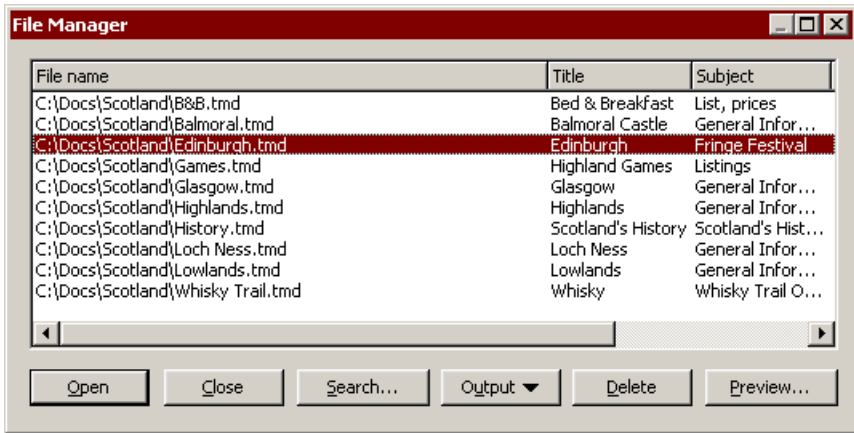
Automatic prompt for summary information when saving: At your option, you can have TextMaker prompt you to fill in the document summary whenever you save a newly created document. To enable this function, invoke the command **Extras > Preferences**, switch to the **Files** property sheet, and enable the **Ask for summary information when saving** option. Now, each time you save a new document for the first time, the dialog box for the entry of summary information will appear.

---

## The file manager

The file manager displays a list of documents from one or more folders and lets you open, print, delete or view any document with a click of the mouse.

You start the file manager with the command **File > File Manager** or with the keyboard shortcut **(F12)F12**.



Under Windows and Linux, the file manager window can be made as large or small as you like. The widths of the columns can be changed by dragging the lines that separate the column headers.

By clicking on one of the column headers, you can sort the files according to the contents of the column under that header.

You can select a file with the cursor keys or with a mouse click and then invoke a function to be performed on the file by clicking on one of the buttons. The functions associated with these buttons are described in the next section.

You can use the **Search** button to change to another folder. But this button also gives access to search functions that work with document *summary* information, and that you can use to look for specific titles, subjects, authors, keywords, etc.

---

## The file manager's buttons

The buttons in the file manager have the following functions:

### ■ “Open” button

When you click on this button, TextMaker opens the selected file.

**Tip:** You can also open a file by double clicking on its filename.

### ■ “Close” button

Use this button to exit the file manager.

### ■ “Search” button

You can click on this button to search for specific files or simply to select a new folder for display in the file manager. For more information on this topic, see the next section (“Searching with the file manager”).

### ■ “Output” button

Use this button to publish the selected document. It opens a little menu that can contain the following functions (depending on the operating system being used):

E-mail: send the document by e-mail

Print: print the document

Print Merge: print the document as a form letter

### ■ “Delete” button

If you click on this button, the selected file will be deleted (after confirmation).

### ■ “Preview” button

A mouse click on this button opens a window in which you can inspect the selected document without having to open it.

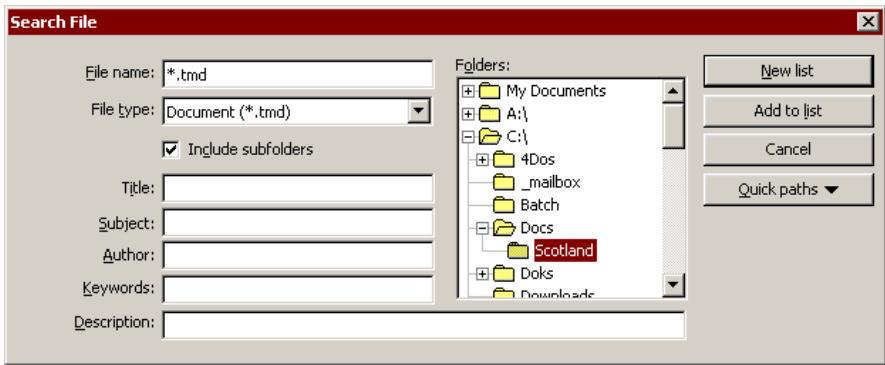
If, while previewing a document, you decide to open it, you can click on the **Open** button. Alternatively, you can close the preview window by activating the **Cancel** button.

---

## Searching with the file manager

With the help of the file manager’s **Search** button you can have TextMaker look for specific files or simply choose the folder to be displayed in the file manager.





You can search for files that meet criteria of the following types: filename, folder, file type, and the items in the document summary (title, subject, author, keywords).

Moreover, you can combine several search criteria. For example, if you only specify a particular folder in the search dialog, TextMaker will display *all* the documents in this folder. But if you also enter a search term in the **Title** field, TextMaker will find only those documents that are both in the selected folder *and* contain the given search term in **Title** fields of their summaries.

From the dialog box illustrated above, you control the search function as follows:

- **“New list” button**

Starts a new search using the current settings.

- **“Add to list” button**

Likewise starts a search – with the difference that the files found in the previous search are not first cleared from the list.

- **File name**

Here you can specify a unique filename or a filename pattern as the search target. With the default setting \*.tmd, the search function will find all TextMaker documents.

If you specify a filename pattern a filter expression like Invoice\*.tmd, TextMaker will find all TextMaker documents whose filenames begin with “Invoice”.

If you specify a unique filename like Invoice.tmd, only files with this one name will be found.

## ■ **File type**

From this list you can choose the type of the files to be targeted in the search. For example, if you want to search for files in Rich Text Format, select this format from the **File type** list.

## ■ **Folders**

Here you can select the folder in which TextMaker is to carry out the search.

## ■ **Include subfolders**

If this option is enabled, TextMaker searches not only the selected folder, but also all folders below the selected folder.

## ■ **Title, Subject, Author, Keywords**

By making entries in these fields you can target your search on the contents of the summaries (see section “Document summary”) that are included in your documents.

If you fill in several fields, TextMaker will search for documents that meet *all* your conditions. For example, if you enter “tax” in the **Keywords** field and “Smith” in the **Author** field, only those documents whose summaries contain corresponding entries for both fields will be found.

You will get different search results depending on the precision with which you specify the search terms. For example, if you typed “tax” as the search term in the **Keywords** field, your search would also turn up documents whose keywords contain “tax increase” and “my income tax”, etc. – that is, all the documents in which “tax” was *anywhere contained* in the keywords.

Case is of no significance in search terms – if the search term is entered as “tax”, the search will also find documents whose keywords contain “Tax”.

---

# Document protection

You can protect your documents from being read or saved by unauthorized persons by applying *document protection* – or, to be more precise, read and/or write protection – to them. For example, you can require the entry of a password to open or save a protected document.

To protect the current document, invoke the command **File > Properties**, switch to the **Protection** property sheet and select the kind of protection you want. Then enter whatever password you like for reading and/or writing.

The following types of protection are available:

■ **No protection**

The document is not protected. This is the default setting.

■ **Write protection**

The document can be saved only when the correct write password has been entered at the time the document was opened.

■ **Read protection**

The document can be opened only when the correct read password is entered at the time an attempt is made to open it. Furthermore, the document will be automatically encrypted.

■ **Protection depending on password**

Here the protection depends on whether the read or the write password is entered at the time the document is opened:

If the user enters the read password, he is permitted to open the document but not to save it. If he enters the write password, he has complete access. If he enters a false password, or nothing at all, access is completely denied.

***Important:*** Remember or jot down your passwords, paying attention to the cases of letters. If you lose the password for a read protected document, you will have *absolutely no way* of opening it!

Detailed information about enabling and disabling document protection is given on the following pages.

---

# Enabling document protection

You can protect your documents from being read or saved by unauthorized persons by applying *document protection* – or, to be more precise, read and/or write protection – to them. For example, you can require the entry of a password to open or save a protected document.

When a document is read protected it is also encrypted, so that it cannot be examined with the use of programs other than TextMaker.

To protect a document, do the following:

1. Invoke the command **File > Properties**.
2. Switch to the **Protection** property sheet.
3. Select the kind of document protection desired (see below).
4. Enter the read and/or write password (at least 4, and no more than 15 characters).

<p><b><i>Important:</i></b> If you forget a password you can no longer open, or save, the document. Therefore, it is advisable to write down the password, paying attention to the cases of letters!</p>
--

5. Confirm with **OK**.
6. A dialog appears and requires you to verify the read and/or write password by reentering it.
7. Confirm with **OK**.
8. Exit the dialog box with **OK**.
9. Save the document to make the changes effective.

From now on anyone who attempts to open this document will be asked automatically for the password. If the correct password is entered, the protection will be lifted for the duration of the edit session.

Using the above described dialog, you can select any of the following types of protection:

## ■ No protection

The document is not protected. This is the default setting.

## ■ Write protection

When the document is opened, the user is given the opportunity to enter the write password. The document can be saved only when the correct write password has been entered.

If the user enters a false password, or no password at all, the document is opened *write protected* and cannot be saved – not even under another name.

## ■ Read protection

When anyone tries to open the document, he is given the opportunity of entering the read password. If he enters a false password, or no password at all, the document is not opened.

Furthermore, the document is saved in an encrypted form, so that it cannot be examined with programs other than TextMaker.

## ■ Protection depending on password

Here the protection depends on whether the read or the write password is entered in response to the query at the time the document is opened:

If the user enters the *read password*, he is permitted to open the document but not to save it.

If he enters the *write password*, he has full access. Thus, he can both read and also save the document.

If he enters a *false password*, or nothing at all, access to the document is denied.

---

# Disabling document protection

When you succeed in opening a read or write protected document by entering the correct password, protection is disabled – but only *temporarily*. When you close the document, protection is again “armed,” and the query for the password reappears the next time someone makes an attempt to open the document.

