# TealScript User's Manual

Program Version 2.21
Last Updated: Mar 16, 2000

# Table of Contents

## Description

Thank you for trying TealScript. This program is a replacement for the graffiti text recognition system. Unlike the graffiti recognition system that comes standard on all Palm organizers, TealScript is configurable, allowing you to train it to recognize your own distinct handwriting and reduce common errors. With a little practice, you can also tweak it to add your own alternative strokes, multi-character macros or correctly recognize strokes that might confuse the built-in recognition.

## Contents

This archive contains the following files:

| | | |
|---|---|---|
| Program files: | TEALSCRP.PRC | The TealScript program file |
| | PROFILE.PDB | A default stroke profile file |
| | RESCRIPT.PRC | An optional Hackmaster system extension to automatically reinstall TealScript after a system reset |
| | HACKMSTR.PRC | The system extensions manager for ReScript |
| | | |
| Document files: | SCRPDOC.PDF | This document in Adobe Acrobat (PDF) format |
| | SCRPDOC.HTM | This document in HTML format |
| | SCRPDOC.PRC | This document in TealDoc format |
| | REGISTER.HTM | TealPoint Registration form in HTML format |
| | REGISTER.TXT | TealPoint Registration form in text format |

## Installing

Use the Palm Install Tool that comes with your organizer to install the program file **TEALSCRP.PRC** and the stroke profile **PROFILE.PDB**. This manual is provided in this archive as the PalmPilot document **SCRPDOC.PRC**, which you may view with TealDoc.

After a crash or system reset, TealScript normally needs to be launched again to restart recognition. You can automate this by installing the system extension ReScript and it's manager program HackMaster, but this is optional and may not work if you are running other programs that perform certain functions after a system reset. Use the PalmPilot installer to install **RESCRIPT.PRC** and **HACKMSTR.PRC**. Then run the HackMaster program on the PalmPilot and check on the checkbox next to ReScript. TealScript will be started the first time after you leave HackMaster.

Instructions on how to use the Palm installer are in the Palm Handbook that came with your Pilot, PalmPilot, or WorkPad.

<div align="center">

**WARNING**
</div>

Once you enable TealScript, before updating or deleting the program in the future, you must first turn off global recognition or your PalmPilot will crash during or soon after HotSync.

Likewise, HackMaster system extensions like ReScript must also be turned off before deleting or reinstalling.

## Overview

TealScript recognizes strokes in graffiti area by comparing each entered pen stroke to entries in the current stroke profile. A stroke profile is a collection of recorded strokes and the characters they represent. TealScript uses the stroke profile as a sort of dictionary, converting a stroke to a character once it's found the closest match.

Most tuning is done by manipulating the stroke profile's individual entries, tuning its adjustment values, retraining its recorded stroke data, or adding new stroke entries altogether.

## Using the Program

After installing, begin using TealScript by starting it from the Palm application launcher. You'll start on the main control screen, the main starting point for tuning and configuring TealScript. If the default profile file has been installed properly, it should appear at the top of the screen under the title **Profile:**, which is a pop-up list that displays all installed profiles and provides choices for deleting, creating, or duplicating them.

Normally, you'll want to turn on the Enable Globally option and perhaps some of the other options as well. At this point, you can simply leave the program and use your PalmPilot normally. To tune the recognition for better results, however, you can use the following options and tools either now or later when you return.

## Main Control Screen
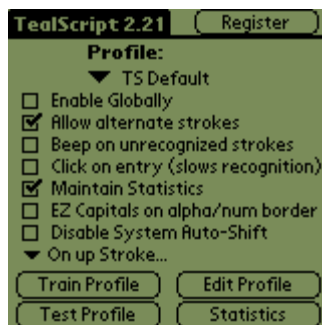
On the main control screen, you can set various options, and set or modify the current stroke profile.

