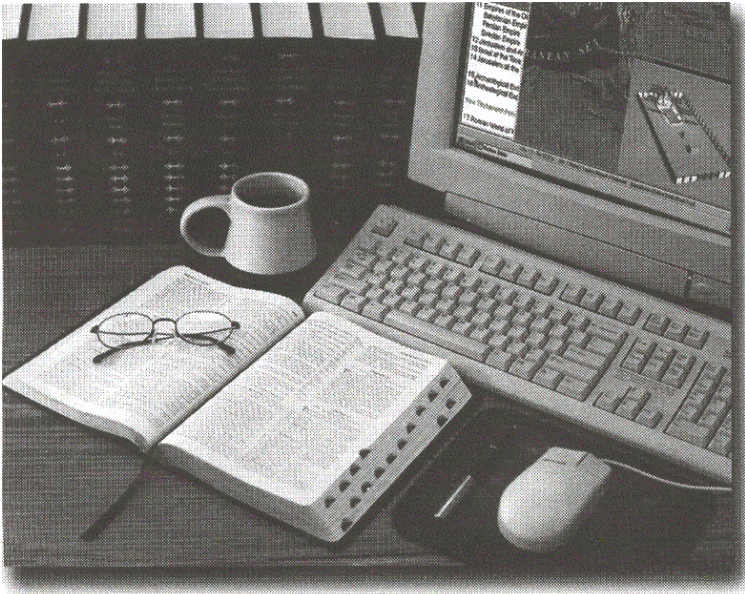


The
Online Bible

Millenium Edition



***Advanced
User's
Guide***

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Introduction

I Thess. 2:13 - For this cause also thank we God without ceasing, because, when ye received the word of God which ye heard of us, ye received it not as the word of men, but as it is in truth, the word of God, which effectually worketh also in you that believe. (AV)

Welcome to *The Online Bible Advanced User's Guide*. You are probably reading this to discover how to use the program's more advanced features. While the basic *User's Manual* details only the most commonly used features, this manual introduces you the more advanced capabilities of the program. This manual details the follow features:




- The options on the Tool menu
- The Basic Calendar and Astro-calendar
- Function Keys Configuration
- The powerful built-in text editor
- Updating the program via the Internet
- Downloading data to other media
- Creating Data Modules for the Internet
- Creating OEM CDs

Conventions Used in This Manual

Like the basic manual, this manual uses several special conventions:

- References to keyboard keys are as they appear on the 101-key enhanced AT keyboard.
- Information that you are to type appears in **boldface** type.
- Screen information, such as prompts within the program, as well as references to sections and chapters in this manual appear within "quotation marks."
- Key combinations that must be pressed together are separated by a + sign. **Alt+C**, for example, means that you press and hold down the **Alt** key and then press **C**.

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- Menu choices utilise the standard mnemonic format, as in the File, Print command.
- Because of extensive right mouse button support, the word “right” in the procedure instruction “click the *right* mouse button” appears in italics.
- The  symbol indicates an important note.
- The  symbol indicates a tip on how to use the program more efficiently.
- The  symbol indicates a caution or warning.

How to Use This Manual

Before using this manual, it is highly recommended that you read the basic manual and understand the basic features detailed there. Once that is done, you are ready to explore the advanced capabilities of the program.

Chapter 1, “Using Advanced Features” presents the options included on the Tools menu as well as some other advanced features, such as the two built-in calendar modules and how to configure the function keys.

Chapter 2, “Using The Editor,” provides detailed procedures for using the program’s extremely powerful, feature-rich text editor. You can use it edit any note, topic, or definition, or to create or edit any ASCII text file.

Chapter 3, “Advanced Techniques for Power Users,” contains advanced techniques that will be of interest only to advanced users of the program. It will be added to in future editions of this manual. Currently there is a section on Downloading data to other media.

Chapter 4, “Creating Data Modules for the Internet,” details the two-phase procedure for creating data modules for distribution via the Internet.

Chapter 5, “Creating OEM CDs,” is meant for software developers and OEMs (Original Equipment Manufactures) who are interested in distributing their own material for the program.

Chapter 1: Using Advanced Features

Eph 1:6 – eiv (TO THE) epainon (PRAISE) doxhv thv (OF THE GLORY) caritov (OF GRACE) autou (HIS) (IGNT)

This chapter presents the more advanced features of the program. It describes how to use the commands on the Tools menu, how to configure the function keys and buttons, and how to uninstall the program.



Many of the features covered in this chapter are available only when Advanced User Mode is active. See the “Tools, Customise Settings” section below for details about this mode.

Using the Tools Menu

This section summarises all the commands on the Tools menu *except* the following three, which are covered in the basic *User’s Guide*:

- Tools, Copy CD Items to Hard Drive
- Tools, Delete Items from Hard Drive
- Tools, Add New Content from CD

Tools, Customise Settings

Selecting this option displays the Customize Settings dialog box. Depending upon whether or not “Advanced User Mode” is on, there are either four or six “tabs” in this box. The following sections detail these tabs.

User Preferences Tab

The Options on this tab are as follows.

Advanced User Mode (Activate All Advanced Features)

This controls the display of additional menu items that enable the user to access the more advanced features of the program. It is is

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highly recommended that you familiarise yourself totally with the basic program before using the advanced features.

Show Screen Hints

If selected (the default), hints appear as you move your mouse pointer over window displays. Hints always appear over tool bar buttons, regardless of this setting.

Use Reference Abbreviations in Verse Windows

By default, the full Bible book name appears on the title bar of Bible passage windows. Selecting this option, however, specifies that the Book abbreviation will appear on the title bar.

Use Full Reference Names in Verse Windows

If selected (the default) the complete Bible book names appears on the title bar of Bible passage windows.

Activate Screen Reader Mode

Enables the use of a screen reader for the visually impaired. The program fully supports screen reader technology. It has been tested with Jaws and Window Eyes screen reader and automatic installs configuration files to the appropriate Jaws settings directories. This option customises the program displays to be friendlier to screen reader hardware.



For details about using Screen Reader support, see Online Help. Select Help, Table of Contents command, click the Index “tab” in the Help box, type in **screen reader**, and then select an index entry.

Restore Installation Desktop

Restores the default installation desktop with all the default settings.

Word Wrap

This option controls the formatting of the notes (not Bible versions). If selected (the default), the program attempts to format the text for the best display on screen. You would normally want to leave this option on unless you are trying to work out formatting problems in your notes.

Tool Bar Tab

Show Tool Bar

If selected (the default), the Tool Bar is visible. For more screen space, you might want to turn this option off, especially if you use shortcut keys more than the Tool Bar buttons.



Remember that there are many commands available by *right-clicking* the mouse. See the “Using Pop-up Menus” section earlier in this chapter for details.

Icon Tool Bar

If selected (the default), this option displays the Tool Bar as a single row of buttons that display an icon. The function of the button is displayed as a hint when you move the mouse pointer over it.

You can change the function of a Tool Bar button and the icon that displays on it by right clicking on a button and making your changes in the Configure Function Key dialog box. See the “Configuring Function Keys” section of Chapter 3 for details.

Reset Tool bar to Installation Default Values

Checking this option changes the tool bar back to the original settings that were used during installation.

Show Status Line

If this option is checked (default) the status line (the bar at the bottom of the window) is displayed. If you need more desktop space, you might want to uncheck this option.

Tool bar Icon Size

By default, the tool bar uses large buttons. If you prefer smaller buttons, check the Small Icons option, or you can “split the difference” by specifying Medium Icons.

Printer Page Setup Tab

See the File, Setup Printer command in Chapter 2 for details.

Fonts Tab

This command enables you to select the font style and size used for specific elements. This main section explains modern font technology and details how to specify fonts for specific elements (see Steps 1-5 below). The following subsections describe the elements for which you can specify fonts.

Any text that appears on your screen or is printed on paper appears in a font. Generally speaking, a “font” is a style of type. More specifically, a font is a *set* of characteristics comprised of a specific typeface, one or more attributes, and a specific size. To help you understand fonts, let’s take a closer look at each of these elements.

A “typeface” is a family of type or printed characters that is determined by particular design or style characteristics. For instance, the Times Roman typeface looks very different from the Arial typeface, as shown below. The two examples in Figure 1.1, in fact, demonstrate the two general categories for typefaces: serif and sans-serif.

A “serif” typeface, such as Times New Roman, is adorned with little lines and curves on the tips, or strokes, on each character. These little strokes are “serifs.” The text you are reading now, for example, is a serif typeface. In general, serif typefaces are better suited for paragraph text because the serifs curves help the eye to flow along each line more smoothly as the text is read.

In contrast, “sans-serif” typefaces, such as Arial, do not have these lines and curves. They have a more block-like appearance. Sans-serif typefaces generally work better for headings, where reading ease is not as critical. They also provide a distinct contrast between the body text.

Serif Fonts (25 points)

Times New Roman (13 point)
 Bookman Old Style (12 point)
 Courier New (13 point)

Sans Serif Fonts (16 point)

Arial (13 point)
 Tahoma (12 point)
 Verdana (12 point)

Fig. 1.1 - Examples of Serif and Sans Serif Fonts

“Attributes” for typefaces include characteristics such as bold, italics, or underlining. These features enhance a typeface’s appearance, usually for the purpose of emphasis. The “weight” of printed characters (that is, the thickness of the characters and the spacing between characters) is also an attribute that affects the appearance of typefaces. Thicker character strokes and/or less letter spacing can make typefaces appear heavier; thinner character strokes and/or more letter spacing can make typefaces appear lighter or more airy.

The size of printed characters is another element that makes up a font. The most common unit of measurement for typefaces is the “point.” One point is equal to 1/72-inch, and points are used to express vertical measurement. A line of characters in a 12-point typeface occupies approximately 1/6-inch vertically, because 12/72 points equal 1/6-inch. In general, body text appears in from 10- to 12-point typefaces. Headlines and display type generally appear in larger sizes, anywhere from 14 to 72 points or more.

So, when you put together a typeface, size, and one or more attributes, you have a font. For example, 12-point Courier, 10-point Times Roman Bold, and 36-point Arial Bold Italic are three fonts. The term “font,” however, is often used to refer more generally to the entire font family, for example, Courier, Times Roman, or Arial.

The steps for setting the font for any element are identical. To set the font for an element, follow these steps:

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1. On the Fonts tab in the Customise Settings dialog box, click on the element whose font you wish to change, such as Display Font, for example, and then click the Change Selected Font button. This displays the Font dialog box.
2. Make a selection in the Font, Font Style, and Size boxes.
3. If desired, select an effect in the Effects box. You might want to define colors for various elements, for example. Simply click the list arrow beside the Color box and select a color from the list.
4. Click OK for your selection to take affect immediately.

The following sections detail the elements for which you want to specify fonts.

Display Font

This is the font used in displaying text in normal windows, such as Bible, note, topic, and so forth. (Contrast this element with the Fixed Display Font below.)



- i. Be aware that whatever attribute (bold, italic, etc.) you specify for the Display Font will also be assigned to the Fixed Display Font.
- ii. Also be aware that if you define a font for a Note or Topic set (using the Tools, Customize Settings, Fonts command), this setting will override the default display font.

Fixed Display Font

This font is used for data that is position sensitive such as charts, tables, topic indexes, and so forth. This font size can be different than the Display Font. (Contrast this element with the Display Font above.)



- See Note under “Display Font” section above.



- i. A non-proportionally spaced font, such as Courier New, aligns text in columns much better than a proportionally spaced font, such as Times New Roman.
- ii. A fixed font works best in the Editor.