To disable the protection on a document *permanently*, do the following:

1. Open the document.

2. Invoke the command **File > Properties**.
3. Switch to the **Protection** property sheet.
4. Select the **No protection** option.
5. Confirm with **OK**.
6. Save the document, so that the changes will take effect.

Document protection is now permanently disabled.

The next time someone opens the document, no password query will interfere. All users can now open and save it.

---

# Working with other file formats

Normally, TextMaker saves documents in its “native” file format, namely, the “*TextMaker document*” format. TextMaker documents can be recognized easily by the filename extension .tmd that they share. When you save a document, TextMaker appends this extension to the name you give it. For example, if you save a document under the name “Letter”, its complete filename will be letter.tmd.

As desired, you can save a file in various other file formats. This is necessary, for example, when you want to do additional work on a TextMaker document with another program. You can also open documents in TextMaker that have been created with other word processors and therefore have non-native file formats.

## Saving a document in a different file format

To save the active document in a different file format, invoke the command **File > Save as** and open the dropdown list **Files of type**. Choose the desired format, enter a new filename if desired, and confirm with **OK**.

## Opening a document stored in a different file format

To open a document stored in a different file format, invoke the command **File > Open**, open the **Files of type** list and select the format of the file to be opened. Then select the file and confirm with **OK**.

## Supported file formats

The **Files of type** list in the **File > Open** and **File > Save as** dialog offers (among others) the following file formats:

Format	Use
<b>Document</b>	The native format for TextMaker documents, and the format in which files are normally saved.
<b>Template</b>	Document template for TextMaker documents (see section “Document templates” <a href="#">beginning on page 126</a> )
<b>Microsoft Word</b>	Documents can also be opened and saved in Microsoft Word format.

<b>Rich Text Format</b>	The RTF format is especially suitable for document exchange. It supports practically all kinds of formatting and can be read by many word processors.
<b>HTML</b>	HTML format – for Internet documents (see chapter “Internet functions” <a href="#">beginning on page 413</a> )
<b>TextMaker/DOS</b>	Opens a document that was created with TextMaker for DOS, version 3.0 or higher (import only; saving in this format is not possible).
<b>Text file</b>	Text file (without any formatting) with standard Windows character set (ANSI)
<b>Text file/DOS</b>	Text file with DOS character set (required by DOS applications only)
<b>Text file/Unicode</b>	Text file with Unicode character set. All three major variants (little endian, big endian, and UTF-8) can be read in.
<b>Text file/UNIX</b>	Text file in Unix format: lines end with linefeed (LF) characters only, rather than with carriage return and linefeed characters (CR+LF)

Besides these, the list contains various other word processor file formats that TextMaker can open/save.



---

# Document windows

In TextMaker, every document that you create or open is displayed in its own *document window*. This feature allows you to work on multiple documents at the same time and copy data between them as needed.

In this chapter you will learn how to use document windows.

---

## Creating a document window

To create a new empty document window, invoke the **File > New** command. If you would like to create a new window and at the same time open a file in it, use the **File > Open** command. Both commands are described in chapter “Basics” [beginning on page 23](#).

*Note:* A *new* document window is opened only when the **New Window** option in the **File > New** or **File > Open** dialog is enabled. Otherwise, TextMaker replaces the content of the currently active window.

By the way, with the help of the **Extras > Preferences** command you can change the default setting for the **New Window** option. If you disable the **Open documents in new windows** option on the **General** property sheet, a new window will no longer be set up by default when you create or open a document.

---

## Activating a document window

Keyboard entries and menu commands always affect only the currently *active* document window. To activate a specific window, you can do one of the following:

**Keyboard:** Open the **Window** menu. It contains a list of all open document windows, along with the corresponding document filenames. Here you can choose the window you want to activate.

**Mouse (only in Windows and Linux versions):** Click anywhere within the window you want to activate (provided it is visible).

---

## Closing a document window

If you want to conclude your work on a document, you can close it by invoking the **File > Close** command.

The active document window, together with its content, is now closed. If the document has changed since it was last saved, a message box appears first, questioning whether you want to save the document.



**Tip:** You can close all currently opened document windows in one step with the command **Window > Close All**.

---

## Maximizing a document window

**Note:** This feature is available only in the **Windows** and **Linux** versions of TextMaker.

Normally a document window covers only a part of the program window. But you can *maximize* a window when you want to concentrate on the document it contains.

**Mouse:** Click on the  button in the upper right corner of the window. The window then occupies the entire work space and covers up all other windows. To reduce the window to its original size, click the  button.

**Keyboard:** Open the window's system menu with **(Alt)(-)Alt + Minus** and select the **Maximize** command. To return the window to its original size, select the **Restore** command.


---

## Minimizing the document window

**Note:** This feature is available only in the **Windows** and **Linux** versions of TextMaker.

If you want to get a window off the work space for a while without closing it, you can *minimize* it. The window then appears only in the form of an icon in the lower left corner of the program window.

Proceed as follows:

**Mouse:** Click on the  button in the upper right corner of the window. To restore the window, double click on the window's icon, or select it from the **Window** menu.

**Keyboard:** Open the window's system menu with (Alt)(-) **Alt + Minus** and select the **Minimize** command. To restore the window, select it from with **Window** menu.

---

## Arranging document windows

**Note:** This feature is available only in the **Windows** and **Linux** versions of TextMaker.

TextMaker can arrange your document windows automatically as required:

- With the command **Window > Cascade** you tell TextMaker to stack the windows one behind another as in a file cabinet. The active window is placed at the top of the stack.
- With **Window > Tile Vertically** the windows are arranged one below another.
- With **Window > Tile Horizontally** they are arranged one beside another.

To change the size and position of a window manually, do the following:

**Mouse:** If the window is not maximized, you can position the mouse cursor in the window's title bar, hold down the mouse button and drag the window to a new position. You can change the size of a window by dragging the right or bottom edge of the window to a new position.

**Keyboard:** Open the window's system menu with (Alt)(-) **Alt + Minus** and select the **Move** or **Size** command. Now you can change the position or size of the window with the arrow keys. These commands are not available when the window is maximized.



---

# Customizing TextMaker

TextMaker gives you control over numerous program settings, allowing you to adapt the program to your personal working style.

## ■ Changing TextMaker's preferences

To modify TextMaker's *global* preferences, use the **Extras > Preferences** command. These settings apply to the program as a whole, and thus to *all* documents.

## ■ Changing document properties

To modify the properties of a *document*, use the **File > Properties** command. These settings affect the current document only.

## ■ Customizing the document display

This section describes how to adjust the way a document is presented on the screen and how to set the zoom level. Most of the necessary commands are found in the **View** menu.

## ■ Customizing toolbars

To customize toolbars such as Function toolbar, Formatting toolbar, etc., use the **View > Toolbars** command.

## ■ Customizing keyboard shortcuts

To customize keyboard shortcuts for menu commands, use the **Extras > Customize > Keyboard Mappings** command.

## ■ Using guides and grid

*Guides* and *grid* are aides for positioning objects like frames and drawings that you insert or move. They can be adjusted with the command **Object > Guides & Grid**.

These topics are treated in detail on the following pages in the order listed.

---

# Preferences

To modify TextMaker's *global* preferences, use the **Extras > Preferences** command. These settings apply to *all* documents.

The dialog box associated with this command contains several property sheets, each of which presents options relating to a different topic. If you click on the **Files** property sheet, for example, you will be able to make settings that control the opening and saving of files.

---

## Preferences, View property sheet

The **View** property sheet in the **Extras > Preferences** dialog allows you to specify what will be displayed in the main window and in document windows.

### Document window group box

Here you can choose the tools to be displayed in the document window:

- **Table guidelines**

Here you specify whether or not a grid of gray lines should be used to make the the boundaries of table cells visible on the screen. These lines serve simply as visual aides. They are not printed.

By default, this option is enabled.

- **Frame guidelines**

Here you specify whether or not gray lines should be used to make the boundaries of text frames visible. These lines merely indicate the position and size of the text frame on the screen. They are not printed.

By default, this option is enabled.

- **OLE object guidelines**

**Windows only:** Here you specify whether or not gray lines should be used to make the boundaries of OLE objects visible. These lines merely indicate the position and size of the object on the screen. They are not printed.

By default, this option is enabled.

## ■ Guides

As described in section “Using guides” [beginning on page 486](#), you can set up guidelines for each document that will simplify the accurate positioning of objects.

With this option, you specify whether or not these guidelines should be displayed on the screen.

By default, this option is enabled.

Note: If you disable this option, the guidelines are no longer displayed, but *retain* their function.

## ■ Page borders

Here you specify whether or not page borders should be indicated in the document window with dotted grey lines. These lines serve merely as visual aides while you are working on the screen. They are not printed.

By default, this option is enabled.

## ■ Horizontal ruler

Here you can enable or disable the horizontal ruler.

The horizontal ruler is displayed above the text. It shows the current paragraph formatting, and it also provides a means of changing indents and tab stops with the mouse (see chapter “Paragraph formatting” [beginning on page 73](#)).

By default, this ruler is enabled.

## ■ Vertical ruler

Here you can enable or disable the vertical ruler.

The vertical ruler is displayed to the left of the text. It serves merely to provide information and not for formatting changes.

By default, this ruler is disabled.

## Wrap text to window

When this option is enabled, lines of text are always wrapped at the right border of the document window, regardless of their actual lengths. The actual layout of the document is thereby ignored, but the text becomes more legible on small displays

(on Pocket PCs, for example), which might otherwise require you to scroll constantly to the right and left in order to read a text.

Note: Activating this option only affects continuous view (**View > Continuous**). If the document is viewed in normal view (**View > Standard**) this option is ignored.

## Show tooltips

Determines whether or not the tooltips should be displayed.

*Tooltips* are bits of information that are displayed next to the mouse pointer when you position the pointer over certain screen elements, for example a button on a toolbar.

By default, this option is enabled.

## Show unprintable characters group box

Here you specify whether or not paragraph breaks, tabs and spaces should be represented in the text by visible symbols so that they will be easier to recognize.

