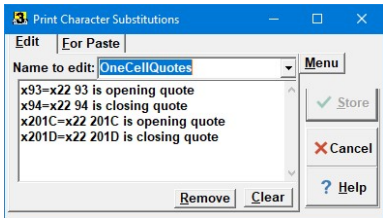




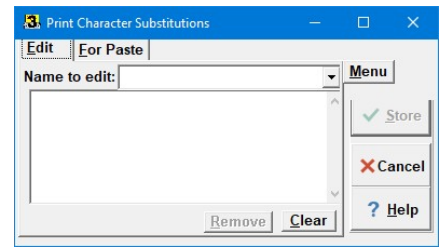
V3 comes with four substitutions units predefined (those enumerated in the boxes already shown). The next section explains how you can edit those definitions to get custom behaviors as well as author your own substitutions. If necessary, you can also edit the Standard substitutions (although needing to do that is unlikely). And you can share your substitutions units with others (they are all defined in one file that you can distribute if you wish).

### Adjust Substitutions

When you click Adjust and Substitutions, you see this box (right). It has two tabs, Edit and For Paste. (For Paste was presented above.) When you click the down-arrow button, you see a list of already-defined substitution units. If you do that and

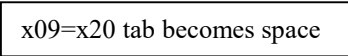


select "OneCellQuotes", you will get this box (left). When you change "Name to edit" the box shows you the text definition of that unit. In the unit shown, the definition includes four substitutions that operate simultaneously. The interpretation of this particular unit is "each character x93 (old style opening directed quote) gets replaced by x22 (undirected/straight quote) and each character x94 (old style closing directed quote) also gets replaced by x22 and each character x201C (Unicode opening directed quote) also gets replaced by x22 and each character x201D (Unicode closing directed quote) also gets replaced by x22.



The syntax for each line is "character code" = "one to nine character codes" "commentary". The commentary part begins with the first space, so you need to write the first parts without spaces. Because substitutions are most often used to handle special symbols you can't type, character codes are given numerically, as u number (decimal value) or x number (hexadecimal value). Thus, the first line in the box above would work the same if written "u147=u34 anything you want to say".

If we look at "Tab Becomes Space" we see this specification (right). The tab character is x09 (or u9) and a space is x20 (or u32).



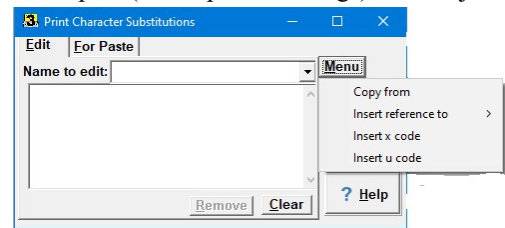
### How do I figure out numerical character codes?

Braille2000 contains a Unicode input tool that can give you numerical character codes for thousands of Unicode characters. You can view a multi-panel grid of characters by clicking Insert and Unicode Character. (The main purpose of this feature is to let you insert math symbols... you can browse the character grid (hover the mouse pointer over a character of interest, its numerical codes will show in the lower left.)) Although you can use this feature to get numerical codes, there is a more direct tool for composing substitution directive that is presented below.

### Editing and composing substitution units

You can compose and name your own substitution units. If you define a new unit, its name will show in the dialog boxes for selecting substitution units (one or more) to be active for Paste and for Open and Import (two separate settings). You adjust substitution units via Adjust Substitutions. You then get this dialog box.

You can type into the "Name to edit" box as well manipulate statements in the large edit box to define what your substitutions are to do. Input aids are available via the Menu button (or by right-click on the edit box). In the image, Menu has been clicked to expose the menu choices where you see:



Copy from

This option inserts into the edit box the statements from another unit.

Insert reference to

This option inserts into the edit box a reference to another unit (+unit-name).

Insert x code

This option inserts into the edit box the character number (x-format) for a print symbol selected from the character grid.

Insert u code

This option inserts into the edit box the character number (u-format) for a print symbol selected from the character grid.

### Statement syntax

Each statement line in a substitution unit must be one of three kinds.