Printer Font

This font is used for printing the contents of a window when you right-click on a window and select the Print Window option on the pop-up menu. (Contrast this element with the Fixed Printer Font below.)



Be aware that the font currently displayed in a window will be used to print that window, not the current default printer font. In other words, if a Bible passage is currently displayed in a window in Times New Roman, for example, if you print that window by right clicking and selecting Print Window, it will print in Times New Roman, even though the default printer font is Arial.

Fixed Printer Font

This font is used for printing data that is position sensitive such as charts, tables, topic indexes, and so forth. This font size can be different from the Printer Font. (Contrast this element with the Printer Font above.)



A non-proportionally spaced font, such as Courier New, aligns text in columns much better than a proportionally spaced font, such as Times New Roman.

Personal Notes Font

This font is used for displaying data in notes, Topics, Greek, and Hebrew windows.

Editor Font

This font is used for text in the text editor.

Menu Font

This font is used for the buttons on the tool bar and option names and lists in dialog boxes.



Clicking the Set Defaults button changes all fonts back to their defaults.

Colours Tab

Enables you to set the colours for three specific window areas: normal text, background, and highlight. Notice the sample text boxes that display your changes. To set colours, follow these steps:

1. On the Colour tab, click the appropriate button for the element you want to change: Normal Text, Highlight, or Background. This displays the Colour dialog box.
2. Select a Basic Colour if you wish or define a new one. For a basic colour, just click on the colour you want, and then click OK.

To define a new colour, click anywhere inside the large color box. Now click anywhere in the vertical bar on the right to select the amount of white and black in your choice. When done, click the Add to Custom Colors box, and then click OK to activate that color.

3. Click the OK button to accept the your color choice or the Cancel button to leave the colours unchanged. Your changes take affect immediately.



Clicking the Restore Defaults button changes all colours back to their defaults.



For an exceptionally crisp look, go to Windows' Control Panel and set your screen resolution to the maximum, such as 1024x768 or 1152x864, if your video card supports it. Now scale your fonts for the look you want in your applications. We recommend that you do *not* increase font size in Control Panel by selecting "Large Fonts" or rescaling your fonts to a percentage increase above the "Small Font" size. This distorts the fonts and they are not as easy to read. The Installation desktop scales default fonts to best suit screen resolution.

Editor Tab

Translate User Notes from DOS to Windows

Enables you to create notes in the old DOS ASCII format that display properly in Windows. In English it does not matter which way which way this option is set.

This option is crucial only for foreign notes with accented characters. You would want to use it if you are making notes in a language other than English and wish backward compatibility with the old DOS ACSII format for extended ACSII codes. Leaving it checked in such an instance would automatically “translate” the old DOS ASCII codes to Windows codes for accented characters when displayed or printed. The original text would remain in DOS ASCII.

Wrap Editor Text

When checked (the default), lines are wrapped to fit the window.

Tools, Activate Locked Material

This option enables you to unlock Bible versions on the CD using an unlock code. The locked Bible versions that reside on the CD are:

- NIV – English version
- NIVUS – American NIV
- NAS – 1977 New American Standard Bible
- NAS95 – 1995 New American Standard Bible
- NLT – New Living Translation

To unlock a version, follow these steps:

1. Select the command to display the Unlock Version dialog box.
2. Enter your name in the Name box and click on the version you want to unlock in the Locked Version ID box.
3. Enter the access code in the Access Code box, and then click on OK to unlock the version.



The access code for the NAS unlocks both the NAS and the NAS95 versions. You do not need separate access codes for the NAS95 once you have activated the NAS.



All CDs manufactured after 1997 use only unlock codes.



You may not share an unlock code with anyone under any circumstances.

Tools, Unlock Material With Unlock Disk

This command activates a locked Bible version using an unlock disk. The locked Bible versions that reside on the CD are listed in the previous section. To unlock a version, follow these steps:

1. Select the command to display the Install Unlock Disk dialog box.
2. Select the drive location of the unlock disk using the list arrow beside the drive box.
3. If needed, double-click on a directory in the directory box.
4. Click the Install button to unlock the version. You will now have immediate access to version you unlocked.
5. When done, click the All Done button.



You may not share an unlock disk with anyone under any circumstances.

Tools, User Module Tools

The subcommands under this option enable you to create your own data modules, as well as backup, restore, import, and export data.

Tools, User Module Tools, Define User Material

This feature enables you to create a new topic, book, dictionary, library set, or other material. This is the first step in creating a compiled module. To use this feature, follow these steps:

1. Select the command to display the Create User Material dialog box. Notice there are two tabs in this dialog box.
2. Click the Basic options tab if necessary. In the Name box, enter an eight-character name containing alphabetic or numeric information.
3. In the Title box, enter a descriptive title for your topic set. This title appears when you select your topic set. For best viewing it should be less than 35 characters.
4. In the Path box, enter the path if you want to place the material in a directory other than the default \Program Files\Bible directory (that is, in the directory where the program resides).

5. Change the fonts by clicking on Set Font button for the Display and Fixed Font options. Make your selection and then click OK.
6. In the Type box, select the type of topic you want to create by clicking on the list arrow and selecting from the list. (See the “Special Note on the BibleText Type” note at the end of this section.)
7. Now click the Advanced Options tab. Depending upon the type you selected in Step 6, you might have to specify a Radix in the box at the left. This enables you to optimise access to your larger notes sets. While the default (50) will meet most needs, you can pick your radix from the following list:
 - 50 – average note less than 20 lines of text (default).
 - 25 – average note less than 50 lines of text.
 - 12 – average note less than 100 lines of text.
 - 5 – average note greater than > 100 lines of text.
8. The Font Charset enables you to override the default font charset for a note set. For some foreign fonts like Thai, Windows gives the wrong Font Charset. *If you do not understand what a Font Charset is, we highly recommend that you not change it.* Leaving it at the default setting will be correct 99 percent of the time.
9. We recommend leaving the Index option set at zero.
10. Uncheck the DOS ASCII Format box if you wish to use Windows characters in your topic set.
11. If you selected the BibleText in the Type box back in Step 6, you can check the Strong’s Number option to make Strong’s numbers available in your new material.
12. If desired, select a Bible version in the Associated Bible Version box. This allows notes that have the same Fonts.Map and Fonts as a Bible version to use those fonts. When the note is accessed, the associated Bible version is used for all hypertext lookups. At the present time, this is required only for Russian/Ukraine notesets and should not be required for 95% of our users. If you select one by mistake, either select the correct one or click on the one you just selected to deselect it. A check made to ensure Associated Bible is specified if you select a non-standard Charset when defining new material.

13. Click OK to create your new topic set, or click Exit to close without saving.



A map to the topics is automatically maintained for you. If you ever have to rebuild this map, use the Rebuild Index button. Depending upon the size of your topics this might take a few minutes.



Special Note on the “BibleText” Type. You can use this to prepare a Bible version as a noteset and then compile the text and use it as any other Bible version. This feature is primarily for missionaries in the field doing translation work, and the average user should never require it. (Users with existing Bibles already in noteset format, must set this attribute to compile the text as a Bible. Set the radix back to 50 from 250.) A note set that is being prepared is always associated with the default Bible version unless you override that when the note set is created. The default radix of 250 is used for Bible noteset, because the entries tend to be quite small.

Tools, User Module Tools, Compile Tools

The tools on this menu enable you to check data modules that you create more efficiently.

Tools, User Module Tools, Compile Tools, Check Module

To check a data module you create for errors, follow these steps:

1. Select the command to display the Module Edit Check dialog box.
2. Select the module you want to check from the list in the Module Name box.
3. The Check for Extraneous Blank Lines option removes any extra lines from the text. Usually only one blank line is needed between paragraphs, for example.
4. The Check for English Usage of “An” and “A” option checks for missing “an” that is used before a word starting with a vowel. Use this option only on English material.
5. The Check for Orphan Tokens option checks text for incorrect punctuation, such as periods inserted in the middle of a word or a space between a question mark and the word. You will probably want to leave option checked.

6. The Allow Imbedded Brackets in Tokens option is not used unless you are working with Hebrew or Greek text. It checks for brackets contained within the text.
7. After you have selected all of the options you want, click OK to continue. A window will then open displaying the source, destination and working paths. Click on OK to start. Click on Exit when done. If errors are found, the Editor will display a list of errors. Following is an example of an error:

```
*** Tools Program Date: July 18, 2000
=====
**** test_ 2000/07/22 - 15:00:04
3:00:04 PM Orphan Token <!> At - File: t00000-37;
Note: 1-36
```

The above example means that there is an error in note 1, line 36 or the file named t00000, line 37. There is an exclamation point (marked <!>) that is not correctly spaced.

8. When you close Notepad you will be prompted with a message asking if you want to correct the note. If you click OK the editor will open and you will be able to correct the error(s).
9. When done right click and select Save and Exit from the popup menu. You will then be prompted to correct the next error.



All errors should be corrected before you attempt to compile your notes.

Tools, User Module Tools, Compile Tools, Compile Module

This option compiles a data module you have created. The procedure is virtually identical to the checking process covered in the above section. See that section for details.



For better performance in handling large notes, note sets are managed on a paragraph basis and not on a line-by-line basis as in previous versions. Therefore, a note larger than 32K that is compiled with later versions of the program will not display correctly in earlier versions.

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Tools, User Module Tools, Compile Tools, Conversion Tools

This option enables you to convert a file from its native format, such as a web page file (HTML or XML) into the program's data format. There are three conversion options.

To convert an HTML file, follow these steps:

1. Select the command to display the Text Conversion Tools dialog box, and then select the "Convert Html/XML to Note Format" option in the Tools box.
2. In the Input File box, enter the path or click on the browse button to locate the file you want to convert (such as an HTML file) to the program's data format.
3. In the Output File box, type in the path (or click on the browse button) to specify where you want to place the file, and then add a file name and extension. Example:
C:\Program Files\Text\chapter1.txt.
4. Click OK in the next window to start the process. When done click Exit to close.



After converting the file you will still need to check and format the text using the Editor.

Special Note on HTML/XML Conversion

The conversion tool for converting HTML to a noteset now converts HTML as well as XML to the program's data format. Most verse references are automatically detected and put into the proper hypertext format. See the "Auto Format" section in Chapter 4 about building a "Bookname.Lst" file to assist the auto detection. Book names, abbreviations and case tables from the associated Bible are used to process the HTML/XML file.

The output from books formatted in HTML or XML is a single file with headers suitable for importing into the program using the Import menu. An index to the material is automatically created for the book and is located in the first topic.

Using a very simple subset of XML, you can quickly prepare a book for publication for the Bible program. The following sample shows a book containing two chapters and five sections.

```

<div1 title="Title Page">
title page text
</div1>
<div1 title="Forward">
forward text
</div1>
<div1 title="A Book">
<div2 title="Chapter 1">
<div3 title="Section 1">
section 1 text
</div3>
<div3 title="Section 2">
section 2 text
</div3>
<div3 title="Section 3">
section 3 text
</div3>
</div2>
<div2 title="Chapter 2">
<div3 title="Section 1">
section 1 text
</div3>
<div3 title="Section 2">
section 2 text
</div3>
</div2>
</div1>

```

This sample will generate a file you can import into the program and the index to the chapters and sections will automatically be created for you. Soon we will have this procedure documented to include more formatting codes.



The current HTML converter is limited to file sizes of less than one meg. We will look at that restriction in the future to see if it is worth increasing it. Large files will really start to process slowly due to internal windows controls. To get around this will be much work.