### *Options*

**Enable Globally**
Turns on TealScript stroke recognition using the current profile. Set this checkmark to use TealScript handwriting recognition as your default text input system. When this option is not selected, TealScript's replacement system is only active within the program itself, and the default Palm graffiti recognition stays in effect outside TealScript.

**Note:** TealScript's global recognition turns off when you reset the PalmPilot, either from a crash or using the pinhole reset on the back. When this occurs, you only need to restart TealScript to reenable recognition. You can use the included HackMaster extension ReScript to automatically do this after a reset.

**Allow Alternate Strokes**
Recognizes as valid strokes entries in the current profile marked as "alternates." You might want to turn off this option if you create many "alternate" strokes but later want to temporarily disable them and go back to a bare-bones set of standard graffiti strokes. You normally want to set this option on.

**Beep on Error**
Plays the system error sound when a stroke is entered that does not resemble any entry in the current profile. Set this option to give an audio cue to help in recognition.

**Click on entry (slows recognition)**
Plays the system click sound when a valid stroke is entered. Note that that this option will slightly slow down text entry recognition.

**Maintain Statistics**
Maintains and updates a statistics table whenever you enter a keystroke. These statistics can help you tune the recognition for better results.

**EZ Capitalize on alpha/num border**
This option effectively creates a third drawing region between the number and text regions. When you draw letter on this line between the number and text areas, they'll become automatically capitalized.

**Disable System Auto-Shift**
Newer versions of the Palm OS automatically capitalize the beginning of a block of text. Checking this option tells TealScript to ignore this auto-capitalization. The visual shift indicator will still automatically be drawn "shifted" when you start, but its effect will be ignored unless it was manually turned on by a graffiti stroke.

**On up stroke...**
Sets which feature to activate when a stroke is made from the graffiti area to the top of the screen. This menu takes the place of the system preferences "pen" options when TealScript is active. Note that for Palm OS versions prior to 3.0 on the PalmPilot Personal and PalmPilot Professional models, some features, such as beaming will have no effect.

*Buttons*

The following buttons on the Main Screen provide tools for analyzing and tuning a script profile. A brief description appears below, followed by more detailed explanations.

**Train Profile**
Brings up the training screen to quickly teach TealScript to better recognize your own distinct graffiti.

**Edit Profile**
Bring up the detailed editing screen to view, adjust, or retrain individual strokes in the current stroke profile.
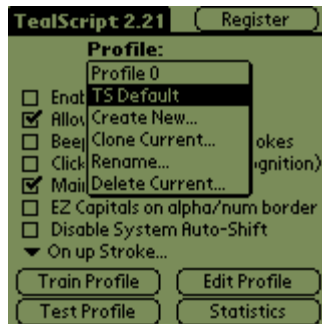
**Test Profile**
Test the current profile, showing strokes as you enter them along with their matched profile entries.

**Statistics**
Show statistics on stroke that were entered since the last time the current profile was set or changed.

*Profile Menu*

Use this menu to Select, create, clone, rename, or delete the current stroke profile. While it's possible to create a new profile from scratch, doing so requires making hundreds of stroke entries and tuning them by trial and error. If you want to experiment with your own profile, it's highly recommended that you load and copy the default profile, and use that as a basis in creating your own profile.

# Training Screen
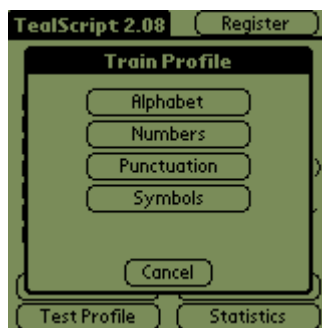
The training screen allows you to easily fine-tune whole groups of strokes in the current profile, simply by writing them. Use this option to do minor quick adjustments to the stroke profile to accommodate minor variations in your handwriting, such as slanting letters. In general, it won't help with more specific cases of stroke confusion. For these cases, use the more specific training methods in the edit or training screens.

When doing overall training with this option, you're retuning the profile to look specifically for the letters you enter, so enter your strokes carefully, as they must be representative of your normal handwriting. Careless training can make recognition worse, requiring hand tweaking in the editing screen.