### ■ Paragraph breaks

If you enable this option, TextMaker displays the paragraph break at the end of every paragraph. This break is represented by the ¶ symbol. This lets you see exactly where paragraphs end.

### ■ Tabs

If you enable this option, all tabs become visible on the screen as small arrows.

### ■ Spaces

If you enable this option, small dots are used to make all spaces visible on the screen.

### ■ All

Enables all the above listed options together. Thus, paragraph breaks, tabs and spaces are all represented visibly on the screen.

By default, all of these option are disabled.



## Show scrollbars group box

Here you can specify whether or not horizontal and/or vertical scrollbars are to be displayed.

## Default view mode

**Pocket PCs only:** Lets you specify the default view mode for documents (standard view or continuous view, for example).

---

## Preferences, General property sheet

The **General** property sheet in the **Extras > Preferences** dialog allows you to set various general preferences.

### Open documents in new windows

If this option is checked, whenever you open a document using **File > Open** or **File > New**, a *new* document window will be created.

If it is unchecked, the current document will be closed and the new document will be opened in the *same* document window.

**Note:** You only set the default state of this option here. The **File > New** and **File > Open** dialogs have their own **New Window** checkboxes, which allow you to specify on a document by document basis whether or not a new window should be opened for a document.

### Beep on errors

When this option is enabled, a sound plays when TextMaker displays an error or warning message.

### Use SHM extensions

**Linux only:** When this option is enabled, TextMaker uses shared memory caching to speed up the responsiveness of the display.

Note: Depending on the particular system, in certain cases the amount of shared memory available might not be sufficient for TextMaker. In such cases, TextMaker automatically disables this option.

## Show warning when loading OLE objects

**Pocket PCs and Handheld PCs only:** When this option is enabled, TextMaker displays a warning that OLE objects cannot be displayed on Pocket PCs and Handheld PCs when you open a document containing such objects.

## Show/hide keyboard automatically

**Pocket PCs only:** If this option is enabled, the on-screen keyboard pops up automatically whenever you are given an opportunity to enter something in a dialog box (when you have tapped on an input field, for example).

## Shorter tap and hold delay

**Pocket PCs only:** If this option is enabled, the delay before the appearance of a context menu is shortened, when you press and hold the stylus (on an object, for example).

## Function of hardware cursor keys

**Pocket PCs only:** These options affect the behavior both of the navigation keys (the little cross-shaped rocker-control under the display) with which most Pocket PCs are equipped, and also of the arrow keys on an external keyboard. With these options, you can specify how these keys will work relative to documents and dialog boxes:

- **Always scroll by page:** The direction keys always scroll to the next page in the appropriate direction.
- **Move in list boxes, scroll elsewhere:** For the most part, the direction keys behave as described above. However, if you tap on a list (in a dialog box, for example), the keys are enabled for use in navigating the list.
- **Move cursor:** The direction keys move the text cursor instead of paging.

Below these options is an option to **Use horizontal cursor keys to scroll**. If you enable this option, the horizontal direction keys can also be used for paging. If you disable it, these keys move the text cursor.

## Extended support for Asian fonts

When this option is enabled, the dialog box for the **Format > Character** command presents lists of choices for typeface, font size, style and language under not only a single category, but under *three*:

- For Latin scripts (e.g. English, German)
- For East Asian scripts (Chinese, Japanese and Korean)
- For complex scripts (e.g. Arabic and Indian languages)

Thus, you can specify the settings for each kind of script separately.

For example, if you specify “Arial” as the typeface for Latin characters and “SimHei” as the typeface for Asian characters, all the Latin characters that you type will appear in Arial, and all the Asian characters you type will appear in SimHei.

TextMaker recognizes whether given characters are part of the Latin, Asian, or complex scripts.

## Smart quotes

TextMaker can automatically transform double quotes (") and single quotes (') as they are typed to make their forms typographically correct for the selected language. Here you can specify the relevant language, or you can specify “None” if you want TextMaker to make no changes to the quote marks you type.

For example, if you type "Text" or 'Text', the result will depend on this setting as follows:

Setting	"Text"	'Text'	
<b>None</b>	"Text"	'Text'	(no change)
<b>German</b>	„Text“	‘Text’	
<b>Swiss German</b>	»Text«	›Text‹	
<b>English</b>	“Text”	‘Text’	
<b>French</b>	«Text»	‹Text›	
<b>Auto</b>	(see below)		

The **Auto** option presents a special case: If you select this option, TextMaker detects the language automatically (using either the default language set in the preferences or the language assigned with **Format > Character**) and transforms the quote marks accordingly.

## Maximum number of undo steps

Here you can specify the number of actions that can be reversed with the **Edit > Undo** command. You can increase this number up to a maximum of 999.

*Note:* TextMaker uses more memory as you increase this value. This is of virtually no consequence on *desktop* PCs, but it is an issue on *Pocket PCs* and *Handheld PCs*, which have much more limited memory. On the latter, you should not set this value too high – especially if you edit large documents on a regular basis.

You will find information about the **Edit > Undo** command in section “Undoing changes” [beginning on page 28](#).

## Mouse wheel

**Linux only:** If your mouse has a mouse wheel, you can specify here the scrolling increment for a turn of the wheel: by page (one complete page) or by a certain number of lines.

## “User (Home)” and “User (Business)” buttons

Here you can enter your addresses – separately for home and business. These entries are used by the document templates supplied with the program to personalize letterheads, etc. by filling in the sender address (see section “Document templates” [beginning on page 126](#)).

---

## Preferences, Edit property sheet

The **Edit** property sheet in the **Extras > Preferences** dialog allows you to set preferences for editing text.

## Capitalize first letter of sentences

When this option is enabled, TextMaker automatically capitalizes the first letter of every sentence you type – even if you accidentally enter a lowercase letter.

For example, if you typed the sentence “this is a new sentence”, it would be corrected automatically to “This is a new sentence”.

## Correct first two uppercase letters

When this option is enabled, TextMaker automatically corrects the case of words (such as proper names) whose first two letters have been capitalized inadvertently.

For example, if you typed the word “HEnry”, it would be corrected automatically to “Henry”.

## Select whole words when selecting

When this option is enabled, TextMaker automatically extends any selection that you make with the mouse to word boundaries. When the option is disabled, selections can be made on a *character-by-character* basis.

## Add or remove spaces when pasting

When this option is enabled, spaces are added or removed automatically as required when words are deleted or cut from the text, and when they are pasted into the text from the clipboard.

For example, if you selected the word “is” in the sentence “This is a test” and cut it with **Edit > Cut**, TextMaker would automatically remove the space behind “is”, since it would have become superfluous.

If you subsequently pasted the word “is” into the text in front of another word using **Edit > Paste**, TextMaker would automatically add a space between “is” and the following word.

## Set left and first line indent with Tab and Backspace

When this option is enabled, you can use the (Tab)**Tab** key and the Backspace key (**⌫**) to set and change paragraph indents.

To do this, first place the text cursor at the *beginning* of the paragraph of interest or *select* the desired paragraphs. Then, press (Tab)**Tab** to increase the indent or press Backspace (⌫) to decrease it.

---

## Preferences, Look & Feel property sheet

The **Look & Feel** property sheet in the **Extras > Preferences** dialog allows you to set preferences that affect the look and feel of TextMaker's user interface.

### Dialog style

The look of TextMaker's dialog boxes and toolbars can be changed by selecting a **Dialog style** option. This does not change the way you use the software; just choose the setting that suits you best.

### Language

Here you can select the language to be used in the menus and dialog boxes. The selections available here depend on what alternative user interface languages were installed along with the program (if available).

### Window Manager dialogs

**Linux only:** When this option is disabled, TextMaker for Linux draws its own dialogs. This is somewhat faster than using the window manager to draw them. However, in this case dialogs cannot extend beyond the boundaries of the program window.

When this option is enabled, the window manager draws the dialogs.

### Window Manager positioning

**Linux only:** When this option is disabled, TextMaker for Linux positions dialogs itself – and always centers them in the program window.

When this option is enabled, TextMaker leaves it to the window manager to position dialogs wherever it will.

## Show fonts in font list

When this option is enabled, TextMaker renders the names of fonts that appear in lists (such as the font list in the Formatting toolbar) with the corresponding fonts. This lets you to see at a glance how the fonts really look.

## Use system file dialogs

**Windows only:** This option controls the type of dialogs that appear when commands to open and save files are issued:

- **Disabled:** TextMaker uses its own file dialogs.
- **Enabled:** TextMaker uses the file dialogs provided by the operating system.

The former are somewhat easier to use; the latter offer more options.

## Use large icons

When this option is enabled, larger icons are displayed in toolbars and menus.

**Note:** Changes to this setting become effective only after TextMaker is restarted.

## Measurement

**Linux only:** Here you can specify the units of measure TextMaker should use by default: **Metric** (centimeter) or **U.S.** (inch).

Tip: You can always override this setting and enter a value into a dialog field in another unit of measure by typing one of the following unit abbreviations after the value:

Unit	Meaning
cm	centimeter
in	inch – 1 in equals 2.54 cm.
pt	point – 72 pt equals 1 in.
pi	Pica (for characters)

For example if you typed “5.08 cm” for the left margin, TextMaker would set the margin to 5.08 cm (= 2 in).

## Smooth edges of screen fonts group box

**Not available on all operating systems:** When this option is enabled, TextMaker uses a technology called “anti-aliasing” that smoothes the edges of fonts and thereby improves their appearance on the screen.

The options available vary according to the operating system.

*Note:* Enabling this technology on slow systems has noticeable effect on the system’s responsiveness. This is especially the case for the “ClearType” setting on Pocket PCs.

---

## Preferences, Language property sheet

The **Language** property sheet in the **Extras > Preferences** dialog allows you to set preferences for TextMaker’s language tools.

### Default language

Here is where you set the default language for spell checking, hyphenation and the thesaurus. To make the setting, open the list and select the desired language.