The HTML converter handles “foreign”—Greek, gr, Hebrew, Heb, Latin—keywords. The coding of Greek, Hebrew and Latin in ThML

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is as follows:

```
<foreign lang="gr">logov</foreign>  
<foreign lang="he">ba</foreign>  
<foreign lang="la">veni</foreign>
```

The above use the “language” tag. This has the disadvantage of not specifying the font. The following tags are clearer and easier to use:

```
<greek>logov</greek> or shortened <gr>logov</gr>  
<hebrew>ba</hebrew> or shortened <heb>ba</heb>
```

These tags presume the use of the OLBGRK and OLBHEB fonts. If these are not used, another font should be reference, as in the following tags:

```
<gr font="koine">logov</gr>  
<heb font="gideon">ba</heb>
```

Koine and Gideon are the standard HTML Greek and Hebrew fonts. A converter will be added later to convert these into the standard program fonts.

The editor also has Latin support, which basically checks for valid Latin characters. Latin characters are unchanged and are viewed the font and attributes in effect.

To convert an old Bible text format in which each book of the Bible was a file, follow these steps:

1. Select the command to display the Text Conversion Tools dialog box, and then select the “Convert Hrml/XML to Note Format” option in the Tools box.
2. In the Input File box, enter the path or click on the browse button to locate the 66 files for each book of the Bible you wish to convert to the program’s data format. Example: **C:\Bibles\asv**.
3. In the Output File box, type in the path (or click on the browse button) to specify where you want to place the converted text, and then add a file name and extension. For example, **asv**. The examples in Steps 2 and 3 convert the 66 books of the ASV in the directory c:\bibles\asv into noteset format.

4. Click OK in the next window to start the process. When done click Exit to close.

The “Create Unique Word List for a Compiled Module” option enables you to create a word list of any compiled module so you can spell check it quickly. You can then use the search functions to locate the word in the source text and correct any spelling errors. To create this list, follow these steps:

1. Select the command to display the Text Conversion Tools dialog box, and then select the “Create Unique Word List for a Compiled Module” option in the Tools box.
2. In the Input File box, enter the path or click on the browse button to locate the noteset that is to have all unique words extracted from it. (Note: If you locate the noteset using the browse button remove the drive and directory location. If the file list displays c:\program files\bible\gill, remove all text in front of “Gill”, leaving gill as the input file.) For example: **AV**.
3. In the Output File box, type in the path (or click on the browse button) to specify where you want to place the new word list, and then add a file name and extension. For example: **c:\words**. The examples in Steps 2 and 3 extract all the unique words from the compiled AV module and creates the files “x:\words\av.lwr” containing the lower case words and “x:\words\av.upr” containing the upper case words.
4. Click OK in the next window to start the process. When done click Exit to close.

Tools, User Module Tools, Backup

This command backups the program files and resources to other media, such as floppy disks. It is extremely useful, for example, for copying files so you can install them on another computer.



SPECIAL NOTE: YOU MUST HAVE A LICENCE TO SELL THE PROGRAM BACKUP DISKS. YOU MAY FREELY SHARE PROGRAM MATERIALS WITH ANYONE, PROVIDING THAT YOU DO NOT CHARGE MORE THAN A NOMINAL FEE. ADDITIONALLY, YOU MAY NOT SHARE UNLOCK DISKS OR UNLOCK CODES WITH ANYONE UNDER ANY CIRCUMSTANCES.

To backup files, follow these steps:

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1. Select the command to display the Backup Module dialog box.
2. In the From Module box, select the module you wish to backup.
3. Specify the destination for the backup, both the drive and directory if applicable. (Make sure you double-click on the directory, otherwise it will not be selected.)
4. Where applicable, specify the Range to Backup, e.g. 100 - 1000. If you leave the range blank, the entire module is backed up.
5. If you select On under Data Compression, this will cut the size of the archive by about 60 percent and is very fast. Files created will fit on 1.44 megabyte floppy disks.
6. If you select Internet Download, the backup file created will be one single file suitable for Internet uploads and downloads. (Note: This file is *not* compressed, so you might want to use a compression program such as WinZip to compress the file.)
7. If you specify the destination as a floppy disk drive, insert a blank disk, and then click OK to start the backup.



If the version you want to backup is not visible in the list, you will first have to preselect it using Preferences (F9).

You also might want to create an Install Disk, which enables you to install the program on another computer. To do this, follow these step:

1. Follow Steps 1 and 2 in the previous procedure, selecting Install Disk in the From Module box.
2. Clicking OK to display the Create Install Disk dialog box.
3. If you don't have the latest version of the program, click the Download button to download the latest version from our web site (assuming you have Internet access).
4. Specify a Drive and Directory to which you want to create the installation files. You might, for example, want to create the files on a floppy disk so you can install the program on another computer and then restore other backup files.
5. Click OK to begin the process.

Tools, User Module Tools, Restore

This option restores program resources from other media, such as floppy disks, which you have previously backed up using the Backup command explained in the previous section.

It is extremely useful, for example, for installing resources from one computer to another. In this case, you will first need to create an install disk from one computer (see the section above) and then install it on the second computer. You can then use the restore previously backed up resources.

This feature is also useful for installing modules you have downloaded from the Internet.

To restore backed up files, assuming they reside on floppy disks, follow these steps:

1. Select the command to display the Restore Backups dialog box.
2. Specify the source drive and path for the backup to be restored. All valid backup files appear in the From File box.
3. Double click on the one you wish to restore. The selected file should appear in the lower center box.
4. If you specify a floppy drive as the source, insert the disk before you click OK to start the restore.
5. Click OK when done.

Tools, User Module Tools, Import

There are two options on the Import menu.

Tools, User Module Tools, Import, Note/Topic/Book/Lexicon

This option enables you to transfer material into the program as a book, topic, note, or Lexicon. To use this feature, follow these steps:

1. Select the command to display the Import Module dialog box.
2. In the To Module box, select the module set from the list by clicking on it.



You must first define a module set for it to be listed. See the “Tools, User Module Tools, Define User Material” section earlier in this chapter for details.

3. Select the drive and directory location of the module. If you used the batch format for your module, click the batch input mode. Your file must be named xxxxxxx.Exp so it can be found.
4. Select Append if you are adding to a module, or Replace if it is a new module.



Be sure you really want to replace existing data with imported data. This action overwrites all existing information. If you are in doubt, use Append.

5. In Range to Update, specify a passage range if applicable.

If you want to update only one verse, such as Romans 12:1, for example, type: **ro 12:1**. This imports the RO12.1 file in the directory you specified into the note set you specified. The program deletes it after the import. Alternately, click Set Range button and select the desired range in the Set Starting and Ending Range dialog box.

If you want to update a range of notes, such as Romans 12:1-6, type: **ro 12:1-12:6**. This imports RO12.1, RO12.2, RO12.3, RO12.4, RO12.5 and RO12.6 files in the directory you specified into the note set you specified. The program deletes them after the import.

6. Click on OK to import.

Tools, User Module Tools, Import, Verse List

Imports verse lists previously exported using the Tools, User Module Tools, Export, Verse ListFile command. To import a verse list, follow these steps:

1. Select the command to display the Import Verse List dialog box. Using the mouse, select the drive, directory, and file that contain the list of verses. The file name of the selected file will appear in the Verse List Set to Update box.
2. Select Append in the Action box to add the imported list to whatever cross references were previously loaded.
3. Click on the OK button to display the Verse List dialog box.

Tools, User Module Tools, Export

There are two options on the Import menu.

Tools, User Module Tools, Export, Note/Topic/Book/Lexicon

Exports data to a plain ASCII text file. You will then be able to work with the file using any text editor. When finished the material can be imported back to the program.



With the built-in Backup and Restore commands, you probably will not even need to use this command. It is used mostly by the designers of the program to add more data to the system.

To export a note file, follow these steps:

1. Select the command to display the Export Module dialog box.
2. Select the drive and directory location where you wish to place the files. Enter the range where appropriate. If notes, enter verse references. If topics, enter the topic numbers such as 1-20, for example.
3. If you select Batch Output Mode, the file created will be a single file named **xxxxxxx.Exp**. “xxxxxxx” will be the name of the topic. If Batch Output Mode is not selected, multiple files will be created. The file names will depend on the type of material.
4. Click OK to export the data.

Tools, User Module Tools, Export, Verse List

Exports verse references and text previously collected using the Add to Verse List option of the *right*-click pop-up menu to a plain ASCII text file. To export a verse list, follow these steps:

1. Display each verse you want to export in a Passage window, click the *right* mouse button to display the pop-up menu, and then select the Add to Verse List option.
2. When you have gathered all the verses you need, select the Export, Verse List command to display the Save Verse List dialog box.
3. Using the mouse, select the drive, directory, and file to which we want to export the list.

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4. If you specify Append, your list is added to whatever cross references were previously in that file. If you specify Replace, the destination files will be overwritten.
5. Click OK to carry out the export.

Tools, Diagnostics

The options on this menu perform several hardware checks as well as reconfigure the program.

Tools, Diagnostics, Reconfigure Program

This feature is used to install new Bible language groups. Select the command, and then follow the onscreen instructions to add directories for material that does not reside in the Bible directory or on the CD ROM. Click on OK to close box. Close the program and then re-start. When the box titled “CDROM Primary Version Selection” appears, select the version(s) you wish to install by checking the appropriate box(es). The language groups are in geographical order.

Tools, Diagnostics, Test Printer

This diagnostic verifies that your Windows printer is working correctly. Select the command to display the Test Printer dialog box, and then click on the Start Test button. The test begins by displaying a sixty-second countdown. If your printer begins printing, click on the Printer Works button. This closes the dialog box.

If the printer does not print within sixty-seconds, the diagnostic assumes that the printer did not print and will try another way to print to the printer. If all the tests fail (which is highly unlikely), you will not be able to print directly from the program. You will have to copy material manually into your word processor using the Windows Clipboard and print the material from there.

If you wish to stop the tests or if there is no printer connected to your computer, click on the Cancel button.

If your printer fails and you are running Windows 95 or 98, click on the Start button, click on Help, type the word **troubleshooting**, and then select the “Trouble Shooting your Printer” option to determine your problem.

Tools, Diagnostics, Test Mouse

This diagnostic verifies that your mouse is working correctly. Select the command to display the Mouse Test dialog box, and then click on the Start Test button. For each of the tests, point at the text of each test and perform the action indicated. If the mouse performs the action, the count of the number of mouse clicks you perform appears beside the test. To clear the marks and restart the test, click on the Start Button. To end the test, click on the Cancel Button.

If your mouse is not able to perform all these tests correctly and consistently, one of the following might be the cause of the failure:

- The mouse might be dirty. Follow the manufacturer's directions to clean the mouse.
- Some other program might be intercepting some of the mouse functions. Alter that program to eliminate this problem.
- Your mouse driver might not be configured properly. See your manufacturer's setup instructions for your mouse, and/or troubleshoot the mouse using the Mouse icon in the Windows Control Panel.



i. After years of battling cheap mice, we now use only a Microsoft mouse. It costs a little more than the “bargain basement” variety, but the old expression, “You get what you pay for,” is often true. ii. The program supports the use of the right mouse button to display pop-up menus. You can also use the popup Menu Key on the 104-key windows keyboard (located beside the right Ctrl key) to simulate a right mouse click. iii. The program also supports the roller wheel on the IntelliMouse.

Tools, Diagnostics, Test Sound

This diagnostic verifies that your computer is capable of sound. Select the command to display the Test Computer Sound System dialog box, and then select the Play Standard Wave File option.