When the "Train Profile" option is selected, you'll be presented with a list of character groups to train, such as "alphabetic" or "numeric". Select one, and you'll be brought to the training screen, and asked to enter a series of strokes one at a time. Simply enter all the strokes carefully, ignoring any shifting strokes you may ordinarily need to do when entering the characters. Enter the strokes naturally, but slowly and carefully enough to be representative of your handwriting.

You will be prompted with each stroke before you enter it, but you needn't use the exact suggested stroke for a particular character if there are active alternates in the current profile. The system will match each stroke to its closest entry in the stroke profile, and adjust that entry to resemble the stroke you entered.

## Profile Edit Screen
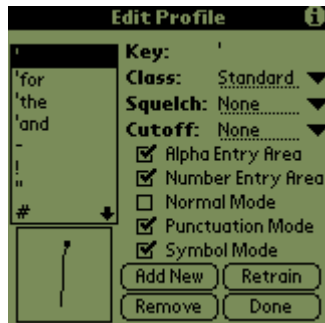


The profile editing screen allows you to make detailed modifications to individual entries in the stroke profile. Making these modifications is more technical than the overall training process, and requires experience and experimentation.

On the Edit Profile screen, a list of the strokes in the current profile appears on the left. Note that in a complete stroke profile, there are entries for not only letters and numbers, but for non-printing characters such as a (Shift) operation or menu (Command) stroke. There are also often multiple stroke entries for a single character. These exist to make the profile more robust to variations in the way a stroke can be entered.

You can quickly go to an entry in the stroke list by entering that key corresponding to those entries as a graffiti stroke.

When you select an entry from the list, the shape of this stroke appears in the box below. On the right are various adjustable settings corresponding to the stroke.

### Settings

#### Class
Three different class settings exist: Standard, Alternate, or Distort. These affect how the strokes are affected by training or the main screen "allow alternates" option.

##### Standard
A normal graffiti stroke which can be modified by training

##### Alternate
A custom or unusual stroke. Alternate strokes are in a separate category so that they can be easily turned off from the main menu should a particular user find them confusing. Create 'alternate' class entries to define your own completely new ways of entering a character.

##### Distort
A misshapen entry meant to help the graffiti recognition understand even an incomplete or badly entered stroke. 'Distort' entries are unaffected by the global training operation accessible from the main menu. Create 'Distort' class entries to handle occasions when an entered graffiti stroke is recognizable, but varies significantly from the standard due to speed or sloppiness of entry.

#### Squelch
This value allows you to de-emphasize the current entry, forcing the recognition system to bypass this entry as a match if there is another stroke entry that mathematically matches nearly as well.

This value can compensate for the fact that simpler strokes with few angles are easier to match than more complex ones. Though not often used, you can keep a stroke from being

falsely detected by increasing the squelch value. Use care when setting this value, however, as too high a squelch will make this stroke unrecognized when it should.

**Cutoff**
The cutoff sets a "minimum match" percentage for this stroke. When TealScript compares an entered stroke to an entry, it generates a "percentage-match" value indicating how similar the two strokes are. If a cutoff value is set, the "percentage-match" value must exceed the cutoff value, or the that profile entry will not be considered a match even if no other entry matches nearly as well.

Most of the time, the cutoff is a better way to prevent a particular entry from being falsely detected when the entered stroke was meant to be another character.

**Active in Alpha Area**
When checked, this stroke is valid entered in the alpha entry area on the left side of the graffiti area. Set this checkmark for letters and symbols.

**Active in Number Area**
When checked, this stroke is valid entered in the numeric entry area on the right side of the graffiti area. Set this checkmark for number. Note that either this or the previous option must be set for a stroke to ever be recognized at all.

**Normal Mode**
Indicates that this entry is valid with no shift modes active.

**Punctuation Mode**
Indicates that this stroke is valid when punctuation shift is on.

**Symbol Mode**
Indicates that this stroke is valid when symbol shift is on. Note that at least one of the three above options must be set.