**Tip:** If you want to employ more than one language in a document, you can use the **Format > Character** command to format any particular segment of text in a different language. You can read more about this in section “Setting the language” [beginning on page 280](#).

### Disabled (automatic spell checking)

The options in the **Automatic spell checking** group box allow you to control whether or not TextMaker will perform spell checking automatically.

Automatic spell checking is disabled by default, as indicated by the selection of **Disabled**. However, manual spell checking is still available, and can be started with the **Extras > Check Spelling** command (see section “Retroactive spell checking” [beginning on page 284](#)).



## Check spelling as you type

If you enable this option, TextMaker will check the spelling of text as you type. As soon as you make a mistake, a dialog box will appear to facilitate a correction (see section “Spell checking as you type” [beginning on page 285](#)).

There is an additional option associated with this option:

**Beep on errors:** When this option is enabled, TextMaker issues a warning tone when it encounters an unknown word while checking spelling as you type.

## Background spell checking

If you enable this option, TextMaker will continuously scan the entire document for spelling errors in the background. Incorrectly spelled words are indicated with wavy red underlines and can be corrected at any time by right clicking on them. (For more information see section “Background spell checking” [beginning on page 286](#)).

The following additional options are applicable when background spell checking is enabled:

**Underline typos in red:** Normally any incorrectly written word is indicated with a wavy red underline. When you disable this option, the wavy underlines are not displayed.

**Note:** When you disable this option, automatic spell checking is *still* in effect – the wavy underlines are simply no longer visible.

## Expand SmartText entries

As described in section “SmartTexts” [beginning on page 297](#), you can create SmartTexts entries (e.g. “wbg” for “with best regards”) with TextMaker.

When this option is enabled, your SmartText entries can be expanded right in the text. All you have to do is type the abbreviation for the SmartText entry (e.g. “wbg”) and then press the space bar, Enter key or a punctuation key in order to signal TextMaker to replace the abbreviation with the content of the SmartText entry.

If this option is disabled, SmartText entries can be called out only with the **Insert > SmartText** command.

---

## Preferences, File property sheet

The **Files** property sheet in the **Extras > Preferences** dialog allows you to set preferences for opening and saving files.

### Template folder

Here you can specify the folder in which the templates for TextMaker documents are stored. The dialog that appears when you invoke **File > New** presents templates for your selection that are found in this folder.

**Note:** Normally, this setting should not be changed. Change it only when you have actually moved the template folder to another place.

### Default file format

Here you can select the file format that TextMaker will use by default to save newly created documents.

The available choices are “TextMaker” and “MS Word” in several versions.

**Important:** The Word format is not able to accommodate *all* the features of TextMaker. So, if you save a document that you have created in TextMaker in Word format, certain formats and functions could be lost. Accordingly, it is usually best to use the default “TextMaker” setting.

### Saving group box

You can make settings that affect the way documents are saved in the **Saving** group box:

#### ■ Create backup copies

Optionally, whenever you save a document, TextMaker will first create a backup copy of the last saved version in a file with the name extension .bak. So, if you save the document letter.tmd, the existing letter.tmd file is first renamed letter.bak, and then the edited document is saved under the name letter.tmd.

If you don't want this behavior, disable the option.

**Tip:** Normally, you should not disable this option. Otherwise, if you should inadvertently save a document after making changes that you didn't mean to make, you would have no recourse to a backup copy of the original. If the option had not been disabled, you could restore the original simply by copying the .BAK file to the .TMD file.

### ■ Ask for summary information when saving

When you enable this option, a dialog box will appear automatically the first time you save a new document to enable you to enter some additional information about it (see section “Document summary” [beginning on page 429](#)).

### ■ Autosave document every ... minutes

When you enable this option, TextMaker automatically makes a backup copy of every open document in a temporary folder on a periodic basis. You can enter a period of 1 to 100 minutes.

When you exit TextMaker in the normal manner, these copies are automatically deleted. However, if TextMaker is abruptly shut down – by a computer “crash” or a power failure, for example – while you are working on open documents, these copies become available when the program is restarted. TextMaker recognizes that there has been a failure and offers to open the backup copies of all the documents that had been modified but not saved just prior to the failure.

You can then check each of the restored documents to determine if any of the most recently made changes has actually been lost, and then save them with **File > Save**.

## Recently used files

TextMaker displays a list of the files most recently opened in it in the **File** menu (Pocket PCs: the **Recent** menu). If you select an item on the list, the corresponding file will be opened immediately. Using the **Recently used files** option you can specify the number of files to be displayed in the list.

---

# Document properties

With the **File > Properties** command you can make settings that apply only to the current document and are saved with it. These settings are called *document properties*.

The settable document properties are grouped by topic and each group is presented on one of several property sheets. For example, if you click on the **Summary** property sheet you can enter summary information about the document.

---

## Document properties, Summary property sheet

The **Summary** property sheet in the **File > Properties** dialog allows you to enter *summary information* about the current document.

The summary information can include descriptive entries about the current document (subject, author, key words, etc.) that the file manager can use in searches.

You can find information on this topic in section “Document summary” [beginning on page 429](#).

---

## Document properties, View property sheet

The **View** property sheet in the **File > Properties** dialog contains settings that affect the way a document appears on the screen.

### Display field names

Controls whether the fields (date, page number, etc.) are displayed as they would appear when printed or symbolically, in the form of the field name surrounded by braces. Normally, you want to see the printed rendition, so leave this option disabled (see also chapter “Fields” [beginning on page 147](#)).

By default, this option is disabled.

## Show bookmarks

You can set “bookmarks” in a document with **Insert > Bookmark** (see section “Bookmarks” [beginning on page 144](#)).

Normally these text markers are invisible. However, if you enable **Show bookmarks** they are displayed in the text – surrounded by angle brackets.

This option is disabled by default.

## Shade fields

When you enable this option, all fields inserted into the document with **Insert > Field** (date, page number, etc.) are indicated with a gray background so that their positions in the document can be easily recognized.

This option is disabled by default.

## Show merge record

The **Show merge record** option is available only when you have attached a database to the current document with **Extras > Set Database**.

When you enable this option, the field names that normally represent database fields inserted into a document are replaced on the screen with the contents of the field from a specified record of the database. You can enter the number of the record whose contents are to be displayed in the edit box to the right of **Show merge record**. If you enter “10”, for example, the content of the field from the tenth record will be displayed.

This option is useful for checking the final appearance of a form letter before printing it (see also chapter “Form letters ” [beginning on page 329](#)).

By default, this option is disabled.

## Objects group box

As described in section “Hiding objects” [beginning on page 235](#), you can make inserted objects invisible on the screen and/or on the printed page.

By means of these two options, you can make these objects visible and/or printable again, overriding their individual visibility settings:

- **Show invisible objects:** If you enable this option, any object whose **Visible** property is disabled becomes visible on the screen.
- **Print unprintable objects:** If you enable this option, any object whose **Printable** property is disabled will nevertheless be printed along with normally printable objects.

By default both options are disabled.

## Hidden text group box

Not only objects, but text too can be hidden (see section “Hiding text” [beginning on page 69](#)).

The **Show hidden text** and **Print hidden text** options control respectively the display and printing of text that has been formatted hidden.

By default, **Show hidden text** is enabled and **Print hidden text** is disabled. Accordingly, hidden text is visible on the screen but does not appear on the printed page.

If you enable **Print hidden text**, hidden text will appear on the printed page along with visible text.

## Pictures and OLE objects group box

With the default setting **Show pictures** all the graphics and OLE objects present in the text are displayed on the screen.

If instead you select the **Use placeholders** option, gray boxes are displayed at the positions of these objects. Advantage: The responsiveness of the display is improved when paging through a document with a lot of pictures.

## Locking group box

With these options you can “lock” all objects on the master page and all guides and thereby protect them from being shifted inadvertently.

If you activate the **Lock objects on master page** option, objects that have been inserted on the master page can be moved only in the master page view (see also section “Master pages” [beginning on page 107](#)).

If you activate the **Guides** option, guides can no longer be dragged with the mouse, and can be edited only from the **Object > Guides & Grid** dialog (see also section “Using guides” [beginning on page 486](#)).

By default, both options are disabled.

## Decimal separator

Here you can specify the character to be used as a decimal separator.

This setting only affects the behaviour of *decimal tab stops*. If you change the separator character from a period to a comma, for example, numbers at decimal tab stops will be aligned not on periods but on commas.

## “Compatibility” button

Here it is possible to make settings that affect functions internal to the program, in order to make these functions compatible with documents created in older versions of TextMaker or in Microsoft Word. These options are set automatically when such a document is opened and normally should not be changed.

---

## Document properties, Colors property sheet

The **Colors** property sheet in the **File > Properties** dialog allows you to edit the color palette for the current document.

When you open a color list – for example, the color list in the Formatting toolbar – you see only a small subset of the more than 16 million colors that are available. This subset is called the *color palette* of the document.

You can modify this color palette at any time. You can add new colors and modify colors you have added. However, the first 24 colors in the palette are default colors than cannot be changed.

<p><b>Important:</b> Changes in the color palette are saved <i>in the document</i>. Thus, you can compose a special color palette for every document.</p>
---

## Adding a color

To add a color to the palette of the current document, do the following:

1. Invoke the command **File > Properties** and switch to the **Colors** property sheet.

**Tip:** Alternatively, you can gain access to this dialog from any other dialog box that contains a color list. To do this, select the **Define color...** entry in the color list (the last entry).

2. Set the desired color (see the section “Using the controls for setting colors” below).
3. Click on the **New** button.
4. Give the new color whatever name you like and confirm with **OK**.
5. Exit the dialog with **OK**.

TextMaker now adds the new color to the document’s color palette. From now on it will be available in all dialog boxes that permit color selection.

## Changing a color

**Note:** You can change only those colors that you have added. The first 24 colors in the palette are default colors that cannot be changed.

To change a color, do the following:

1. Invoke the command **File > Properties** and switch to the **Colors** property sheet.

*Or:* Alternatively, select the **Define color...** entry in any color list.