If you do *not* hear a sound, there is a problem is with your sound system. Check the following:

- Verify that the speakers are properly connected to the sound card in the back of your computer.
- Verify that the speakers are turned on.

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- Verify that the speaker icon in the Windows Taskbar Tray is turned on. Click on it and wait for the slider to appear. There should *not* be a checkmark in the Mute option.
- If all these fail to take care of the problem, you will probably need to reinstall Windows.

If you *do* hear the audio from the Standard Wave file, then click the Play DSP Wave File option. If you do not hear a sound, your DSP TrueSpeech sound drivers are not installed correctly on your system. Reinstalling Windows and selecting all multimedia options will take care of this problem.

Click OK to end the sound test.

Tools, Diagnostics, Test Video

This diagnostic verifies that your video adapter can correctly display the program maps and pictures. Select the command to display the Test Video Adapter dialog box, and then click on the Start Test button. If successful, the test displays a full colour map of Palestine. Use the scroll bars to move around the image to verify that your video driver can handle the screen updates, and then use the right mouse button to pop-up a menu to print the image on your printer. If you have a colour printer, the image should print in colour.

If the test fails, one of two things might occur:

- Nothing appears. This means that your graphics video driver cannot properly display the program's maps and pictures. You might have to get a new video driver from the place that sold you the video card. Your video card should have at least 256K of memory, but more is better.
- A GPF (General Protection Fault) or similar error occurs in the video driver. In this case, do one of the following: 1. contact the place that sold you the video card and get the latest driver; 2. if you are running Windows with more than 256 colours, reduce the number of colours to 256 and retry this test; 3. if you are running with 256 colours and the test fails, if you set the number of colours to 16 the maps and images will display but the colours will be distorted.

Tools, Diagnostics, Test CD-ROM

This diagnostic verifies that the CD-ROM disk is working correctly. The CD-ROM manufacturer usually performs this test to verify that the CD-ROM mastering was done correctly and that the finished product is an exact image of the original material. Under normal circumstances, you will not need to run these tests.

If you need to run the tests by the recommendation of technical support, the tests run for about half an hour to an hour on a typical CD-ROM and perform the following tests:

- Checks the presence of all files on the CD-ROM.
- Does a CRC check of each file to verify its integrity.
- Verifies that CD names are all ISO 9660 standard.

To start the test, select the command and then click on the OK button in the Verify CD dialog box. Click on Cancel at anytime to stop the tests. If you receive any errors, try running the CD on another computer before you return it. If the CD-ROM is truly defective, return it to the dealer for replacement.



IF THE CD WAS NOT PUBLISHED UNDER THE PROGRAM'S RIGHTFUL TITLE, THIS IS AN ILLEGAL COPY OF THE CD-ROM.

Tools, Diagnostics, Windows Resources

This command displays valuable information about your Windows environment.

The diagnostic first notes what version of Windows is running, what mode Windows is running in, and whether a math co-processor is present.

“**Free System Memory**” indicates the amount of free RAM (Random Access Memory) and “virtual memory” is currently available to Windows. The higher this number, the more applications you can run simultaneously. See your Windows documentation for details about memory, “virtual memory,” and, if you’re running Windows 3.1, a “permanent swap file.”

“**System Resources**” refers to the amount of free space, expressed as a percentage, in the combination of User Resources and GDI Resources.

“**User Resources**” refers to a small chunk of DOS memory (64K) that manages the windows created by applications system-wide.

“**GDI Resources**” refers to a small chunk of DOS memory (64K) that manages the drawing of objects on the screen, such as buttons, for example. The percentage displayed, therefore, refers to the amount of this memory that is still available. It is a rare occurrence under Windows 95 and above, but you might run low on these resources and receive a warning. If you discover you are running low on one or both of these resources (30% or less), close some applications.

Using Advanced File Menu Options

In addition to the normal File menu options, there are two others that appear when Advanced User Mode is on. The following sections detail these commands.

File, Open, Calendar

This handy little calendar computes dates between January 1, 4713 BC and February 28, 2100 AD. It was added to the program to verify and correct any errors in Ussher’s calculations. Its primary purpose is to promote the study of ancient history not modern events.

By specifying a Calendar Date, a Julian Day, or a Cycle Number, Calendar will compute the following:

- Calendar Date
- Day of Week
- Julian Day
- Cycle Numbers
- Julian Year
- Year of the World



You may enter all data entries in either upper or lower case.

Figure 1.2 provides an example of a date that has been entered into the Calendar. Refer to this example as you continue.

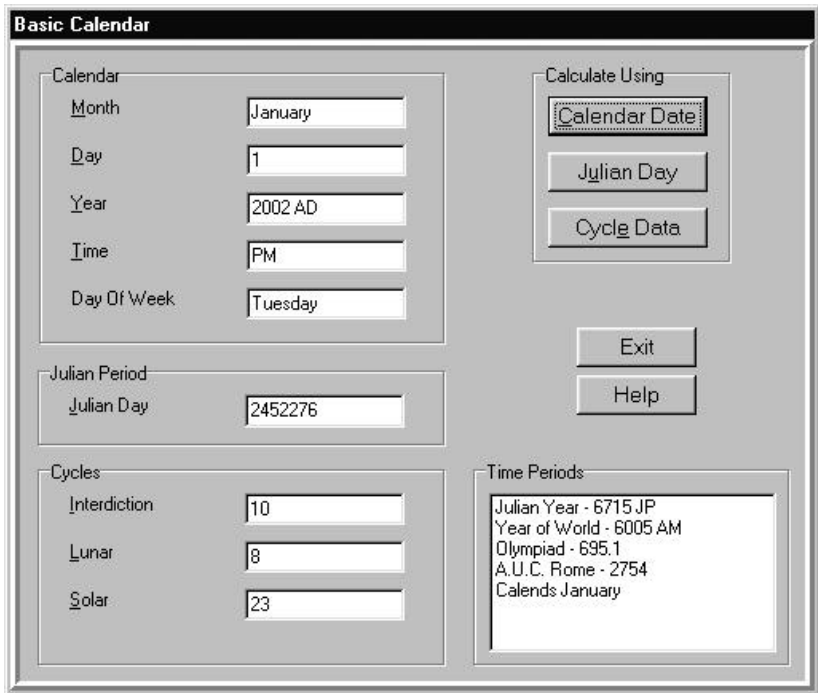


Fig. 1.2 – The Calendar Tool.

Specifying a Calendar Date

Enter the appropriate data, and then click the Calendar Date button in the Calculate Using box to calculate the data. Dates are displayed in one of five ways.

1. Month, Day, Year, or Time

“Month” is any month between January and December. You can either specify it as a number between 1 and 12 or as a character string that uniquely identifies the month. Usually the first three characters of the month are sufficient, such as Jan, Feb, etc. Examples for Month would include: jan, Oct, 6, or 4.

“Day” is a number between 1 and 31, depending upon the month. Examples for Day would include: 1, 23, 8, and 9.

“Year” is a number between 1 and 4713. AD is assumed if not specified. AD years run from 1 to 2100. To enter BC, years specify BC after the date. BC years run from 1 to 4713. Examples for Year would include: 1997, 4004 BC, 5 ad, and 497 bc.

“Time” should be specified as either AM (morning) or PM (afternoon). This affects the Julian Day number only. Examples for Time would include: am, AM, PM, and PM.

2. Year with a Season Appended to It

This method simply combines Year with an additional season added to it, according to the following:

- a –October to December
- b –January to March
- c –April to June
- d – July to September

The date is assumed to be the first day of the first month in that quarter. Time is assumed to be PM. Examples for Year with a Season appended to it would include: Year 1997*a*, 404*c* BC, 33*b* AD, and 45*d* bc.

3. Year of the World with No Season Appended to It

The date is assumed to be the first day of the first month in that fourth quarter of the Julian year. AM must come after the year, and Time is assumed to be PM. Examples for Year of the World with no season appended to it would include: Year 1997 AM and 404 am.

4. Year of the World with a Season Appended to It

This method combines Year of the World with an additional season added to it, according to the following:

- a –October to December
- b –January to March
- c –April to June
- d – July to September

The date is assumed to be the first day of the first month in that quarter. AM must come after the year, and Time is assumed to be PM. Examples for Year of the World with a season appended to it would include: Year 1997*a* AM, and 404*c* am.

5. Olympiad Year or Since the Founding of Rome.

The syntax for Olympiad Year is *nnn.m op*, where *nnn* is the Olympiad number and *m* the year in the Olympiad. The first Olympiad was on July 1, 776 BC (1,1 OP).

The syntax for Since the Founding of Rome is *nnn auc*, where *nnn* is the year since the founding of Rome, which was Apr. 22, 753 BC (1 AUC).

Specifying a Julian Day

Enter the number of any Julian day from 0 to 2488143, and then click the Julian Day button in the Calculate Using box to calculate the data.

Specifying Cycles

Each year can be uniquely identified by three cycles. Enter the number of a cycle in the appropriate box, and then click the Cycle Data button in the Calculate Using box to calculate the data.

“Interdiction Cycle” is a number between 1 and 15. “Lunar Cycle” as a number between 1 and 19. “Solar Cycle” as a number between 1 and 28.



Restrictions: The calendar dates follow the English Calendar from September 14, 1752 onwards. No provision is made for either Gregorian dates between Oct 15, 1582 and September 14, 1752 or the Russian Calendar from September 14, 1752 until the calendar reform after the Russian revolution.

Understanding Calendar Terms

In case you are not familiar with some of the more obscure calendar terms, here are the definitions for the terms used in the Calendar.

- *AUC Rome* –The Period of time starting on April 22, 753 BC, the day Rome was founded. “AUC” is from the Latin *ab urbe condita*, “from the foundation of the city [of Rome],” or *anno urbis conditae*, “in the year of the foundation of the city.” Ussher cites Fabius Pictor, the most ancient Latin writer as stating Rome was founded on this date. Varro’s account has it 5 years earlier on April 10, 748 BC. See note in topics on 3256 AM in Ussher’s Annals.
- *Interdiction Cycle* – The number of the year between 1 and 15 established by Constantine. The year 313 has an

interdiction number of 1. This period was used for taxes and accounting in the Roman empire.

- *Julian Day* – A day that starts at noon in Alexandria, Egypt and lasts 24 hours. The first day in the Julian period is day one. The days are numbered sequentially with no gaps. Today, astronomers start the day at noon in the Isle of Ferro. Since a normal day starts at midnight, each day will have two consecutive Julian Day numbers for it, one for the time before noon, and one for the time after noon.
- *Julian Year* – A year an average length of exactly 365.25 days numbered sequential from the start of the Julian period. For leap years, the year is 366 days long, otherwise the year is 365 days long.
- *Julian Period* – A period of time starting at noon in Alexandria, January 1, 4713 BC when the Interdiction, Lunar, and Solar cycles all had a number of one. The Julian period is 7980 years long. The first year in the Julian period is a leap year.
- *Jubilee Year* – The Jubilee year was the fiftieth year of a seven sabbatical year cycle. (See Sabbical Year below). It is calculated from 1451 BC to 70 AD, at which time the Jewish state was destroyed by the Roman general Titus. See Ussher on year 2609a AM
- *Lunar Cycle* – The cycle consists of 19 years or 235 complete orbits of the moon around the earth. The first year of the cycle is numbered 1. With this information you can calculate the phase of the moon for any year. (Some minor corrections are required since the cycle is an hour or so longer than 19 years.)
- *Olympiad* – The cycles of 4 years starting on July 1, 776 BC. The 4th year of the tenth olympiad, for example, would be written as 10.4. Most ancient historians used Olympiad dates rather than the year of Rome because it was much more accurate.
- *Solar Cycle* – A period of exactly 28 years. This is the minimum time required for every day in a year to be exactly on the same day of the week as the previous cycle. The first year of the cycle is the number 1.
- *Sabbatical Year* – The Sabbatical Year was every seventh and was the year of rest for the Jews. It is calculated from 1451 BC to 70 AD, at which time the Jewish state was

destroyed by the Roman general Titus. See Ussher on year 2560a AM.