*Buttons*

**Add New**
Creates a new entry into the stroke profile. You'll be asked to choose a key represented by the stroke and set its initial options. They key can be a character the stroke represents (A,B,C, etc.), as special function (Shift, Command, Up, etc.) or a 1-10 multi-character macro.

**Retrain**
Retrains the stroke corresponding to the current entry. The retraining process is very similar to global training, but only applies to the current entry.

**Remove**
Deletes the current entry from the stroke profile.

**Done**
Returns to the main screen.

### *Macro Strokes*

You can enter multiple keystrokes (up to 10 characters) and link them to a single graffiti stroke using the "macro..." key choice when creating a new stroke. This can be a much quicker way to enter common words than the standard graffiti shortcut mechanism.

The default profile has a few example strokes for multiple-key macros. For instance, drawing a clockwise triangle starting in the lower left corner will create the word "and". The word "for" is linked to a 'F' stroke immediately followed by a counter-clockwise circle. Lastly, you can write "the" by writing combining the 'T' and 'H' strokes, where the first line of the 'H' is the same as the second stroke of the 'T'.

These are just examples. With a little creativity, you can create your own strokes for the words you use the most.

### *ASCII Strokes*

Normally, when you create a stroke entry, you can choose the stroke from the presented list of strokes. If you wish, however, you can create strokes for characters not in the list by choosing the last "ASCII..." option at the bottom of the list. Do this to create strokes for special characters in the Palm font set not generally supported by graffiti, like the 1/2 and 1/4 fraction symbols. The font viewer app available on the Palm website can be useful in identifying these characters.

## Test Screen
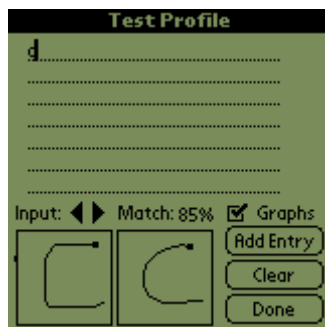
The test screen provides a text field where you can test how the current stroke profile recognizes your text entry. Every time you enter each character, the stroke you entered appears on the left, while its best match in the profile (if found) appears on the right. A match percentage is displayed showing how close the two strokes are to each other mathematically. The higher the number, the better the match.

You can scroll through the last few characters entered using the two arrow buttons above the current stroke display.

Use the test screen to diagnose recognition errors, showing whether a registration error is due to a profile that needs tuning, or simply sloppy handwriting beyond any profile's power to reconcile.

When you encounter a stroke that isn't recognized by the current profile, you can add it by clicking on the "Add Entry" button. You'll be asked to set basic parameters for the stroke, including the key character it represents.

## Statistics Screen

The statistics screen shows various statistics about your graffiti entry under the current profile, such as stroke count, writing rate (in strokes per minute), corrections, and unrecognized strokes. Statistics are tabulated if the "statistics" checkmark is set in the main screen, and are reset whenever the profile lookup system is updated to reflect changes made in the current profile.

Also shown are the top five missed strokes (strokes following a backspace) and misentered strokes (stokes preceding a backspace). These two lists are present to help identify common entry errors and thus aid you in fine-tuning a stroke profile.

Use the statistics screen periodically to identify common problems in your graffiti recognition and to help fix them. After encountering a recognition error, you can visit the statistics screen in TealScript and scroll through the last few entered strokes, adding them, if desired, to the current stroke profile using the "Add Entry" button.

### Improving Recognition

Tuning a stroke profile to improve recognition accuracy involves two steps, identifying the cause of problems and modifying the profile to compensate for the problem.