2. Select the color to be changed from the **Color palette** list.
3. Make the desired changes (see the section “Using the controls for setting colors” below).
4. Click on **Change**.

The color is now changed for the current document.



## Deleting or renaming a color

You can delete or rename user-defined colors at any time. To do this, invoke the color dialog, select a color from the **Color palette** list and click the **Delete** or **Rename** button.

## Using the controls for setting colors

The controls in the dialog introduced above allow you to set colors in a number of different ways. All these ways lead to the same results – just choose the method that suits you the best:

### ■ Using the color field and luminance slider

Setting colors is easiest when you use the large color field and the luminance slider to its right. The color field presents all the available hues in all available saturations, while the luminance slider next to it provides a means of varying the luminance.

To set a color, first click on the desired color in the large color field. Then click on the desired luminance in the luminance slider.

### ■ Using the hue, saturation and luminance controls

Alternatively you can set colors with the controls situated below the color field and labeled **Hue**, **Sat** (saturation) and **Lum** (luminance). Values between 0 and 240 are allowed for each.

### ■ Using the Red, Green and Blue controls

Colors can also be specified by their red, green and blue components. The controls labeled **Red**, **Green** and **Blue** are provided for this purpose. Here, values between 0 and 255 are allowed.

### ■ Using the “Standard” property sheet (accessible only from color lists)

When you access the color dialog by selecting **Define color...** from the color list in another dialog, rather than by invoking the **File > Properties** command, the color dialog will contain an additional property sheet labeled **Standard**. This property sheet will present a selection of common colors. To choose a color, simply click on it.

---

## Document properties, Internet property sheet

The **Internet** property sheet in the **File > Properties** dialog allows you to change the color scheme and background of an HTML document.

You will find detailed information about working with HTML documents in chapter “Internet functions” [beginning on page 413](#).

### ■ **Do not save colors in HTML file**

If you enable this option, the color settings you make on this property sheet will apply only within TextMaker. They will not be saved in the HTML document. So, if you open the HTML file in a web browser, the document will appear there in the browser’s default colors – not in the colors set here.

### ■ **Show blink style as**

Text that is formatted with the HTML “blinking” attribute is not displayed in TextMaker as blinking but is indicated with the color selected here. By default this color is yellow.

### ■ **Background color**

Here you can change the document’s background color.

With the default setting “Auto” the background color is not changed. The color that appears is the one that would appear if the document were viewed in the user’s browser.

### ■ **Background image**

You can specify a picture to be used for the background of the document by entering here the filename of the desired image. The background is created by tiling the image.

You must specify the full path and filename of the image. You can either enter this information manually or click on the **Browse** button to locate the image file on your hard disk.

Note: Background images are not displayed in TextMaker; they only appear in your web browser.

### ■ **Unvisited link**

Here you can select the color to be used to represent unvisited links. The default color is blue.

## ■ Visited link

Here you can select the color for visited links. The default is dark magenta.

## ■ Current link

Here you can select the color for the currently selected link. The default is red.

Additional colors: If none of the existing colors suits you, you can always compose your own colors. To do so, click on “Define color...”, the last item in the color list (see section “Document properties, Colors property sheet” [beginning on page 463](#)).

---

## Document properties, Info property sheet

The **Info** property sheet in the **File > Properties** dialog displays statistical information about the current document (number of characters, number of sentences, average word length, etc.).

*Tip:* If you select a segment of text before you call up this property sheet, it will show statistics for the selected text only; otherwise, it will show them for the entire document.

The items of information shown are mostly self-explanatory. However, the difference between the first two items needs some clarification:

- The number of **characters** counts the *visible* characters only.
- The number of **keystrokes** also counts white spaces (created with the space bar, tab key, etc.).

Accordingly, the sentence “This is a test” has 11 characters and 14 keystrokes (since it contains three space characters).

---

## Document properties, Protection property sheet

The **Protection** property sheet in the **File > Properties** dialog allows you to apply *document protection* to a document.

Opening and/or saving a protected document is possible only following the entry of a correct password. Documents with read protection are also encrypted, so that they cannot be examined with programs other than TextMaker.

You will find information about this topic in chapter “Document protection” [beginning on page 435](#).

---

## Document properties, Forms property sheet

The **Forms** property sheet in the **File > Properties** dialog allows you to enable or disable Forms mode and optionally require a password to disable this mode.

When Forms mode is enabled, only forms objects (text fields, checkboxes, dropdown lists, etc.) can be filled out. Access to the rest of the document and to most of TextMaker’s functions is blocked.

***Note:*** When you save a document in Forms mode, Forms mode will still be active when you reopen the document.

You can enable or disable Forms mode with the **Forms mode activated** option.

***Tip:*** You can also use the **View > Forms Mode** command to do this.

When you enable Forms mode and, in addition, enter a **Password to deactivate**, anyone who subsequently attempts to disable this mode will be prompted for the password. The mode will be disabled only if the user supplies the correct password.

***Important:*** If you save a document with Forms mode enabled and a password set and then forget the password, you will never again be able to disable this mode. So be sure to make a note of the password and keep it in a safe place!

You will find detailed information about working with forms in chapter “Forms” [beginning on page 257](#).

---

## Document properties, Reviewing property sheet

The **Reviewing** property sheet in the **File > Properties** dialog allows you to make settings that control the way comments and document revisions are handled.

You will find information about these settings in the following sections:

- **Settings for comments** ([beginning on page 405](#))
- **Settings for the Track changes function** ([beginning on page 411](#))

General information about comments and document revisions is available in chapter “Document revisions” [beginning on page 401](#).

---

## Customizing the document display

You can adjust the way the document appears on the screen and either hide or bring into view various components of the TextMaker window with the commands in the **View** menu.

“View” menu command	Function
<b>Standard</b>	Switches the document view to <i>standard view</i> . This is the view that you normally use when working with TextMaker, often referenced as <i>normal view</i> in the manual.
<b>Continuous</b>	Switches to the <i>continuous view</i> . For the most part this view is like the normal view; however, the document is presented not as a sequence of separate pages but as a single continuous text. Some users find it easier to survey a document in this view.  <i>Note:</i> In the continuous view, some components of the document, including page headers and footers, frames, drawings and footnotes, <i>cannot</i> be edited.
<b>Master Pages</b>	Switches to the <i>master pages view</i> . In this view you can edit only the document’s <i>master page(s)</i> .  Objects residing on the master page will be replicated on <i>every</i> page of the document (see section “Master pages” <a href="#">beginning on page 107</a> ).
<b>Outline</b>	Switches to the <i>Outline view</i> . In this view you can see the structure of the document, assign text to a header and assign existing headers to higher or lower levels (see section “Outlines” <a href="#">beginning on page 363</a> ).
<b>Actual Size</b> etc.	You can set the zoom level with the commands <b>View &gt; Actual Size</b> through <b>View &gt; Custom</b> (see section “Changing the zoom level” <a href="#">beginning on page 470</a> ).
<b>Object Mode</b>	Turns <i>Object mode</i> on or off. In Object mode, you can no longer edit text. However, this mode provides many functions that lighten work with objects like pictures, frames, etc. (see section “Object mode” <a href="#">beginning on page 216</a> ).
<b>Forms Mode</b>	Turns <i>Forms mode</i> on or off. In Forms mode, only forms objects (text fields, checkboxes, lists, etc.) can be filled out. Access to the

rest of the document and to most of TextMaker's functions is blocked. See chapter "Forms" [beginning on page 257](#).

### **Toolbars**

Opens a dialog box that allows you to show/hide toolbars, reposition them, or edit them (see section "Customizing toolbars" [beginning on page 471](#)).

### **Horizontal Ruler**

Turns the horizontal ruler on or off.

Additional settings for customizing the display of documents are available with the following commands:

- **Extras > Preferences** allows you to make general settings that are valid for *all* documents (see section "Preferences, View property sheet" [beginning on page 446](#)).
- **File > Properties** allows you to make settings that are valid *only* for the *current* document (see section "Document properties, View property sheet" [beginning on page 460](#)).

---

## Changing the zoom level

TextMaker offers you several different ways to specify the zoom level at which a document is displayed on the screen. You can set zoom levels anywhere between 30% and 1000%.

Use the following **View** menu commands to do this:

"View" menu command	Function
<b>Actual Size</b>	Sets the zoom level to 100%. This is the default setting.
<b>Fit Margins to Window</b>	Automatically selects the zoom level at which the width of a page fits exactly in the window.
<b>Full Page</b>	Automatically selects the zoom level that permits viewing an entire page at once.
<b>Zoom</b>	Activates the magnifying glass with which you can draw a frame around whatever part of the document you want to enlarge.
<b>Custom</b>	Allows you to select the zoom level from a list. You can also enter a value (between 30% and 1000%) manually.

---

# Customizing toolbars

TextMaker has several *toolbars* (e.g. the Function toolbar or the Formatting toolbar), that give you quick access to the program's functions. Each icon on a toolbar stands for a particular command. When you click on an icon, the corresponding command is executed.



*A toolbar*

**Tip:** When you position the mouse pointer over an icon (without clicking on it), a tooltip appears and gives a brief description of the icon's function.

This section describes how you can adapt these useful aides to your personal working style. With the **View > Toolbars** command you can take the following actions to configure the toolbars:

- Show or hide toolbars
- Position toolbars on the screen
- Manage toolbars (create, delete or rename your own toolbars)
- Customize the icons in toolbars (add, remove or reposition them)
- Create user-defined toolbar icons to start other programs of your choosing

These topics are treated in detail on the following pages in the order listed.

---

## Showing and hiding toolbars

You can enable or disable individual toolbars at any time, for example when you want to gain more room on the screen for text editing.

Proceed as follows:

1. Invoke the **View > Toolbars** command.
2. Click on the check box in front of a toolbar's name to enable or disable it. The toolbar is enabled when a small check is present in the check box.
3. Exit the dialog box with **Close**.

The toolbars you have checked or unchecked are now enabled or disabled.