- *Year of the World* – The number of the year since creation on October 23, 4004 BC according to Ussher. (This date is the day of the first Sunday past the autumnal equinox for that year.) Note that the year of the world overlaps two Julian years, approximately the last three months of one year and the next nine months of the next Julian year.

File, Open, Astro-Calendar

Astro-Calendar is a truly unique feature (see Fig. 1.3). Similar products in themselves cost almost as much as this entire Bible program.

Astro-Calendar is a calendar of astronomical events in history. It is extremely helpful for anyone doing serious historical studies. Using it you can do all of the following:

- Calculate dates and time of Lunar and Solar eclipses, of New Moon and Full Moon (see Fig. 1.3).
- Translate dates of Solar calendars based on different initial epochs.
- Take into account dates when this or that country proceeded with Gregorian calendar and display the difference between Julian and Gregorian calendars for any moment of time.
- Calculate years in cycles (Lunar, Solar, interdicts) both for Western and Byzantine dating traditions.
- Calculate years of Olympiads.
- Calculate Julian day and day of week.
- Display results in Universal Coordinated Time (UTC), time of your time zone, and in mean local time of over twenty historical locations, such as, Jerusalem, Greece, Babylon, Geneva, for example.

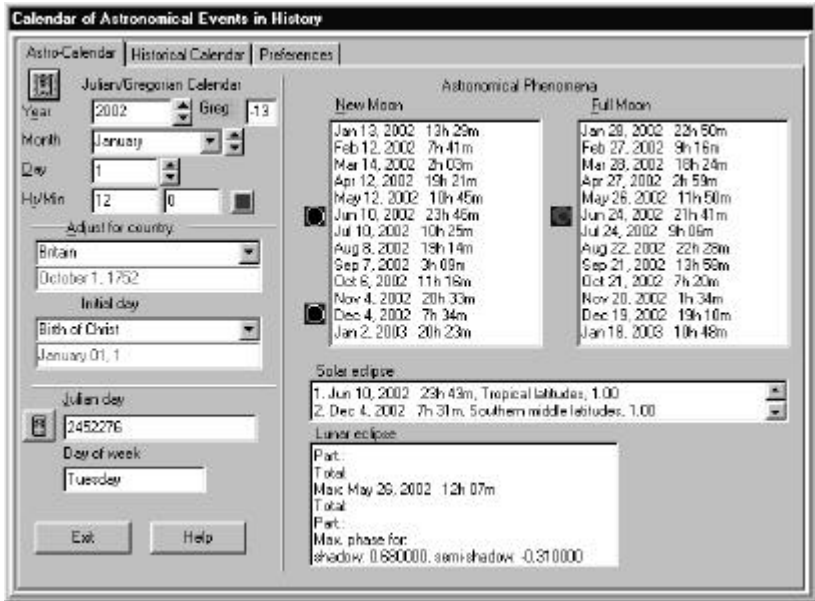


Fig. 1.3 – The Astro-Calendar tool

The range of calculations is from 10000 BC to 10000 AD.

To use the Calendar, enter the necessary data into the section of the calendar you want to use, and then click on the nearest button displaying a calculator picture or press **Enter**.



For more detailed information about Astro-Calendar, *including* an “Introductory Lesson” on using it, select the command, and then click the Help button in the dialog box. Scroll down to the bottom of the Help window and click on the “Click here for more information” link.

Configuring Function Keys

By default, the function keys, which match the buttons on the Tool Bar, perform the most common functions of the program. You can change any of these functions, however, to any of the program’s commands. You can select one of the over 100 included icons or use one of your own.



Icons must be standard ICO files. Icons are stored in the Icons subdirectory under the Bible directory. Various graphic

programs enable you to create icon files. Ideally, icons should be 32 x 32 pixels. You can then rescale them using the Scale Icon slider in the User Preferences dialog box (Options, Set Preferences command).

Reconfiguring an Existing Button

To change the function and icon of any function key (and its corresponding Tool Bar button), follow these steps:

1. Make sure you are in Advanced User Mode (Tools, Custom Settings, Advanced User Mode). You cannot reconfigure buttons if you are in Basic Mode.
2. *Right-click* on the button you wish to reconfigure. This displays the Configure Function Key dialog box, as in Figure 1.4. (Notice Fig. 1.4 pictures F13; see the “Defining a New Button” section below for details.)
3. From the Select Menu Item list, click on the function you want to assign to the button.

Alternately, type a hypertext command in the Hypertext box.. For example, typing **See Gill on "Mt 3:1"** would open a window to that reference when you clicked that button or pressed its F key.



For more information about using hypertext, see the “Formatting Your Notes” section in Chapter 4.

4. If you specified a hypertext link in Step 3, also type a hint in the Hint box. This text will appear when you move the mouse over the button. (If you select a command, the command will automatically be used as the hint text.)
5. You can also define a shortcut key. It’s best to use a combination of Ctrl+Alt to ensure that no conflicts will arise. (Fig. 1.4, for example, specifies Ctrl+Alt+C for Calendar.)
6. Select an icon that you think best represents that function.

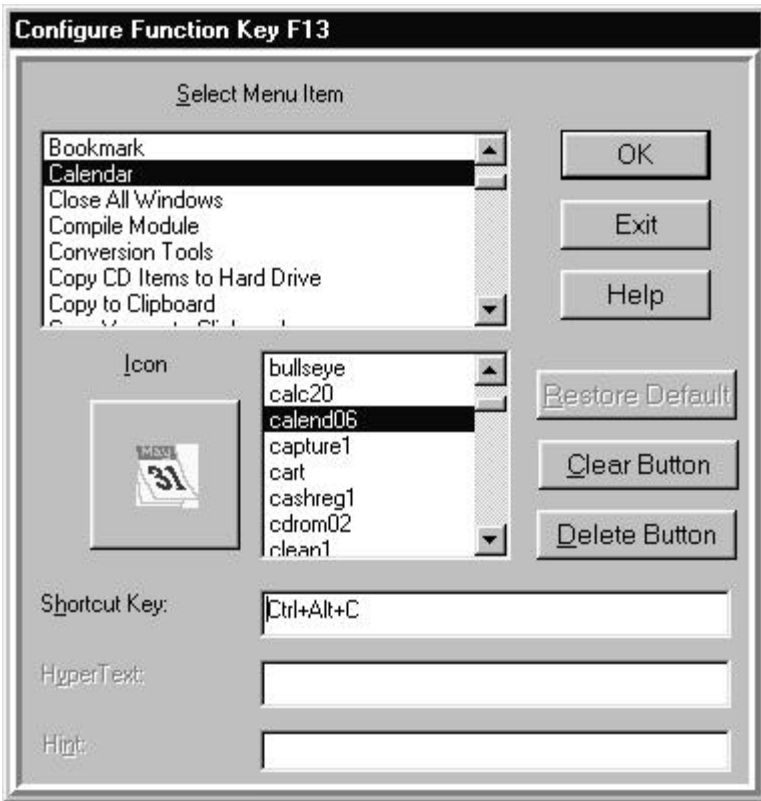


Fig. 1.4 – The Configure Function key dialog box.

7. To change the function or remove the function, either make a new selection or click the Clear button.
8. Click on Restore Default to set the button to the original setting.
9. Click on OK to activate your selection.

Defining a New Button

Notice Figure 1.4 again and see that it actually pictures F13, which of course does not exist by default. To create a new button on the Tool Bar, instead of right clicking on an existing button, *right* click on an empty portion of the Tool Bar, such as right beside F12. Now define the button as normal. Figure 1.4, for example, shows a new button for the Calendar.

Chapter 2: Using The Editor

Deut. 27:8 – And thou shalt write upon the stones all the words of this law very plainly. (KJ21)

Built right into the program is a truly feature rich text editor. You can use this text editor to edit any note, topic, or definition, or to create or edit any ASCII text file. “ASCII” is an acronym for American Standard Code for Information Interchange, which is the standard format for all computers. When you save a file in ASCII text, the program strips out all formatting codes, such as fonts, line spacing, margins, and so forth, and saves only the text and tab stops. Windows Notepad is an example of an ASCII text editor.

This chapter outlines the commands and procedures for editing and creating notes and topics.



While there is no size restriction on file size, we recommend that you keep your files to less than 16K (16,000 characters). Large notes are slow to load because of Windows’ overhead and large files tend to tax Windows’ own controls.

Opening and Creating Notes

You can either edit an existing note, topic, or definition, or you can create your own. First, however, you must open the note in a note window.

Opening an Existing Note for Editing

To open an existing note to edit, follow these steps:

1. Using the View Note (F2) command, open a note window for a specific verse, such as John 1:1, for example. (You could also open a passage window, *right-click* in the window, select the Select Note option from the pop-up menu, and then select a note set from the list.)
2. Press **E** or *right-click* anywhere inside the note window, and then select the Edit Note option on the pop-up menu. This

opens the note in the editor. Edit the note as you choose according to the procedures in the sections that follow.

3. Press **Ctrl+U** or *right*-click anywhere inside the Edit window, and then select the Save option on the pop-up menu. Close the Edit window.

Creating a New Note for a Verse

To create a new note, follow these steps:

1. Open a passage window for a specific verse, such as John 1:1, for example. *Right*-click anywhere in the window, click on the Select Open Notes option from the pop-up menu, and then select NOTES from the list. This displays John 1:1 in a note window.
2. Press E or *right*-click anywhere inside the note window, and then select the Edit Note option on the pop-up menu. This opens the note in the editor. Edit the note as you choose according to the procedures in the sections that follow.
3. Press **Ctrl+U** or *right*-click anywhere inside the Edit window, and then select the Save option on the pop-up menu. Close the Edit window. This note will be available anytime you view this verse.



When you are reading a note and see something that needs changing, click on the spot in the note *before* you click on the Edit Note command button. When the editor displays your note, it positions the insertion point exactly where you want to make the change. This feature saves a lot of time.

Creating or Editing a Text File

The Editor also enables you to edit or create *any* ASCII text file. To accomplish this, follow these steps:

1. Make sure Advanced User Mode is activated (Tools, Custom Settings, User Preferences, Advanced User Mode).
2. Select the File, Open My File, Text File command from the menu. This displays the Edit a Text File dialog box.
3. As an example, scroll down in the file list box, click on the whatsnew.eng file, and then click the OK button. This opens the file in the Editor, enabling you to edit it. After editing, you would resave the file by either pressing Ctrl+U or *right* clicking in the window and selecting Save from the pop-up menu. Close the window.

- To create a new text file, open the Edit a Text file dialog box, type a new file name in the Text File to Edit box, select the drive and directory where you want to store the file, and then click OK.



By default, the program stores all personal notes in a subdirectory under \Bible. If you know how to use Explorer or File Manager, you might want to create your own subdirectory, such as MyNotes, for example, in which to store your text files.

Using Editing Keys

The following sections explain the keys that are used for editing and moving around in the Editor. Table 2.1 summarises how to move the insertion point (or cursor) in the Editor.