### Identifying Problems

The most useful place to diagnose errors is in the test screen. Write the characters which you find problematical or are trying to test. When a recognition error occurs, look in the leftmost box to see exactly what the program sees. It should resemble the stroke you were intending to make. Try to categorize the error in one of the following possibilities:

*"It only somewhat looks like the letter I wanted. It somewhat resembles another letter too, or none at all."*
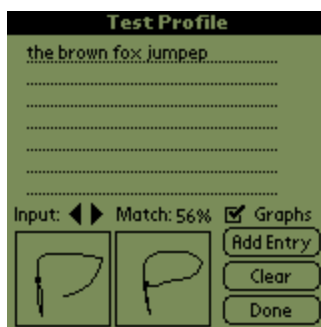
**Solution:** Slow down your handwriting. Be careful to write the characters smoothly and with enough pressure on the pen. Use a program like TealEcho to let you see your pen stroke when you write.

*"It looks like the letter I wanted, but differs slightly from the "standard" graffiti stroke in the profile and is representative of my handwriting. "*

**Solution:** Retrain the entry in the profile in the edit screen to make it resemble your handwriting better.

8

*"It looks mostly like the letter I wanted, but is somewhat distorted. It is not representative of my handwriting, but does not resemble another character. "*

   **Solution:** Create a distort entry in the test or statistics screen to handle this stroke the next time you enter it.

*"It looks more like the letter I wanted than the one that was detected, but it's somewhat similar to a "Distort" entry in the stroke profile for that other letter. "*

   **Solution:** Raise the cutoff value for that "Distort" entry that's interfering to limit the range of operation for that entry.

*"It looks the way I naturally write that letter, but it's not a standard graffiti stroke. "*

   **Solution:** You may be able to create a custom entry in the profile to handle the letter written that way. The stroke must be unique enough not to interfere with a similar stroke, however.

You can also identify and solve problems while using TealScript in your everyday writing. When you encounter a recognition error, stop as soon as you notice the error. If it's within the last 5 characters entered, run TealScript and go to the statistics screen. There, you can scroll though the last 5 strokes, see the entered stroke, and optionally create a new distort entry based on that stroke. See below for more details.

More detailed instructions for the four basic profile tuning methods appear below.

### A. Fixing mismatches due to sloppiness - Be nice to the digitizer

You can improve recognition using a few tricks to improve how the digitizing hardware reads in the pen positions.

**Write large**
The digitizer is more robust to pen jitter if the letter are written big in the graffiti area

**Push down**
The digitizer can be inaccurate if the pen is not held down hard enough. Press with a little pressure, as you would a ballpoint pen on paper.

**Keep the pen moving**
If you stop the pen mid-stroke or move too slowly, jittery noise can be introduced into your pen stroke, confusing recognition.

**See your writing**
Use a program like TealEcho to see your graffiti "ink" as you write. This helps greatly in making sure you close your 'o's, cross your 'x's and otherwise make repeatable-recognizable letters.

**Stay vertical**
If you start to rotate your PalmPilot, slanting your writing, your graffiti stroke can start to resemble letters you don't want to write. Keep your writing vertical, or at least consistent.

### B. Fixing mismatches due to handwriting style - Retrain Stroke Entry

If your graffiti for a single stroke is consistent, but the mismatch was simply due to a difference in style between your handwriting and the desired stroke in the profile, try retraining that entry to more closely reflect your own writing. Be sure that the stroke is still close enough to the standard stroke and is not too close to the stroke for another character, however. Do this by using the "retrain" option in the Edit Profile screen after finding the entry that best matches your own handwriting. If all of your writing is slightly different due to, say, left-handedness, you can use the global training option on the main screen to train whole groups of profile entries at a time.

### C. Fixing mismatches due to slight sloppiness - Add a Distort Entry

Most of the time, mismatches occur because a quickly-entered stroke was misshapen just enough to make look too different from the reference stroke in the profile. Typical examples are stroke head or tails that are too long or too short, loops that are too big or too small, or characters that are angled one way or another.

In these cases, you never want to retrain the stroke entry, because the entered stroke is somewhat of an anomaly. For instance, if you have a tendency to sometimes make an incomplete 'S' character, you shouldn't retrain the system to recognize your 'S' as the only 'S', or you might make the system incapable of later recognizing a full complete 'S'.