**Tip:** There is a faster way to do this: When you click with the *right* mouse button on any toolbar, you will get the toolbars context menu. Simply click in the menu on the name of the toolbar you want to enable or disable.

## Visible in mode ...

Some toolbars are visible only in particular working modes of TextMaker. The Formatting toolbar, for example, is visible only in normal editing mode. When you switch to Object mode, which is only for editing objects, it disappears, since it has no function in this mode.

The **Visible in mode** option controls this behaviour. With it, you can specify when a toolbar will be visible:

Option	Meaning
<b>All modes</b>	The selected toolbar is always visible (provided it is not disabled).
<b>Edit mode</b>	The toolbar is visible only in normal <i>Edit mode</i> , and not in Object mode (see also section “Object mode” <a href="#">beginning on page 216</a> ). Example: the Formatting toolbar
<b>Object mode</b>	The toolbar is visible only in <i>Object mode</i> and not in normal Edit mode (see also section “Object mode” <a href="#">beginning on page 216</a> ). Example: the Object toolbar
<b>Outline</b>	The toolbar is visible only in <i>Outline view</i> (see also section “Using the Outline view” <a href="#">beginning on page 365</a> ). Example: the Outline toolbar
<b>Database mode</b>	The toolbar is visible only in the database module. Example: the Database toolbar
<b>Picture</b>	The toolbar appears only when a picture is selected. Example: the Picture toolbar
<b>Header/Footer</b>	The toolbar appears only when the text cursor is in a header or footer.

To change the setting for one of the toolbars, invoke **View > Toolbars**, select the toolbar and choose the desired option in **Visible in mode**.

**Note:** Normally, it does not make sense to change this setting for the standard toolbars (Function toolbar, Formatting toolbar, etc.). These options are primarily meant for user-defined toolbars.



---

## Positioning toolbars

You can position individual toolbars anywhere you like on the screen. To do this, you can either use the **View > Toolbars** command or simply drag a toolbar to the desired position with the mouse.

### Changing the position with the View > Toolbars command

Proceed as follows:

1. Invoke the **View > Toolbars** command.
2. Click on the toolbar you want to move to select it.
3. Select the desired position for the toolbar in the **Position** group box.

Note: If you choose the **Floating** option, the toolbar icons are displayed in a window that can be moved or sized just like an application window.

### Changing the position with the mouse

All enabled toolbars can also be repositioned with the mouse. Proceed as follows:

1. Position the mouse pointer over an *empty* area of the toolbar.
2. Press the left mouse button and hold it down.
3. While holding the mouse button down, drag the toolbar to the desired position.
4. Release the mouse button to place the toolbar at the new position.

A positioning aide is active while you are dragging: when you drag the toolbar near one of the edges of the program window, it jumps automatically to that edge. If you leave the toolbar at the top edge of the window, for example, the result will be the same as would have been achieved by selecting the **Top** position in the **View > Toolbars** dialog box.

Locking a toolbar in position: When you want to avoid accidentally dragging a particular toolbar out of its position with the mouse, you can invoke **View > Toolbars**, select that toolbar, and enable the **Locked** option.

---

## Managing toolbars

You can create new toolbars, delete and rename existing toolbars, edit toolbar icons, etc. To perform these tasks use the buttons in the dialog box for the **View > Toolbars** command.

### Creating new toolbars

TextMaker allows you to create your own toolbars whenever you wish.

For example, if you frequently need to use commands in the **Window** menu that are not present in the standard Function toolbar, it might be worthwhile for you to set up your own toolbar for them.

You create a new toolbar as follows:

1. Click the **New** button (in the dialog box of the **View > Toolbars** command).
2. A dialog box appears and prompts you to enter a name for the new toolbar – “My toolbar” for example. Enter a name and confirm with **OK**.
3. The new toolbar is set up. Close the dialog box or click on the **Edit** button to add icons to the toolbar. You can read more about this in section “Customizing toolbar icons” [beginning on page 475](#).

### Deleting toolbars

You can remove user-defined toolbars with the **Delete** button:

1. Select the toolbar to be deleted with a mouse click.
2. Click the **Delete** button.

Note: You can delete only toolbars that you have created yourself. The standard toolbars (Function toolbar, Formatting toolbar, etc.) cannot be removed.

However, you can disable the standard toolbars whenever you don’t need them (see section “Showing and hiding toolbars” [beginning on page 471](#)).

### Renaming toolbars

You can rename toolbars that you have created yourself with the **Rename** button:

1. Select the toolbar you want to rename with a mouse click.
2. Click the **Rename** button.
3. Type the new name and confirm with **OK**.

Note: You can rename only toolbars that you have created yourself. The standard toolbars (Function toolbar, Formatting toolbar, etc.) cannot be renamed.

## Resetting toolbars

You can undo any changes you have made to one of the standard toolbars with the **Reset** button:

1. Select the toolbar you want to reset with a mouse click.
2. Click the **Reset** button.

Now the toolbar contains the standard icons, as it did before you changed it. In addition, the default settings for **Visible in mode** and **Position** are restored.

Note: This command is applicable only to the standard toolbars (Function toolbar, Formatting toolbar, etc.), and not to user-created toolbars.

## Customizing the icons in a toolbar

You can edit the icons on toolbars with the **Edit** button. Information about this is given in the following section.

---

## Customizing toolbar icons

You can edit the icons on a toolbar whenever you wish. More precisely: you can add, remove, and reposition the icons, and you can also insert and remove separator lines.

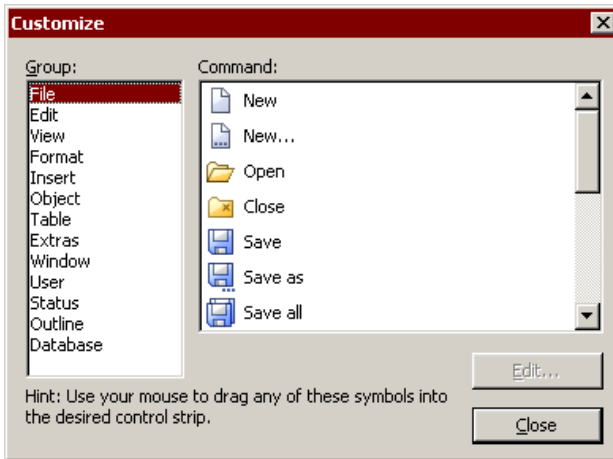
You do this as follows:

1. Make sure that the toolbar to be edited is enabled. If it is not, invoke **View > Toolbars** and enable it.

2. Invoke the command **Extras > Customize > Toolbars**. Alternatively, you can invoke this command by clicking the **Edit** button in the **View > Toolbars** dialog box.
3. Use one of the procedures described below to add, remove, reposition, etc. an icon.
4. Exit the dialog with **Close**.

**Tip:** The **Extras > Customize > Toolbars** command can also be invoked from the context menu for toolbars or by double clicking on an *empty* area in any of the toolbars.

When you invoke this command, a dialog box appears and presents a list of all the icons that are available for addition to a toolbar.



The icons for the individual commands are organized under several categories to make them easier to find. If you select a category in the **Group** list, all the available icons in that category will be displayed in the **Command** list.

Editing the icons in a toolbar works as follows:

#### ■ Adding an icon

Simply drag the icon with the mouse from the dialog box directly to the desired position on the toolbar.

### ■ **Deleting an icon**

Drag the icon off the toolbar (into the text, for example) to delete it.

### ■ **Repositioning an icon**

Drag the icon to the desired position in the toolbar with your mouse. When you drag an icon to a position between two other icons it is inserted there.

You can also drag an icon from one toolbar to another.

### ■ **Inserting a separator line or space**

If you drag an icon a small distance to the right, a separator line or space (depending on the operating system) will be inserted to the left of the icon.

### ■ **Removing a separator line or space**

If you drag the icon that is to the immediate right of the separator line or space a little to the left, the separator or space will be removed.

**Resetting a toolbar:** If you should happen to make a mistake while editing one of the standard toolbars, you can always reset the toolbar. To do this, invoke the **View > Toolbars** command, select the toolbar to be reset with a mouse click and click the **Reset** button. All the changes you have made to the toolbar will be undone, and it will again contain the default icons.

---

## Creating user-defined toolbar icons

You can also create *user-defined icons* and add them to TextMaker's toolbars. Such icons can be used to start other programs of your choosing.

To set up a user-defined icon – for example, an icon for starting the Windows Notepad – proceed as follows:

1. Invoke the command **Extras > Customize > Toolbars**.
2. Select the **User** category from the **Group** list.
3. Select one of the icons from the **Command** list. The first three icons are already assigned to the Windows Calculator, the Windows Character Map and the Windows Control Panel to serve as examples. Select the fourth icon for this exercise.
4. Click the **Edit** button. A dialog box appears.

5. Enter a short description of the program to be started in the **Description** field – “Windows Notepad” for example.
6. Enter the complete path and filename for the program to be started in the **Command line** field – for example, c:\windows\notepad.exe. If you don’t know the path and filename off the top of your head, you can click on the **Browse** button to search for the program file on your hard disk.
7. *Optional:* If the program’s own icon is not the one you want to use to represent the program in the toolbar, you can enter the path and name for an icon file that you want to use in the **Icon file** field.

Note however that the icons used in toolbars are somewhat smaller than the usual Windows icons.

8. Confirm with **OK**.

The user-defined icon is now set up. If you want to add it to one of the toolbars, drag it with the mouse into the desired toolbar.

As soon as you exit the dialog box with **Close** you can try your newly created icon. Clicking on it should start Windows Notepad.

If it doesn’t work, this is because you have entered the program path or filename incorrectly. In that case, edit the icon as described above to correct the error.

---

## Customizing keyboard shortcuts

As you know, TextMaker’s most frequently used commands can be invoked with “keyboard shortcuts.” For example, you can execute the **File > Save** command very quickly by pressing the key combination **(Ctrl)(S)Ctrl+S**.