The control key must be pressed before the shift key to skip words. If the shift key is pressed first, then the control key, the sequence is ignored. This sequence is required for international keyboard support.

Table 2.1 – Insertion Point Movement Keys

Keystroke	Action
Up Arrow	Moves the cursor up one line.
Down Arrow	Moves the cursor down one line.
Right Arrow	Moves the cursor right one character.
Left Arrow	Moves the cursor left one character.
Home	Moves the cursor to the first character on the current line. If you are already on the first character, it moves the cursor to column one.
End	Moves the cursor one position past the last character on the current line.
PgUp	Moves the cursor up one screen of text.
PgDn	Moves the cursor down one screen of text.
Enter	Starts a new line.
Ctrl+Right Arrow	Moves the cursor to the beginning of the next word.
Ctrl+Left Arrow	Moves the cursor to the beginning of the previous word.
Ctrl+G	Prompts for a line number and then moves

	the cursor to the line number entered.
Ctrl+Home	Moves the cursor to the first line of the current file.
Ctrl+End	Moves the cursor one line past the end of the current file.
Ctrl+Shift+Arrow key	Highlights text one word in the direction of the arrow key you press.
Ctrl+B	Moves to the previous workspace area.
Ctrl+N	Moves to the next workspace area.
Del	Deletes the character under the cursor. Any text to the right of that character is moved to the left to fill the gap.
Backspace	Deletes the character immediately to the left of the cursor and moves the cursor to that location.
Alt+W	Deletes the word under the cursor. If the cursor is not on a word, the first word to the left of the cursor, if there is one, is deleted.
Alt+B	Deletes all the text to the left of the cursor. The remaining text and the cursor move left to align with the current level of indentation.
Alt+E	Deletes all of the text on a line to the right of and including the character under the cursor.
Alt+L	Deletes the entire line at the cursor location.
Alt+Backspace	Undeletes last action.

Using Editor Commands

The Editor commands are accessed by either clicking the appropriate button on the Editor Toolbar, or by pressing the appropriate “F” key. You can also access some of the Editor features by *right*-clicking on the Editor window to display the pop-up menu. The following sections explain each editor command.

For each command, notice the shortcut key that is assigned to it (which is identified by an underlined letter). This makes the Editor very fast for users who like the keyboard. In fact, the Editor interface is based upon the original “Useful Editor” (UED.EXE) in the old DOS version of the program.

Using the File Button (F1)

There are eight commands on the File menu.

Open

Same as Load, but clears the current workspace first. If the workspace has been changed since that last time it was saved, the Editor prompts you to verify that you really want to clear the workspace.

Save

The current workspace text is saved to a disk file in the current directory and given the current workspace name. The editor prompts for a file name if the workspace is unnamed and makes this the workspace name.

SaveAs

Same as Save, but prompts for a new file name. This new file name becomes the current workspace name.

Load

Prompts for the name of a file to load. If the entered file name is found on the disk in the current directory, the program opens it in the workspace at the current insertion point (cursor) position. Existing text moves to make room for the text being loaded. An empty workspace is given the name of the first file loaded into it.

If you are not sure what the name of the file is, press Enter at the file name prompt to open the directory list window in which you can select a file.

Clear

Erases the contents of the current workspace. If the workspace has been changed since the last time it was saved, the Editor prompts you to verify that you really want to clear the workspace.

Name

Prompts for a name for the current workspace. The name entered must be a valid Windows file name. If the name is the same as one

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on your disk in the current directory, the Editor prompts you to verify that you really want to use that name.

Workspace Create

Creates an additional workspace. You can use this, for example, to store data that you want to move elsewhere in your file.

Workspace Delete

Deletes the current workspace.

Using The Module Button (F2)

Open Note

Enables you to open a note for editing. Select the noteset and enter the passage reference of the note you wish to edit.

Open Topic Module

Opens a topic for editing. Select the topic set and enter the topic number you wish to edit.

Open File

Opens a text file for editing. Select the drive and directory location of the file or type in the path and file name.

Load Note

Merges a note into the workspace at the location of the cursor.

Load Topic Module

Merges a topic into the workspace at the location of the cursor.

Load File

Merges text into the workspace at the location of the cursor.

SaveAs Note Module

Saves the workspace as a note module.

SaveAs Topic Module

Saves the workspace a topic module.

SaveAs File

Save the workspace and prompts you to give the file a name.

Using The Search Button (F3)

Search enables you to find strings or “Patterns” within the text of the current workspace and optionally substitute a “Replacement” string of your choosing.

Count

Displays the total number of times the Search Pattern appears in the text of the current workspace.

Fix

Substitutes the Replacement string for a Pattern string, provided that the cursor is on a piece of text matching Pattern (the text will be highlighted).

Global

Changes all instances of the Pattern string to the Replacement string.

Pattern

Prompts for a search Pattern. If the Pattern entered is in all *lowercase*, searches will be case *insensitive*. If any of the letters in the Pattern are in *uppercase*, the workspace text and Pattern must be *exactly* the same for a match to occur.

Replacement

Prompts for a Replacement string. The Replacement string can be empty, which has the effect of deleting the Pattern when a Fix or Global substitution is applied. Changing the Pattern does not affect the current Replacement string.

PGUP/PGDN

PgUp moves the cursor to the previous occurrence of the Pattern in the current workspace. If there are no more matches, this moves the

cursor to the beginning of the workspace. PgDn moves the cursor to the next occurrence of Pattern in the current workspace. If there are no more matches, moves the cursor to the end of the workspace.

Using The Print Button (F4)

Print Workspace

Sends the contents of the current workspace to the printer.

Using The Cut Button (F5)

Enables you to select a block of text that can subsequently be deleted, copied, moved, or shifted.

- Block – A rectangular block of text.
- Line – Whole lines of text only.
- Range – All the text from one selected position in the text to another.

Using the mouse, highlight the text on which you want to work. Once selected, there are four operations that can be performed on the highlighted text.

- Copy (Ctrl+C) – Copies the selected text. Ctrl+C is the common Windows shortcut for this action.
- DELETE (Ctrl-X) – Copies the selected text then removes it from the current workspace. Ctrl+X is the common Windows shortcut for this action.
- Move – Copies the selected text, removes it from the workspace, then prompts you to position the cursor where you want the text moved. When you press Enter to complete the operation, the selected text is copied to the new location.
- - Shift Left and + Shift Right – Moves the selected text right (+) or left (-). Text cannot be shifted over text that is not highlighted. You will notice that the highlighting does not go away. After shifting you can perform one of the other Cut operations, or press Esc to quit the Cut command.

The Paste Button (F6)

There is no menu with this command and therefore no subcommands. This command simply copies the text from the clipboard into the current workspace at the current cursor position.

The Font Style Button (F7)

This useful feature automatically inserts the proper formatting codes into the text. In previous versions of the program, the user had to insert these codes manually, but it is now automatic. To use this feature, follow these steps:

1. Highlight the text you want to format using the mouse.
2. Click the Font Style button or press F7.
3. Press the letter of the font style you want to use (the letter is underlined), or click on the style with the mouse.

Note the following examples:

Highlighting “agape” in your note and then selecting Bold from the menu, would insert this code:

```
\\agape\\
```

Highlighting “agape” and then selecting Greek from the menu, would insert this code:

```
|~agape|~
```

This feature is also available using the *right* mouse button and the resulting popup menu:

1. Highlight the text you want to format using the mouse.
2. *Right* click on the highlighted text and select the Insert Format Codes option on the pop-up menu.
3. Select the code you want to use from the list.

The Style Button (F8)

There are five subcommands on this menu.

Auto Format

This feature attempts to format the workspace automatically. This should greatly accelerate note preparation. The Editor attempts to add hypertext links around all passages it finds in a note. All Roman numerals in passage references are converted to Arabic. All book names are replaced with the standard abbreviations for the Bible version associated with that note set. If note is in HTML or XML, it is automatically converted according to the embedded codes.

Two techniques have been added to assist in note preparation.

To assist the auto detection of imbedded verse references, you can create a text file call “BookName.Lst” in your Bible directory. Each line contains two entries, the existing book name and the new book name. This maps non-standard book names into standard ones before attempting to auto format hypertext links. A sample file would look like this:

```
Ef Eph
Kron Ch
Micha Mic
```

All entries must have the *exact* case to match the text and are in free format.

To further assist in preparing scanned note data, create a text file “Replace.Lst” in the Bible directory consisting of pairs of items, one pair on each line. The first item on the line is replaced by the second item on the line when you are processing HTML or using the auto note formatting. A Sample file would look like this:

```
" tilts " " this "
" mau " " man "
" shah " " shall "
" sitall " " shall "
" tilings " " things "
```

Place quotes around items containing blanks. Position of items is free format. Neither the search or the replace string may be of zero length, nor may the search string be contained within the replace string. All searches are case sensitive. Search strings starting or ending on a line boundary are correctly handled.

Show Highlighted Text

This feature enables you to view Greek or Hebrew text while in the editor. Highlight the Greek or Hebrew, be careful to include the formatting codes in the highlighting. Press F8 and then S to display. You can also use Ctrl+S after highlighting the text.



At this writing of the manual, Logitech Mice seem to be causing some problems. Remember, therefore, that you can

also select text using the keyboard by holding down the shift key and the pressing the insertion point (cursor) keys.

You can also select this feature by highlighted text, *right* clicking, and then selecting the Show Highlighted Text option from the popup menu.



If workspace contains all HTML data, it is converted to the internal format used by the program for notes with the appropriate formatting codes automatically inserted.

Normal Paragraph, Hanging Indent, and Block Text

To use this feature select the section of text to be formatted into a paragraph and then select the desired formatting.

You can also select this feature by highlighted text, *right* clicking, and then selecting the Style option from the popup menu.

The Text Button (F9)

This option enables you to wrap the length of lines to a specified margin setting.

Show Margin

Shows or hides the right hand margin.

Enter Margin

Sets the line length. Click on Enter Margin or press **E**. Enter a number value to set the location of the line wrap. 70 is a good figure to use.

Reformat

Formats the lines to the margin length. Place the cursor anywhere on the first line of the paragraph. Press F9 and then press **R** to reformat. The cursor must also be located anywhere on the first line of the paragraph. The left margin is determined by looking at the number of spaces preceding the second line of the paragraph.

This feature is also available by using the right mouse button and selecting the Format option from the popup menu.

Wrap on Keyboard Input

Wraps lines at the margin boundary as they are typed in.

The Quit Button (F10)

This option specifies how you can exit the Editor.

Exit

Exits the Editor, but first prompts you whether you want to save the unsaved workspace.

Save / Exit

Automatically saves all changed workspaces and exits the Editor.

The Clipboard Button (F11)

The following options enable you to utilise the Windows Clipboard.

Select All (Ctrl+A)

Selects all of the current workspace.

Copy to Clipboard (Ctrl+C)

Copies the highlighted text to clipboard.

Cut To Clipboard (Ctrl+X)

Cuts the highlighted text and sends to the clipboard.

Paste from Clipboard (Ctrl+V)

Pastes the text stored in the clipboard to the current workspace.



These options are also available by clicking the right mouse button to display the pop-up menu.

The Check Button (F12)

The one option on this menu (Entire Workspace) checks the text for errors such as invalid Bible references, imbedded punctuation etc.

You can also select this feature by *right* clicking and then selecting the Check option from the popup menu.

The Check feature checks *only* from cursor position to the end of the workspace. To check the whole workspace, position to start of the workspace. This enables you to selectively check a workspace and therefore save time.

The Cursor Button (Ctrl)

Refer to Table 2.1 for these options.

