

Typing Signs

in SignWriter 4.4

Changing To Sign Mode

1. There are three typing modes: **Sign**, **Fingerspelling** and **Alphabet**. When a file first opens, it is **automatically** in Sign mode.
2. If you are in the middle of a document, and you have changed to Fingerspelling mode or Alphabet mode, you may want to switch back to **Sign** mode to type signs.
3. To change back to Sign mode, use the **Type** command. Type **Alt-t** for Type. This will appear:

Type | Sign Fingerspell Alphabet

4. Press **s** for sign. The bottom of your screen now looks like this:

Select Copy Erase Find Replace Margin Quit ?

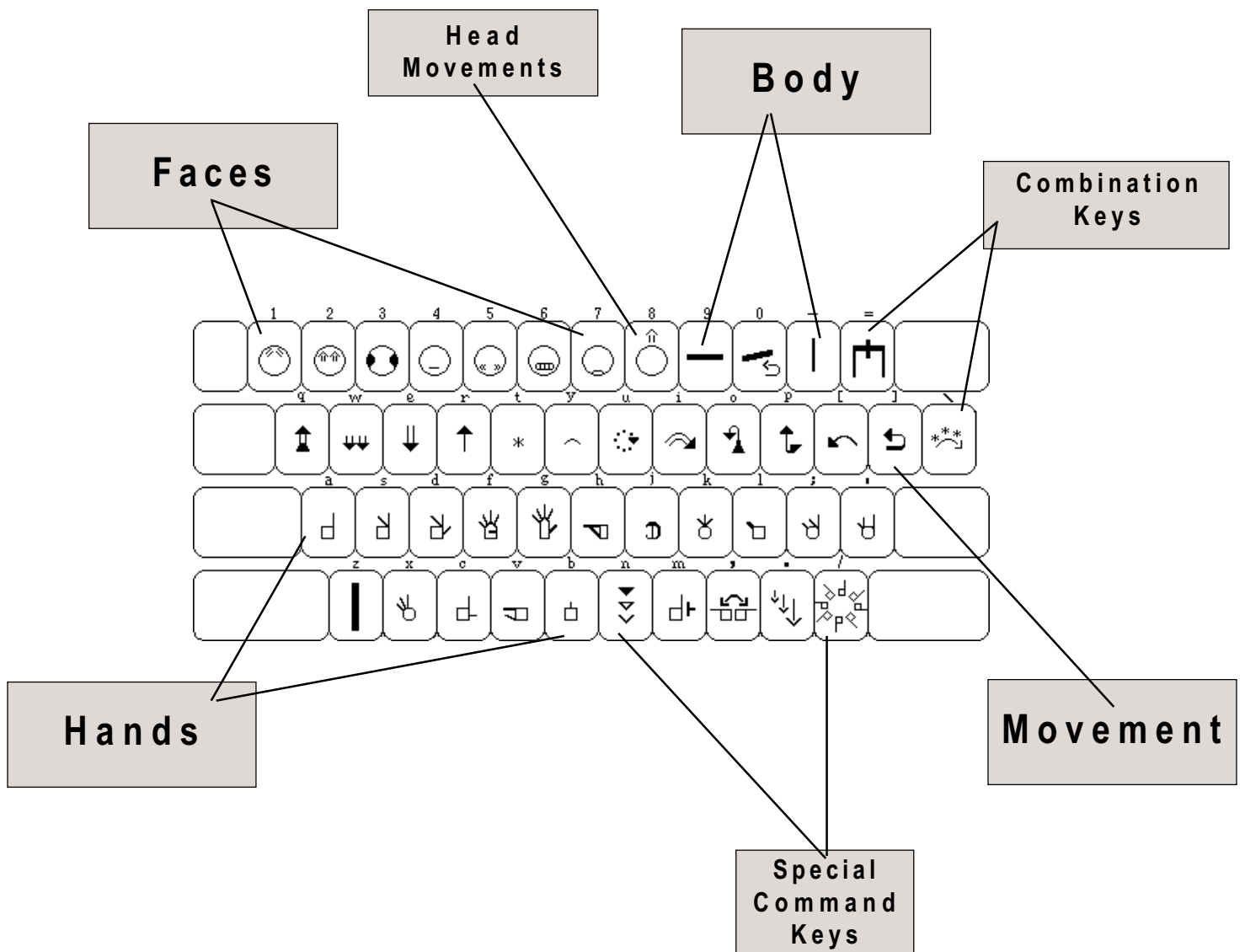
Nothing at the beginning of the command line marks Sign mode