With the **Extras > Customize > Keyboard Mappings** command, these keyboard shortcuts can be customized as desired. You can assign new shortcuts to commands and change or delete existing shortcuts.



Moreover, you can work with complete *keyboard mappings*. The keyboard shortcuts for all the commands are stored in a keyboard mapping. When you switch between two keyboard mappings, all the shortcuts change accordingly.

To customize TextMaker’s keyboard shortcuts, use the following buttons in the **Extras > Customize > Keyboard mappings** dialog box:

- **“Apply” button:** Activate the selected keyboard mapping
- **“New” button:** Create a new keyboard mapping

Note: When all you want to do is add or change a few of the standard keyboard shortcuts, it is not necessary to set up your own keyboard mapping. Simply click on the **Edit** button and change the standard keyboard mapping.

- **“Delete” button:** Delete a keyboard mapping
- **“Rename” button:** Rename a keyboard mapping
- **“Edit” button:** Edit the keyboard shortcuts in a keyboard mapping
- **“Reset” button:** Reset the shortcuts in a keyboard mapping to the default (possible only for the predefined **Standard** and **TextMaker Classic** mappings).

Detailed information is given on the following pages.

---

## Activating a keyboard mapping

You can select which keyboard mapping is to be active with the **Extras > Customize > Keyboard mappings** command.

To do this, proceed as follows:

1. Invoke the command **Extras > Customize > Keyboard mappings**.
2. Select the desired keyboard mapping.
3. Click on **Apply** to activate it.

Now the shortcuts defined in this keyboard mapping become available.

As stated in the introduction, all the shortcuts for all the commands are stored in a keyboard mapping. Accordingly, when you switch between two keyboard mappings, all the shortcuts change.

By default, the following two keyboard mappings are pre-defined:

<b>Standard</b>	The standard mapping – it contains all the keyboard shortcuts described in this manual (e.g. <b>(Ctrl)(S)Ctrl+S</b> for save)
<b>TextMaker Classic</b>	A largely WordStar-compatible keyboard mapping (for users who have worked previously with WordStar, TextMaker for DOS, or other programs with a WordStar compatible keyboard mapping)

**Tip:** You will find a table for the **Standard** keyboard mapping in chapter “Keyboard shortcuts” [beginning on page 489](#).

If necessary, you can modify either of these two standard mappings and also create your *own* keyboard mappings, a topic which is covered in the following sections.

---

## Creating a new keyboard mapping

The **Extras > Customize > Keyboard mappings** command gives you the means of putting together complete *keyboard mappings*. Thus, you can set up different keyboard mappings for to be used for different purposes and switch between them as needed.



**Note:** When all you want to do is add or change a few keyboard shortcuts, it is not necessary to set up your own keyboard mapping. Simply click on the **Edit** button and modify the standard keyboard mapping itself.

You create a new keyboard mapping as follows:

1. Invoke the command **Extras > Customize > Keyboard mappings**.
2. Choose the existing keyboard mapping that you want to use as a basis for the new one.

*Note:* The new keyboard mapping will automatically be assigned all the keyboard shortcuts contained in the mapping you choose here.

3. Click the **New** button.
4. A dialog box appears and prompts you to enter a name for the new keyboard mapping. Enter, for example “My keyboard mapping” and then confirm with **OK**.

The new keyboard mapping is now set up. Next a dialog appears to allow you to modify the shortcuts contained in it. You will find information about this in section “Editing the shortcuts in a keyboard mapping” [beginning on page 482](#).

---

## Renaming or deleting a keyboard mapping

User-created keyboard mappings can be renamed or deleted at any time.

These tasks are carried out as follows:

1. Invoke the **Extras > Customize > Keyboard mappings** command.
2. Select the keyboard mapping you want to delete or rename with a mouse click.
3. Click on **Rename** to give it a new name.

*Or:* Click on **Delete** to delete it.

You can rename or delete only keyboard mappings that you have created yourself. The predefined **Standard** and **TextMaker Classic** mappings cannot be renamed or removed.

---

## Editing the shortcuts in a keyboard mapping

The **Extras > Customize > Keyboard mappings** command is not only for setting up and managing keyboard mappings. The most important function of this command is the modification of the shortcuts contained in a mapping. The **Edit** button handles this function.

### Assigning a shortcut for a command

When you find that you are using one of the menu commands very frequently, you should assign a shortcut for it, so that in the future you will be able to execute it quickly with a simple keystroke combination.

As an example, we will assign the shortcut **(Ctrl)(F12)Ctrl+F12** to the **Format > Standard** command. Proceed as follows:

1. Invoke the **Extras > Customize > Keyboard mappings** command.
2. If necessary, select the desired keyboard mapping (if you want to modify a keyboard mapping other than the one that is currently activated).
3. Click on the **Edit** button.
4. Select a command category from the **Group** list. Then, from the **Command** list, select the command whose shortcut you want to modify.

In our example, you would select “Format” in the **Group** list and “Standard” from the **Command** list.

5. Click in the **Please press accelerator** field and then press the desired shortcut – in the example you would press **(Ctrl)(F12)Ctrl+F12**.

Hint: If you make a typing mistake, you can always press the backspace key **(æ\_)** to remove the keyboard shortcut you entered.

6. **Don't forget:** Click on **Add** to assign this shortcut to the command.
7. Confirm with **OK** and exit the main dialog box with **Close**.

From now on, you can execute the **Format > Standard** command with the key combination **(Ctrl)(F12)Ctrl+F12**.

## Available keyboard shortcuts

Notice that some of the keystroke combinations that are possible on your keyboard are not allowed as shortcuts.

As a rule, you should use **alphabetic keys**, **numeric keys** or **function keys** for shortcuts. You can combine them with (Ctrl)**Ctrl**, (Alt)**Alt** and/or the Shift key (Shift<sup>\*</sup>).

It is very easy to check to see if the key combination you want to use is allowed. Click in the **Please press accelerator** field and then try to enter your key combination. If it does not appear in the field, it is not allowed.

Some examples of valid keyboard shortcuts:

- (Ctrl)(A)**Ctrl+A**
- (Alt)(A)**Alt+A** (However, key combinations including the Alt key are not recommended – (Alt)(A)**Alt+A**, for example, is already assigned to the **Extras** menu!)
- (Ctrl)(Alt)(A)**Ctrl+Alt+A**
- (Ctrl)(Shift<sup>\*</sup>)(A)**Ctrl+Shift+A**
- (Ctrl)(Alt)(Shift<sup>\*</sup>)(A)**Ctrl+Alt+Shift+A**
- (Ctrl)(F1)**Ctrl+F1**
- etc.

**Note:** Alphabetic keys by themselves are naturally *not* allowed. Thus, you cannot use (A)**A** or (Shift<sup>\*</sup>)(A)**Shift+A** as a shortcut.

**Shortcut already assigned:** If you press a shortcut that is already assigned, the current assignment will be shown just below the entry field. You should press the Backspace key (æ\_) to delete your shortcut and try a different shortcut. Otherwise, you will overwrite the existing assignment for the shortcut.

**Two part shortcuts:** You can also use two part shortcuts (in accordance with the WordStar standard) – for example, (Ctrl)(K)(X)**Ctrl+K+X**. However, in this case only shortcuts of the form “Ctrl + letter + letter” are allowed.

## Removing a keyboard shortcut

Any time after assigning a shortcut to a command, you can undo your actions and remove the assignment.

To do this, proceed as follows:

1. Invoke, as described above, the **Edit Keyboard Mapping** dialog.
2. Select the command category from the **Group** list and then select the desired command from the **Command** list.
3. All the shortcuts currently assigned to this command appear in the **Current shortcut keys** field. Select the shortcut you want to remove and click on the **Remove** button.
4. Confirm with **OK** and exit the main dialog box with **Close**.

The shortcut is now removed – from now on, the command cannot be invoked with this shortcut anymore.

---

## Resetting the shortcuts in a keyboard mapping

If you click on the **Reset** button in the dialog box of the **Extras > Customize > Keyboard mappings** command, all the shortcuts of the selected keyboard mapping will be reset to their default settings.

*Note:* In this process, *all* the modifications that you have made to the shortcuts in this keyboard mapping are lost.

This function is applicable only to the pre-defined keyboard mappings **Standard** and **TextMaker Classic**.

*Tip:* You will find a table for the **Standard** keyboard mapping in section “Keyboard shortcuts” **beginning on page 489**.

---

# Using the grid

The grid is a positioning aide for frames and drawings. When it is enabled, objects cannot be shifted to arbitrary positions; instead they snap from one intersection of the gridlines to the next.

## Activating the “Snap to grid” function

Normally, the grid is disabled. Accordingly, you can move frames and drawings with complete freedom using the mouse.

To enable the grid, do the following:

1. Invoke **Object > Guides & Grid**.
2. Switch to the **Grid** property sheet.
3. Enable the **Snap to grid** option.

Now, when you insert e.g. a new text frame or shift the position of an existing frame the object can no longer be positioned arbitrarily with the mouse; rather, it jumps from one point on the grid to the next.

## Changing the grid distance

By default, the grid distance horizontally and vertically is set to 0.5 cm (around 0.2 in). However, you can set it to any value you like.

Proceed as follows:

1. Invoke the command **Object > Guides & Grid**.
2. Switch to the **Grid** property sheet.
3. Enter the desired values in the **Grid distance** group box.

## Showing the grid on the screen

By default, the gridlines are not shown on the screen. If you want them to be displayed, activate the **Show grid** option in the dialog box described above.

Note: Gridlines are displayed on the screen only; they do not appear on the printed page.

---

## Using guides

Besides the grid described in the previous section, TextMaker gives you an additional aide for positioning frames and drawings: *guides*.

You can set up horizontal and vertical guides. As soon as a frame or drawing that you have inserted or moved comes near one of the guides it automatically snaps to that guide – as if the guide were magnetic.

This is useful, for example, when you want several pictures or text frames to be precisely aligned alongside one another.

### Enabling the “Snap to guides” function

Before attempting to use guides you should check to see if the **Snap to guides** option is enabled.