The Alt Button (Alt)

Refer to Table 2.1 for these options.

Formatting Your Notes

With the above editor commands in mind, you can begin editing and creating notes. There are, however, several other special features of the editor that enable you to make your notes much more useful and powerful. The following sections detail how you can create bold text, insert Greek and Hebrew words, and even create hyperlinks to other notes, topics, and definitions.

Adding Cross References to Notes

You can add cross references to notes, topics, and definitions. Naturally, you can insert biblical text into your notes, but by using a special format, the program automatically displays the full text of these references whenever required. To accomplish this, simply place the reference or references on a separate line, and begin the line with the # character. The references can be a single verse, or a whole passage. Additionally, each line can contain one or more references, each of which should be separated by a space, a comma, or a semi-colon. Here are two examples:

```
# joh 1:14
# joh 10.30-33 ps 45.6 isa 7.14
```

Once inserted into the note, double clicking anywhere within the reference displays all the listed references in a separate cross reference window using the default version.

There is also the added bonus of opening your cross reference in a version other than the default. In other words, you can specify which version to use to display the cross reference text.

In the above example, if you wanted to open John 1:14 in the IGNT instead of the default version, you would type:

```
\\ /IGNT Joh 1:14\\
```

The version must be the first item in the hypertext string. You may list more than one verse, but only one version is allowed. All verses will be displayed in the specified version. This technique does not change the default version.



Use a \$ in a passage reference to denote a whole chapter. For example, `\\#Ps 117$, 23$\\` means all of Psalm 117 and all of Psalm 23.

If your note is the BibleText™ Type, you can three other use three other cross reference techniques. To indicate footnotes in a passage, enclose the footnote within curly brackets { }. To indicate variant readings in a passage, enclose the readings with a “[”], as in this example:

In the beginning God created the | heaven | heavens | and the earth.

To indicate Strong’s numbers in a text, just add in the numbers where needed, as in this example:

In the beginning 7225 God 430 created 1254 8804 853 the heaven 8064 and 853 the earth 776.



When creating your Bible noteset, you will also want to Check the “Strong’s Numbers” on the “Advanced” in the “Define User Material” dialog box.

Printing Verses in Notes

In previous versions of the program, all verses printed at the end of a verse note. Now, however, you can print verses anywhere in a note. To do so, add the following line to your verse note:

```
\break
```

Alternately, like all other such formatting, you can do this with a menu command in the Editor. To insert a break, press click the Font Style button (F7) and the press **C**.

This command prints all verses accumulated since the last `\break` or the start of the note.

Adding Links to Other Notes

You can also add other hypertext links to your notes that display other notes, topics, definitions, Bible references, and images. If you enter the command **See definition ... 5485** in a note, for example, and then double-click on the command in the note, the command automatically displays the definition for the Greek number 5485, the number for the word *charis* (grace). It is best to put these commands on a line by themselves. Otherwise, you must use the double back slash to highlight them when you place them with other text on a line.

Table 2.2 lists summarises all the hypertext linking commands, their actions, and an example. Using these commands you can link your notes, topics, definitions, and images to create your own powerful reference system.



In Table 2.2, the commands **GoTo** or `==>` may be used instead of “see” in hypertext links. For example, you could use any of the following commands: `\\See topic 84\\`, `\\GoTo topic 84\\`, or `\\==> topic 84\\`.

Table 2.2 - Hypertext Linking Commands

<i>Command</i>	<i>Action</i>	<i>Example</i>
See definition ... n GoTo definition ... n ==> See definition ... n	Displays a definition using its number. For an Old Testament number, prefix the number with a leading zero.	See definition ... 789 GoTo definition ... 789
See note ... “verse” [GoTo (or) ==>]	Displays the user note for the specified verse.	See note ... “Lk 1:4” You must enclose the note reference

<p>See passage ...“verse” [GoTo (or) ==>]</p>	<p>Displays the passage for the specified verse.</p>	<p>in quotations and use the proper Bible book abbreviation. “Heb 1:1” You must enclose the passage reference in quotations and use the proper Bible book abbreviation.</p>
<p>See topic ... n [GoTo (or) ==>] Next n</p>	<p>Displays a topic using its number. Displays the next topic by its number.</p>	<p>See topic ... 5901 next ... 1234 This must be the first line in the topic. This command skips an empty range of topics.</p>
<p>See image ... n [GoTo (or) ==>] See map ...n [GoTo (or) ==>]</p>	<p>Displays an image by its number. Displays an image by its number.</p>	<p>See image ... 5 See map ... 15 (in this case a map)</p>
<p>See figure ...n [GoTo (or) ==>] See diagram...n [GoTo (or) ==>] See mmplayer...n [GoTo (or) ==>]</p>	<p>Displays an image by its number. Displays a diagram by its number. Plays a sound file such as m00008.wav. Plays asynchronously (compare with splayer).</p>	<p>See figure ... 75 See diagram ... 23 See mmplayer 8</p>
<p>See mmplayer...n [GoTo (or) ==>]</p>	<p>Plays a movie file such as m00008.avi. Plays asynchronously (compare with splayer).</p>	<p>See mmplayer 8</p>

See splayer...n [GoTo (or) ==>]	Plays a sound file such as m00008.wav. Works like the mmplayer except it displays no onscreen controls and only handles wav sound files. Plays synchronously with the program.	See splayer 8
See Document ... n [GoTo (or) ==>]	Displays an HTML, PDF, or DOC (MS-Word) file.	See Document for "c:\MyFiles\help.pdf"
GoTo Explorer...n [GoTo (or) ==>]	Display Internet Explorer and goes to a specified web site.	GoTo Explorer "http://www.online bible.Org"
# reference(s)	Displays the Bible text for the reference or references listed. Separate multiple references using a space, a comma, or a semi-colon.	# joh 1.1 # joh 1.3 heb 1.2
\~characters\~	Displays Greek text in a note specified by the transliterated characters.	\~logov\~
\^characters\^	Displays Hebrew text in a note specified by the transliterated characters.	\^Mhrba\^

Accessing Notes, Topics, Definitions, and Images

A special capability of the hypertext feature is the ability to access other note, topic, definition, and image sets. The syntax for this command is as follows:

ModuleName-reference Index description

Where *moduleName* may be the name of a topic, note, lexicon or Bible version. If the reference contains spaces, enclose the entire item in quotes. Here are a few examples:

Greek-3 Index Reference
MyTopics-886 An Example
“RSV-Ge 1:3” Creation

The first example displays the 3rd entry in the Greek lexicon The second example displays the 886th entry in the topic set MyTopics The third example displays Genesis 1:3 in the RSV version. (See the “Tools, User Module Tools, Define User Material” section of Chapter 3 for how to define topic sets.)

A special feature of linking is the ability to link and display your own images (pictures), sounds, and movies. To display an image that is in same topic/note set, you would use the following link:

```
\\see Picture 84\\
```

Place image files for a note or topic set in the first directory of the appropriate topic set. Images can be valid Windows bitmap (bmp) files using 256 colours. The file name for user bmp image 84, for example, would be: i00084.bmp. You can also use jpeg files, in which case the previous file name would be i00084.jpg.



The program CD includes the shareware version of the popular *Paint Shop Pro* graphics editor, which recognises over thirty graphic file formats. Run the Setup program in the \Olb\Psp31 directory to install it. Be aware, this a shareware program that requires purchase if you want to continue using it after the thirty-day evaluation period

To play a sound (wav) or video (avi) file, place the file in the first directory of your notes or topic set. For example, if your topic set is named Sermon, the directory would be SERMON00. You would, therefore, name the file as follows:

m00005.avi (Video File)
m00010.wav (Sound File)

The syntax for this command is as follows:

m99999.xxx

where: *m* indicates a sound or video file

99999 is the file number

.xxx is either the avi (video) file or wav (sound) file

Accessing Documents

New to the Millenium Edition is the linking device type called "Document." This enables you to link to HTML (web document) files, PDF (Adobe Acrobat) files, and DOC (Microsoft Word) files. The usage for this device is:

See Document <any text> "pathname"

For example, the command **See Document for "c:\MyFiles\help.pdf"** would access the Adobe Acrobat file help.pdf in the MyFiles folder on drive C.

If you substitute a question mark for the drive letter, as in **See Document for "?:\MyFiles\help.pdf"**, the program searches all drives for that file substitutes the correct drive letter question mark.

Finally, to add Document jumps to a dictionary or index, add an entry such as the following:

"Document-0" My Document @@ "c:\MyFiles\help.pdf"

Accessing the Internet

Using the linking device "Explorer," you can link directly to an Internet web site (assuming your Internet Explorer is correctly configured on your computer). You can also use this feature to send e-mail.

For example, to link to our web site, you would use the following command:

GoTo Explorer "http://www.onlinebible.org"

Or to display an HTML file, you would use this command, substituting the correct drive and directory for x:\path:

See Explorer "file:x:\path\myHTMLFile.htm"

Similarly, to invoke your e-mail program to send e-mail to us, you would use this command:

GoTo Explorer "MailTo:CService@
online_bible@hotmail.com"

Finally, to add Explorer jumps to a dictionary or index, add an entry such as the following:

"Explorer-0" My Web Site @@
"http://www.onlinebible.org "

Locating Text in Another File

Another hypertext command enables you to specify where to position the insertion point (cursor) as a topic or note opens. To do this, include the text you want to locate as a string. For example, notice the following commands:

See note on "Mt 1:1" @@ "Generations of David"
(or)
GoTo note on "Mt 1:1" @@ "Generations of David"

Double clicking on one of the above commands will open your note set for Matthew 1:1, locate the string "Generations of David," and highlight it (if it exists). If the string does not exist in the note set, the note is positioned at the beginning.

For a dictionary entry, add the separator after the description. For example, when the following command is executed,

"MyNote-Ps 90:1" Gill Note @@ "Generations of David"

the note in the note set "MyNote" will be displayed for Ps 90:1. The note will then be positioned to the string "Generations of David."



If the locator string contains spaces, surround it with double quotes. The locator string cannot contain the string "@@ ".

Adding Greek and Hebrew Text to Notes

A very special feature of the program is the capability of displaying Greek and Hebrew text in verse notes, topics, and definitions.



The New Greek and Hebrew fonts O1bGrk.ttf and O1bHeb.ttf replace the older fonts BWGrkl.TTF and BWHebl.TTF. The letters are larger and clearer than the old fonts. If you are not using the older fonts, you can delete them from your system.

To take advantage of this feature, follow these steps:

1. Type the English transliteration character for each Greek or Hebrew letter, such as **agape** for the word “love.”
2. Select the text with the mouse.
3. Click the Font Style button or Press F7, and then click the Greek or Hebrew option or press its underlined shortcut key. This will surround the word with the appropriate format code.

For more information and a complete listing of all the transliteration codes for Greek and Hebrew letters, refer to Tables 3.5 and 3.6 in the “Greek Transliterations” and “Hebrew Transliterations” sections in Chapter 3 of the basic User’s Guide.”