Still, you want even an anomalous stroke to be recognized as the character was intended. As long as the anomalous stroke doesn't resemble another legitimate stroke, you can create a "distort" entry to handle that case in the future. In other words, following the above example, you want to create an entry that says that an incomplete 'S' is also an 'S', so that both versions will get recognized.

From the test screen, you can easily add a new stroke entry to cover a recently added stroke. Use the left and right arrows to find the stroke in question, and tap the "Add Entry" button to create a new entry with that stroke. When you encounter a recognition problem outside "TealScript", you can find and add an entry from within the Statistics Screen.

When making an entry alias, be sure to set the class to "Distort", so that training operations will ignore the stroke. Otherwise, repeated global training will tend to water-down the aliases for each character until they all look alike.

### D. Fixing mismatches due to added distort entries - Set Cutoff Value

If an added distort stroke entry starts to interfere with other strokes, coming up when it shouldn't, you can give it a cutoff value to narrow the range of its effectiveness. Essentially, a high cutoff value tells the system to ignore the distort entry unless an entered stroke matches it very closely. Set the value just high enough to filter out invalid matches, but still low enough to matches entries when you want.

Theoretically, you can achieve near perfect recognition if you could create a huge number of distort entries to handle every possible variation, and simply set their cutoff values very high so that they'd never interfere with each other. In the real world, however, both recognition speed and memory use are adversely affected by having too many distort entries. So, while this approach is generally useful in improving recognition, use a little restraint when trying it.

***E. Customizing graffiti with alternate strokes***

Once you have good recognition happening, you may wish to add your own alternate strokes into the stroke profile for convenience and faster input. The default profile has some simple alternates such as a lower case 'e'. When adding alternates, make sure that they aren't too similar to existing graffiti strokes. For instance, a lower case 'n' may not be a good idea because many people's graffiti 'h' look too much like an 'n', particularly when they are writing quickly. When adding an alternate, it's a good idea to flag it as being in the "alternate" class, so even if it works for you, you can quickly turn it off temporarily in the main menu for someone else.

## Backing up Profiles

Once you've made changes to a profile, you'll want to back it up to the desktop to insure it's around in case you lose the data on your PalmPilot for an unforeseen reason. To back up a profile during HotSync, select the "Details" menu item from the Edit Profile screen and check the backup option. The profile will be backed up to your Palm user backup folder during the next HotSync, and will be updated whenever the profile is changed.

## APPENDIX A - How the matching system works

To do detailed profile tuning, it might be helpful to know how TealScript works.

When a stroke is entered into the graffiti area, it's returned from the operating system as a series of coordinates. TealScript takes these coordinates and mathematically compares them to each of the entries in the stroke profile, generating a mathematical "Match-Percentage" number for every entry in the stroke profile. The entry with the highest "Match Percentage" is returned as the best match.

If an entry has a squelch value set, then it's "Match-Percentage" is artificially tweaked downward to deemphasize the entry. This makes the entry come up less often when an entered stroke is not a clear match for any profile entry, but still keeps the entry in the running.

If an entry has a cutoff value then its 'Match-Percentage' has to exceed the cutoff, or it's set to zero before comparison with the other entries is made. Thus, the cutoff confines a profile entry to a very narrow range of effectiveness, while the squelch is a general, overall adjustment. This makes the latter useful for coarse tuning when creating a profile, and the former better for fine-tuning specific recognition problems.

In determining the Match Percentage value, several factors are used in weighing various criteria. While we can't provide a detailed explanation of these factors here, they can be modified via a control screen reachable via menu item in the Main or Profile Test screens.It is unlikely that adjusting the weighing factors will result in much improved recognition, but for curiosity's sake the factors are briefly described in the (i) information button on the Control screen, and you're welcome to experiment with them.

