MEN

COLLABORATORS			
	TITLE : MEN		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

MEN

1.1   TypeSmith2 Menus

TypeSmith2 Menus:

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Using the Menus

The menu bar is hidden until you hold down the right mouse (menu) button.
The menu bar contains menu headings from which you can choose commands to
instruct TypeSmith.

As you touch each of the menu headings with the mouse pointer, a dropdown
menu of commands will appear. Menu commands show in solid letters can be
used immediately. Commands which are ghosted out are not available in the
current program mode.

When you move the mouse pointer on top of an available command, it will
become highlighted. To select a menu command, release the mouse button
while it is highlighted. Release the mouse button without highlighting a
command to exit the menus without selecting a command.

Some commands have a submenu. These are indicated by a >> symbol in the
command. The submenu will appear when the mouse pointer is on the command.
Submenu commands are selected in the same manner as normal ones.

Menu commands which have an ellipsis (About), open requesters. Commands
without ellipses do not open requesters and are executed immediately.

Keyboard shortcuts are available for many of TypeSmith's commands. Menu
commands followed by an Amiga A symbol and then a
character can be executed by pressing the character while holding down the
Right Amiga key.

Commands that open requesters:

An ellipsis (...) is added to commands that open a requester.

Getting help on specific commands:

You can get help on a specific command from within TypeSmith by
highlighting the command and then pressing the Help key. This will open
the Help system directly to the desired command.