The heavens declare the glory of God; and the firmament showeth his handiwork. Day unto day uttereth speech, and night unto night showeth knowledge. There is no speech nor language, where their voice is not heard. Their line is gone out through all the earth, and their words to the end of the world. In them hath he set a tabernacle for the sun, Which is as a bridegroom coming out of his chamber, and rejoiceth as a strong man to run a race. His going forth is from the end of the heaven, and his circuit unto the ends of it: and there is nothing hid from the heat thereof. The law of the LORD is perfect, converting the soul: the testimony of the LORD is sure, making wise the simple. The statutes of the LORD are right, rejoicing the heart: the commandment of the LORD is pure, enlightening the eyes. The fear of the LORD is clean, enduring for ever: the judgments of the LORD are true and righteous altogether. More to be desired are they than gold, yea, than much fine gold: sweeter also than honey and the honeycomb. Moreover by them is thy servant warned: and in keeping of them there is great reward. Who can understand his errors? cleanse thou me from secret faults. Keep back thy servant also from presumptuous sins; let them not have dominion over me: then shall I be upright, and I shall be innocent from the great transgression. Let the words of my mouth, and the meditation of my heart, be acceptable in thy sight, O LORD, my strength, and my redeemer.

Psalm 19 (AV)

Chapter 3: Advanced Techniques for Power Users

1 Corinthians 2:4 - And my word and my preaching was not in moving words of human wisdom, but in proof of the Spirit and of power. (LIT)

This chapter contains advanced techniques that will be of interest only to advanced users of the program. It will be added to in future editions of this manual.

Downloading Data to Other Media

To download material separately from your CD or your normal Bible directory, create the directory **OlbRefWk** in the root directory of the destination drive. This might be a network drive, for example. Copy the folders from the CD as subdirectories under X:\OlbRefWk, where X is the drive letter. These will automatically be added to the configuration for you when you reconfigure and restart the program.

Table 4.1 provides a listing of all the directories under the \Olb\Bible directory on the CD. The directories are list alphabetically by column. Read down Column 1, then down Column 2, etc.

You can create several OlbRefWk directories as long as they are on separate drives. All the drives will be scanned for this directory. Alternately, you may create a file called OlbRefWk.Lst in the Bible directory, which is a list of directories to scan.

The program processes directories in the following order:

- Bible directory on hard disk.
- Any directories listed in the OlbRefWk.Lst file in the order in which they appear in this file.
- CD

Note: if this directory is on a network drive, make sure you have established your network connection before you start the program. Otherwise, you will have to reconfigure the program and restart it to

regain access to any modules in the OlbRefWk directory or directories listed in OlbRefWK.Lst that were on a network drive that was not available when the program was started.

Table 4.1 - Listing of the Bible Directory on the CD

<i>Column 1</i>	<i>Column 2</i>	<i>Column 3</i>	<i>Column 4</i>	<i>Column 5</i>
70 Weeks	Ent	McGfy1	Nrsv	Sbd
Answers	Facts	McGfy2	Ntt	Science
AntiDote	Faith	McGfy3	Ont1	Scofield
Archlgy	Family	McGfy4	Ont2	SovGod
Asv	Geneva	McGfy5	Ont3	StgGrk
Aug	Gill	McGfy6	Ont4	StgHeb
Av	GillPref	McgFyp	Ont5	Tc
Bar	Gospel	Me	Ont5G	Temple
Barnes	Grace	Mhc	OntH	Tfg
Bbe	GrkHeb	Mhcc	OntP	TheLie
BiblePrf	HebEng	Mkjv	Orthodox	Token
Brink	HolyWar	Nas	Pilgrim	TpcEng
Catechsm	Hope	Nas95	Pnt	Tsk
Chrnlg	Ignt	NasGrk	PntPref	Ttn
Comments	IWant	NasHeb	Poole	UmPtf
Dby	Jfb	NasXrefs	Psalms	Webster
Divinity	Jps	Newell	Qsl5	Wey
Doctrine	Kj21	Niv	QuoteBk	Ylt
Douay	Lamsa	Nivus	Rsv	YngEarth
DouayAPC	Lit	Nkjv	Rwebstr	
Easton	Lxxe	Nlt	Rwp	
Election	MapEng	NotePref	RwpPref	

Chapter 4: Creating Data Modules for the Internet

Mark 16:15 - And he said to them, Having gone to all the world, proclaim the good news to all the creation. (YLT)

Perhaps you want to send a data module that you have created to a friend. Or perhaps you would like to post this data module on your church's web site so that other users of the program can download it. There are two phases to creating such files, depending upon your preference.

Creating a Backup File for Distribution

While the following procedure was covered in the “Tools, User Module Tools, Backup” section of Chapter 3, the following steps are more specific to the Internet Download option of the Backup dialog box.

1. Decide which data module(s) you wish to prepare for the internet. For example, assume you created a note set called “Notes on Romans.”
2. In the From Module box, click on the data module you created, such as our example “Notes on Romans.”
3. Click on the list arrow beside the Destination Drive box and select the drive to which you want to backup. You can also select a directory to backup to, if applicable; *you must double-click on the directory to select it.*
4. Where applicable, specify the Range to Backup, e.g. 100 - 1000. If you leave the range blank, the entire module is backed up.
6. Select the Internet Download option in the Data Compression box. The backup file created will be one single file suitable for Internet uploads and downloads. (Note: This file is *not* compressed, so you might want to use a compression program such as WinZip, or *PowerArchiver 2000*, which is described later in this chapter, to compress the file.)
7. Click OK to create the backup.

The data module can now be distributed. Other users can use the “Tools, User Module Tools, Restore” command to install it into their copy of the program. If you would like to improve this data module, however, go on to the next section.

Compressing Data Modules

Unlike the normal backup procedure, the Internet Download option in the Backup dialog box does *not* compress the data. You might, therefore, want to use a program, such as *PKZip*, *WinZip*, or the free program *PowerArchiver 2000* (see the next section) to compress the resulting file before uploading or downloading. This not only compresses the file to shorten download time, but it also can optionally install the data module in the program automatically. You can also compress more than one file together into one archive.

Using *PowerArchiver 2000*

Occasionally a product comes along that amazes even seasoned computer users. *PowerArchiver 2000* is such a product for two reasons: it meets all the average user’s file compression needs, and it is *FREE*. As of the writing of this manual, you can download this great program from the IpSoft web site:

<http://ipsoft.cjb.net>

After downloading, double-click on the file you downloaded to install the program automatically. The features of this program include:

- Complete built-in support for creating and working with ZIP (+QUAKE PK3, +JavaARchiver), CAB, LHA (LZH), TAR, TAR.GZ and BH (BlakHole) compressed files, and built-in support for reading and extracting many other file formats like: RAR, ARJ, ARC, ACE, ZOO, GZ, XXE and UUE
- Windows 95/98/NT integration, including long filename support and drag and drop to or from Explorer.
- Support for XXE and UUE Internet encoded files.
- Creation of self-extracting compressed files.

- Automatic installation of most software distributed in Zip files, including automatically running a Setup program after decompression of the archive.
- Virus Scanner Support that can be configured to work with most virus scanners.

To create a self-extracting and self-installing compressed file using *Power Archiver 2000*, follow these steps:

1. Follow the procedure outlined in the “Creating a Backup File for Distribution” section above to create your backup file(s).
2. Using Windows Explorer, copy the program Setup.exe file into the folder (directory) that contains the files you want to archive and distribute.
3. Start *Power Archiver 2000* by double-clicking its icon on the Desktop, clicking its icon on the Start menu, or clicking its icon in the Power Archiver folder on the cascading menu.
4. Click the New button on the Tool bar. In the Save In box, navigate to the folder (directory) in which you want to save your archive, type in a file name in the File Name box, and then click the Save button. This displays the Add box.
5. Navigate to the folder (directory) in which your files reside. If you want to select only a single file, just click on it. If you want to select multiple files, hold down the **Ctrl** key and click each file. This highlights each file. Be sure to select Setup.exe.
6. Click the Add button to create the archive. This displays the name of the archive on *Power Archiver’s* title bar and the list of its contents in its main window.
7. To make this file self-extracting and self-installing file, select Actions, Comment from the menu. Type a comment that identifies your data module. You might also want to mention that it might take a moment to expand the file and that if the files does not expand properly it can be manually expanded with WinZip or some other Zip utility and then installed by running Setup.exe. Click the Close button when you are done.
8. Finally, select Actions, Make .EXE File from the menu. In the “Command Line After Extracting” box, enter **setup.exe** and check the four boxes below this option. Click OK to create the file. Your file is now ready for distribution.

O give thanks unto the LORD; for he is good: for his mercy endureth for ever. O give thanks unto the God of gods: for his mercy endureth for ever. O give thanks to the Lord of lords: for his mercy endureth for ever. To him who alone doeth great wonders: for his mercy endureth for ever. To him that by wisdom made the heavens: for his mercy endureth for ever. To him that stretched out the earth above the waters: for his mercy endureth for ever. To him that made great lights: for his mercy endureth for ever: The sun to rule by day: for his mercy endureth for ever: The moon and stars to rule by night: for his mercy endureth for ever. To him that smote Egypt in their firstborn: for his mercy endureth for ever: And brought out Israel from among them: for his mercy endureth for ever: With a strong hand, and with a stretched out arm: for his mercy endureth for ever. To him which divided the Red sea into parts: for his mercy endureth for ever: And made Israel to pass through the midst of it: for his mercy endureth for ever: But overthrew Pharaoh and his host in the Red sea: for his mercy endureth for ever. To him which led his people through the wilderness: for his mercy endureth for ever. To him which smote great kings: for his mercy endureth for ever: And slew famous kings: for his mercy endureth for ever: Sihon king of the Amorites: for his mercy endureth for ever: And Og the king of Bashan: for his mercy endureth for ever: And gave their land for an heritage: for his mercy endureth for ever: Even an heritage unto Israel his servant: for his mercy endureth for ever. Who remembered us in our low estate: for his mercy endureth for ever: And hath redeemed us from our enemies: for his mercy endureth for ever. Who giveth food to all flesh: for his mercy endureth for ever. O give thanks unto the God of heaven: for his mercy endureth for ever.

Psalm 136 (AV)

Chapter 5: Creating OEM CDs

1 Thessalonians 1:8 - For from you sounded out the word of the Lord not only in Macedonia and Achaia, but also in every place your faith to God-ward is spread abroad; so that we need not to speak any thing. (AV)

This chapter is meant for software developers and OEMs (Original Equipment Manufactures) who are interested in distributing their own material for the the program.

Creating the OEM CD

With almost 650 megabytes of data, the program CD is truly *full*. The following procedure outlines how to create and distribute *other* CDs and how to add the data on them to an existing installation. Follow these steps below.



We would greatly appreciate feedback on this subject so that we can make the procedure better in the future.

1. Refer to the procedure in the “Tools, User Module Tools, Backup” section of Chapter 3 to create backups of the material you wish to distribute.

Note: Turn off data compression in the backup. The reason for this is that since space is not normally an issue in creating CDs, turning off compression enables you to more accurately determine the amount of space required to add the material to the end user’s installation.

2. Create a text file called **OlbOwner.ID**. This can contain any text you like. You can either insert the formatting codes normally used in preparing the program, or simply create the file in Rich Text Format (RTF).

Use any word processor to create the file in RTF format. It can contain any information about your material you wish. We suggest that you a least put your name, address and a brief description of the CD material.



This file is required. If it is omitted, the program will not be able to recognize your CD and, therefore, your data.

3. Copy these backup files to the root directory of your future CD.
4. Burn your CD with these files.



i. Be aware that it is not required that your data be distributed on a CD. You can distribute supplemental data on a zip disk, a floppy disk, or a drive that resides on a network server. The only requirements are that all the material fits on the media you are using *and* is in the root directory of that media. ii. Also be aware that the material so distributed, regardless of the media, is *not* locked.

Adding Material from a Supplemental CD

To add material from your CD to an existing installation, review Appendix B of the basic *User's Guide* (“Using the Audio Bible Add-On CD”) for an example. Use the same procedure outlined there to use any supplemental CD.

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