## APPENDIX B - Compatibility

As we cannot control the style and robustness of other products, we cannot guarantee compatibility with PalmPilot applications beyond those included from Palm Computing. However, we try to resolve compatibility issues as best we can.

**Defragger**
> Be sure to disable TealScript before running a memory management program like Defragger, or changing the state of any hack that may patch into graffiti recognition routines. We're currently looking into compatibility issues with PiLock.

**SymbolHack, SelectHack, and CorrectHack**
> We suspect one or more of these programs to be incompatible with TealScript for unknown reason, perhaps due to stack memory limitations, causing random crashes, particularly on non-PalmIII Pilots.

**Screenwrite**
> Is incompatible, as it patches into the default system graffiti system.

**ShiftHack**
> Use the new "Disable Auto-Shift" option in TealScript to perform the same operation.

**System Shortcuts**
> The special Palm OS backdoor/debugging dot (.) shortcuts won't work with TealScript active. Disable TealScript before using them.

## APPENDIX C - Revision History

Release 2.21 3/16/00
- Tuned default profile for better recognition
- Added auto storage of last 5 entered strokes in statistics and test screens
- Added ability to add a new entry based on any of the last 5 strokes
- Added automatic return to prefs screen after reinstall with ReScript
- Added saving of Advanced tuning values
- Changed to not reset shift state after unrecognized stroke
- Tweaked advanced tuning values for better recognition
- Fixed 7-character macro size limit
- Fixed 7-character graffiti shortcut size limit
- Fixed storing database and program in Visor Flash Card
- Fixed shift-key bug with Fitaly Keyboard
- Expanded and clarified manual

Release 2.08 12/6/99
- Improved recognition, particularly of straight strokes
- Improved default profile
- Added Multi-character macro strokes
- Added support for Euro character under OS3.3+
- Added support for profiles in flash memory
- Added support for program in flash memory
- Added small icon for application list view under Palm OS 3.0+
- Added smarter recognition, omitting european modifiers when not applicable
- Turned off drawing of shift indicator when system auto-shifting is turned off
- Increased maximum stroke entries from 256 to 400

- Removed stray resource lock
- Fixed TealGlance activation from page-up stroke

Release 1.70 6/15/99
- Fixed Crash creating profile on expanded memory machines when profile spans cards.

Release 1.64 3/28/99
- Updated default profile with minor improvements
- Added ReScript HackMaster hack to auto-launch TealScript after reset
- Added "ShiftHack" functionality to ignore system auto-shifting
- Added Support for capitalized shortcut macros
- Added Preselection ASCII text entry line when adding profile entries
- Increased maximum macro count to 1000
- Increased Keyboard/Keypad activation areas
- Fixed Shortcut character appearing under OS 3.1 (Palm V and IIIx)
- Fixed Shifting of European characters
- Fixed NULL Form warning for compatibility with emulator and future OS versions.
- Fixed Shifted support for 2-stroke X and other symbol stroke chars
- Fixed error when editing an empty profile
- Fixed conflict with TealLock causing lockup after reset
- Fixed memory allocation problems on card boundaries
- Shortened required Screen-Up stroke for easier activation
- Removed "recognition disabled" warning message on system reset
- Updated memory usage code for better stability

Release 1.28 7/31/98
- Fixed shift state

Release 1.27 7/26/98
- Resets Shift state on Graffiti shortcut
- Enlarged keyboard shortcuts
- Fixed ASCII entry crash
- Added Compatibility with Commander Shortcuts
- Removed restore-option at reset due to compatibility problems
- Added support for upper case macros
- Fixed Shortcut Strokes
- Fixed registration crash
- Drastically reduced dynamic memory usage to fix crashes on pre-PalmIII Pilots.
- Added "Do Nothing" option for up stroke (for Screenwrite)
- Fixed Training Crash
- Added warning on empty profile
- Added notice on registered version
- Added warning on cloning failure
- Fixed bug preventing training of some characters
- Fixed preview display of trained strokes
- Fixed blank scrolling list bug
- Added error messages on out of memory conditions
- Added "ASCII" choice for adding strokes for any character
- Added support for Eth and Thorn characters
- Corrected support for OSlash character
- Added warning/error for training non-existent strokes
- Fixed hangup training strokes with only distort entries
- Fixed default profile missing bullet character
- Fixed stroke alpha/num categorization to be based on char center
- Added option to auto-capitalize characters drawn on alpha/num border
- Increased stability

