



USER DOCUMENTATION (ALEPHINO 4.0)

How to enter special characters

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2 How to configure the Alephino Keyboard

Three files define the Floating Keyboard setup:

- Keyboard.ini
- Keyboard.txt
- Font.ini

All files are located in the ALEPHCOM/TAB directory.

2.1 Keyboard.ini

The keyboard.ini defines the configuration settings. The sample below matches the example of a Floating Keyboard shown above.

```
[Main]
Title=Keyboard
MainMenu=Options
MenuFont=Choose Font
MenuExit=Exit

[WindowLocation]
KeyboardWindowPosition=497,622
KeyboardWindowRelocate=Y

;[UnicodeEdit]
;Font=l6Bitstream Cyberbit

[Tabs]
NoTabs=19

[Tab1]
Caption=Special
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab2]
Caption=National
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab3]
Caption=Gravis
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab4]
Caption=Acute
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab5]
Caption=Circumflex
Font=10 Tahoma
```

FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab6]
Caption=Tilde
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab7]
Caption=Makron
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab8]
Caption=Breve
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab9]
Caption=Dot
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab10]
Caption=Diaeresis
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab11]
Caption=Ring
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab12]
Caption=Double acute
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab13]
Caption=Horn
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

[Tab14]
Caption=Caron
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30

```
[Tab15]
Caption=Cedilla
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30
```

```
[Tab16]
Caption=Hook
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30
```

```
[Tab17]
Caption=Ogonek
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30
```

```
[Tab18]
Caption=Russian
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
BtnHeight=30
```

```
[Tab19]
Caption=Greek
Font=10 Tahoma
FontCharset=ANSI_CHARSET
NoCols=10
BtnWidth=65
```

Table sections:

[WindowLocation]

This section defines the position of the Floating Keyboard and whether or not it is possible to relocate it. Note that in the Cataloging module, this option is not in use. In the Cataloging module, the keyboard is displayed in the lower pane.

[Tabs]

This section defines the number of tabs that appear in the Floating Keyboard.

[Tab(number)] For example, [Tab3]

This section defines the configuration settings for each tab of the keyboard.

Caption: Defines the caption of the tab (for example, Russian).

NoCols: Defines the number of columns for the tab.

BtnWidth: Defines the width of the character keys for the tab.

BtnHeight: Defines the height of the character keys for the tab.

2.2 Keyboard.txt

The Keyboard.txt file defines the characters that are displayed in each tab. The sample below matches the example of a keyboard shown above.

```
! Unicode code
!!!!!!!!!!!!!!!
```

```
[Special]
\20AC          * Euro (Alephino)
\00A2          * ¢ Cent
\00A3          * £ Pfund Sterling
\00A4          * ¤ Waehrungszeichen
\00A5          * ¥ Yen
\00A7          * § Paragraph
```

etc...

```
[Caron]
\01CD          * Ā Hacek
\010C          * Č Hacek
\010E          * Ď Hacek
\011A          * Ě Hacek
\01E6          * Ğ Hacek
```

etc...

This file contains one column. This column contains the Unicode value of the character that is inserted in the cataloging draft. Note that the table is divided according to the tabs for the keyboard. Each section should be entered in the same order in which it is defined in the Keyboard.ini file. The link between a tab in the two files is determined by order and not by the capture.

2.3 Font.ini

The Font.ini file contains the font definitions. Note that is possible to define different fonts for different Unicode ranges (columns 2 and 3 of the file). The following is an example of the Font.ini file for the floating keyboard:

```
!          1          2          3          4          5 6 7 8          9
!!!!!!!!!!!!!!!!!!!!!!!!!!!!-!!!!-!!!!-!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!-!-!-!-!-!-!-!!!!!!!!!!!!!!!!!!!!!!!!!!!!

EditorTag          0000 FFFF Tahoma          Y N N 16 DEFAULT_CHARSET
EditorField        0000 FFFF Tahoma          Y N N 16 DEFAULT_CHARSET
EditorDescription  0000 FFFF Tahoma          Y N N 16 DEFAULT_CHARSET
ListBoxCaption     0000 FFFF Tahoma          N N N 16 DEFAULT_CHARSET
ListBox##          0000 FFFF Tahoma          N N N 16 DEFAULT_CHARSET
UnicodeEdit        0000 00FF Tahoma          N N N 16 DEFAULT_CHARSET
UnicodeEdit        0000 FFFF Arial Unicode MS  N N N 16 DEFAULT_CHARSET
ShortPreview       0000 00FF Courier New          Y N N 16 DEFAULT_CHARSET
ShortPreview       0000 FFFF Arial Unicode MS  Y N N 16 DEFAULT_CHARSET
WindowControls    0000 FFFF Tahoma          N N N 13 DEFAULT_CHARSET
TabDisabled        0000 FFFF Tahoma          N N N 13 DEFAULT_CHARSET
TabNormal          0000 FFFF Tahoma          N N N 13 DEFAULT_CHARSET
TabSelect          0000 FFFF Tahoma          N N Y 13 DEFAULT_CHARSET
TextBar           0000 FFFF Tahoma          Y N N 16 DEFAULT_CHARSET
AlephKeyboard      0000 00FF Tahoma          Y N N 16 DEFAULT_CHARSET
AlephKeyboard      0000 FFFF Arial Unicode MS  Y N N 16 DEFAULT_CHARSET
NavigationTab      0000 FFFF Tahoma          N N N 14 DEFAULT_CHARSET
NavigationTree     0000 FFFF Tahoma          N N N 16 DEFAULT_CHARSET
```