To do this, proceed as follows:

1. Invoke the command **Object > Guides & Grid**.
2. On the **Guides** property sheet, make sure that the **Snap to guides** option is enabled.

If this option is disabled, the guides can still be displayed and changed, but they will not have any effect on the insertion and repositioning of objects.

### Showing the guides on the screen

In addition, the display of the guides should be enabled.

You can check this as follows:

1. Invoke the **Extras > Preferences** command.
2. Switch to the **View** property sheet.

3. Make sure that the **Guides** option in the **Document window** group box is checked.

Guidelines will now be displayed.

Note: Guidelines are displayed on the screen only; they do not appear on the printed page.



## Adding guides under menu control

To set up new guides, do the following:

1. Invoke **Object > Guides & Grid**.
2. Under **Horizontal** or **Vertical**, enter the position at which the guideline should be placed and then click the **Set** button.

## Adding guides with the mouse

Alternatively, you can set up new guides with the mouse:

1. Click on the  icon in the Formatting toolbar or invoke the command **View > Object Mode** to activate Object mode.
2. Now you can “pull” vertical guides out of the vertical ruler and horizontal guides out of the horizontal ruler. To do this, click with the mouse in one of the rulers and drag the mouse pointer (left mouse button held down) into the text area. Release the mouse button when you reach the position at which the guide should be set.
3. Finally, click once more on the  icon or invoke **View > Object Mode** again in order to exit Object mode.

Note: If the ruler you want to use is not displayed, invoke **Extras > Preferences**, switch to the **View** property sheet and there enable **Horizontal ruler** or **Vertical ruler** as needed.

## Changing the tolerance for guides

By default, a frame or drawing snaps automatically to a guide when it is moved with the mouse to within 8 pixels of the guide. You can change this tolerance any

time you like. If you raise the tolerance to 20, for example, the object will snap to the guide when it is at a distance of twenty or fewer pixels from the guide.

To change the tolerance, invoke **Object > Guides & Grid**, switch to the **Guides** property sheet and enter the desired value in pixels in the **Tolerance** field.

## Moving and deleting guides

To delete or reposition a guide, proceed as follows:

**Keyboard:** Invoke **Object > Guides & Grid**. To remove a guide, select it from the list and click the **Delete** button. To reposition a guide, delete it and then set a new guide at the desired position.

**Mouse:** In Object mode guides can simply be grabbed with the mouse and dragged to new positions. Also: if you move a guide into the horizontal or vertical ruler, the guide will be deleted.

## Locking guides

You can “lock” guides so that they cannot be moved accidentally with the mouse.

To do this, invoke **File > Properties**, switch to the **View** property sheet and enable the **Lock guides** option in the **Locking** group box.

From this point on, guides cannot be shifted with the mouse. Their positions can be changed only in the dialog box of the **Object > Guides & Grid** command.

## Activating the “Snap to page margins” function

When you enable the **Snap to page margins** option, the lines defining the document’s page boundaries function as guidelines. Accordingly, if you drag an object to a position near one of these lines, the object will snap to it.

Hint: To enable or disable the display of the page boundary lines, invoke the **Extras > Preferences** command, switch to the **View** property sheet and turn **Page borders** on or off.



---

# Keyboard shortcuts

The following pages provide a list of the most frequently used keyboard shortcuts available in TextMaker’s standard keyboard mapping.

*Hint:* If you want to customize TextMaker’s keyboard shortcuts, use the **Extras > Customize > Keyboard Mappings** command (see section “Customizing keyboard shortcuts” [beginning on page 478](#)).

---

## Keyboard shortcuts for menu commands

Command	Keyboard shortcut
<b>File &gt; New</b>	(Ctrl)(N) <b>Ctrl+N</b>
<b>File &gt; Open</b>	(Ctrl)(O) <b>Ctrl+O</b>
<b>File &gt; Close</b>	(Ctrl)(F4) <b>Ctrl+F4</b> or (Ctrl)(W) <b>Ctrl+W</b>
<b>File &gt; Save</b>	(Ctrl)(S) <b>Ctrl+S</b>
<b>File &gt; File Manager</b>	(F12) <b>F12</b>
<b>File &gt; Print</b>	(Ctrl)(P) <b>Ctrl+P</b>
<b>File &gt; Exit</b>	(Alt)(F4) <b>Alt+F4</b> or (Ctrl)(Q) <b>Ctrl+Q</b>
<b>Edit &gt; Undo</b>	(Ctrl)(Z) <b>Ctrl+Z</b>
<b>Edit &gt; Redo</b>	(Ctrl)(Y) <b>Ctrl+Y</b>
<b>Edit &gt; Cut</b>	(Ctrl)(X) <b>Ctrl+X</b>
<b>Edit &gt; Copy</b>	(Ctrl)(C) <b>Ctrl+C</b>
<b>Edit &gt; Paste</b>	(Ctrl)(V) <b>Ctrl+V</b>
<b>Edit &gt; Paste Special</b>	(Ctrl)(Shift*)(V) <b>Ctrl+Shift+V</b>
<b>Edit &gt; Select All</b>	(Ctrl)(A) <b>Ctrl+A</b>
<b>Edit &gt; Search</b>	(Ctrl)(F) <b>Ctrl+F</b>
<b>Edit &gt; Replace</b>	(Ctrl)(H) <b>Ctrl+H</b>

Command	Keyboard shortcut
<b>Edit &gt; Search Again</b> (or <b>Replace Again</b> )	(F3) <b>F3</b>
<b>Edit &gt; Go To</b>	(F5) <b>F5</b> or (Ctrl)(G) <b>Ctrl+G</b>
<b>Edit &gt; Evaluate</b>	(F8) <b>F8</b>
<b>Format &gt; Standard</b>	(Ctrl)(Space) <b>Ctrl+Space</b>
<b>Character formattings:</b>	
Select font (in Formatting toolbar)	(Ctrl)(D) <b>Ctrl+D</b>
Boldface on/off	(Ctrl)(B) <b>Ctrl+B</b>
Italics on/off	(Ctrl)(I) <b>Ctrl+I</b>
Underlining on/off	(Ctrl)(U) <b>Ctrl+U</b>
Superscript	(Ctrl)(Shift*)(Num+) <b>Ctrl+Shift+(Num+)</b>
Subscript	(Ctrl)(Shift*)(Num-) <b>Ctrl+Shift+(Num-)</b>
Remove super- or subscript	(Ctrl)(Shift*)(Num*) <b>Ctrl+Shift+(Num*)</b>
<b>Paragraph formattings:</b>	
Increase left indent	(Ctrl)(M) <b>Ctrl+M</b>
Decrease left indent	(Ctrl)(Shift*)(M) <b>Ctrl+Shift+M</b>
Increase hanging indent	(Ctrl)(T) <b>Ctrl+T</b>
Decrease hanging indent	(Ctrl)(Shift*)(T) <b>Ctrl+Shift+T</b>
Automatic single line spacing (100%)	(Ctrl)(1) <b>Ctrl+1</b>
Automatic one and a half line spacing (150%)	(Ctrl)(5) <b>Ctrl+5</b>
Automatic double line spacing (200%)	(Ctrl)(2) <b>Ctrl+2</b>
Alignment: Flush left	(Ctrl)(L) <b>Ctrl+L</b>
Alignment: Flush right	(Ctrl)(R) <b>Ctrl+R</b>
Alignment: Centered	(Ctrl)(E) <b>Ctrl+E</b>
Alignment: Justified	(Ctrl)(J) <b>Ctrl+J</b>

Command	Keyboard shortcut
<b>Paragraph styles:</b>	
Apply paragraph style “Normal”	(Alt)(0) <b>Alt + 0</b>
Apply paragraph style “Heading 1”	(Alt)(1) <b>Alt + 1</b>
Apply paragraph style “Heading 2”	(Alt)(2) <b>Alt + 2</b>
Apply paragraph style “Heading 3”	(Alt)(3) <b>Alt + 3</b>
<b>Insert &gt; Calculation</b>	(F2) <b>F2</b>
<b>Insert &gt; Breaks &gt; Page Break</b>	(Ctrl)(€) <b>Ctrl + ↵</b>
<b>Insert &gt; Breaks &gt; Column Break</b>	(Ctrl)(Shift*)(€) <b>Ctrl + Shift + ↵</b>
<b>Extras &gt; Changes &gt; Track Changes</b>	(Ctrl)(Shift*)(E) <b>Ctrl + Shift + E</b>
<b>Extras &gt; Update Fields</b>	(F9) <b>F9</b>

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## Keyboard shortcuts for editing text

Command	Keyboard shortcut
Move text cursor one character to the left	(æ)←
One character to the right	(Æ)→
One line up	(½)↑
One line down	(¼)↓
One word to the left	(Ctrl)(æ) <b>Ctrl + ←</b>
One word to the right	(Ctrl)(Æ) <b>Ctrl + →</b>
One page up	(PgUp)(½) <b>PgUp</b>
One page down	(PgDn)(¼) <b>PgDn</b>
Delete the character left of the text cursor	Backspace (æ_)

Command	Keyboard shortcut
Delete the character right of the text cursor	(Del) <b>Del</b>
Delete the word right of the text cursor	(Ctrl)(Del) <b>Ctrl + Del</b>
Switch between Insert mode and Overwrite mode	(Ins) <b>Ins</b>
Select next forms object	(F11) <b>F11</b>
Select previous forms object	(Shift*)(F11) <b>Shift + F11</b>
Select next forms object (in Forms mode only)	(Tab) <b>Tab</b>
Select previous forms object (in Forms mode only)	(Shift*)(Tab) <b>Shift + Tab</b>
Convert hexadecimal character code into corresponding Unicode character*	(Ctrl)(Alt)(Shift*)(F12) <b>Ctrl + Alt + Shift + F12</b>

\* For example, when you type in 20AC and then press this keyboard shortcut, a Euro sign will appear (since the Euro sign's character code is 20AC in the Unicode character set table).