Release 1.08 6/19/98
- · Added "Add New" button to test screen
- · Added feature to Edit Screen to seek to character by entering a stroke
- · Warns you when you've reached the maximum stroke count (256) per profile
- · Updated and improved default profile

Release Beta 1.07 6/17/98
- · Fixed crash exiting after turning off global flag

Release Beta 1.06 6/13/98
- · Added option to set backup flag in details menu of edit screen
- · Fine-tuned default profile, adding number aliases and adjusting gains
- · Increased Speed
- · Fixed overlocking/non-updating bug
- · Fixed pen queue bug

Release Beta 1.05 6/7/98
- · Fixed graphic glitches on main screen changing profiles

Release Beta 1.04 6/6/98
- · Adjusted screen-up stroke to be easier
- · Fixed placement of keyboard strokes
- · Added configuration options for screen-up stroke
- · Added TAB to default profile
- · Added ability to define one-stroke entries for european characters
- · Added optional tick on entry
- · Added compatibility with TealLock shortcuts
- · Fixed global enable under OS1.0

Release Beta 1.03 6/1/98
- · Fixed Crash when not enough memory to start
- · Added alternates to profile
- · Added space and backspace aliases to profile

Release Beta 1.02 5/30/98
- · Fixed Crash when Restarting Training
- · Added Screen-Up stroke
- · Added Keyboard ABC/123 strokes (OS 2.x+ only)

Release Beta 1.01 5/30/98
- · Increased speed
- · Fixed rename memory bug
- · Improved default profile
- · Added cutoff parameter
- · Added deactivation warning after reset

Initial Release Beta 1.00 5/28/98


# APPENDIX D - Credits


Manual by Vince Lee, Tex Tennison, and Diane Dybalski

## APPENDIX E - Contact Info

TealScript by TealPoint Software
©1998-2000 All Rights Reserved.

TealPoint Software
454 Las Gallinas Ave #318
San Rafael, CA 94903-3618
We look forward to hearing from you.

Please visit us at www.tealpoint.com, or email us at contact@tealpoint.com.


## APPENDIX F - Registering

Currently, you may register by snail mail, electronically through our website at www.tealpoint.com with a credit card and a secured server, or through PalmGear HQ at 1-800-741-9070. For the first option, the enclosed registration form is provided for your convenience. You may use this form or simply send the following to the address above.

- Product Name
- E-Mail Address
- HotSync User ID (Pilot Name Required for Passkey generation. It can be found on the main screen of the HotSync application on the Pilot as "Welcome _____" or in the corner on a PalmIII or higher)
- Check (drawn off a US Bank) or Money Order for ($16.95 US) to TealPoint Software


### *Disclaimer*

We at TealPoint Software are committed to providing quality, easy-to-use software. However, this product is provided without warranty and the user accepts full responsibility for any damages, consequential or otherwise, resulting from its use.

This archive is freely redistributable, provided it is made available only in its complete, unmodified form with no additional files and for noncommercial purposes only. Any other use must have prior written authorization from TealPoint Software.

Unauthorized commercial use includes, but is not limited to:
- A product for sale.
- Accompanying a product for sale.
- Accompanying a magazine, book or other publication for sale.
- Distribution with "Media", "Copying" or other incidental costs.
- Available for download with access or download fees.

This program may be used on a trial basis for 30 days. The program will continue to function afterwards. However, if after this time you wish to continue using it, please register with us for the nominal fee listed in the program.

If you do choose to register with us and are using ReScript, please also register HackMaster with DaggerWare if you have not already done so.

Thank you.