5. Notice there is a **blank space** to the bottom left of your screen. This means you are in **Sign** mode.
6. Before you begin typing signs, follow the instructions on the next ten pages.

Sign Keyboard

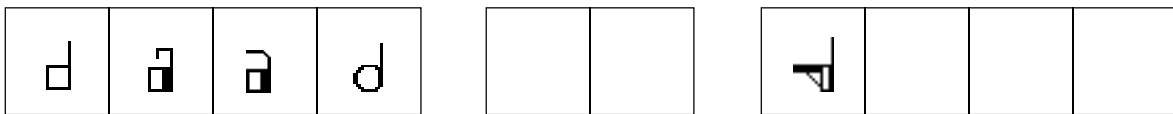
1. Find the **keyboard card** for your country. It came with your SignWriter package in two places. First, your **keyboard card** is in the inside flap of your notebook. It can be placed next to your computer while you are working. Second, you will find the keyboards for all countries in **SignWriter-At-A-Glance** under the section entitled Keyboards.

2. Notice there are two keyboards on your keyboard card: the **Sign** keyboard and the **Fingerspelling** keyboard. Look at the Sign keyboard. It is the same for every country:

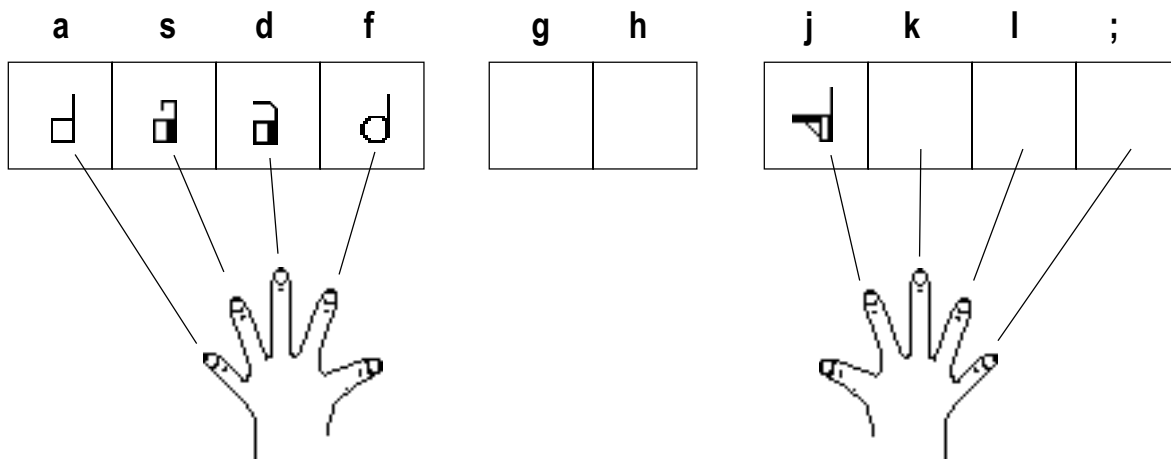


Finger Placement

1. Each key on the keyboard represents a group of symbols. For example, the symbols on the **a** key are all of the handshapes that use the **Index Finger**. Press the **a** key. Ten small boxes appear at the bottom of the screen. Inside the boxes are all of the handshapes that use the index finger:



2. The ten boxes represent the **home** keys. The **home key row** is the second row of keys on your keyboard. The home keys are: **asdf gh jkl;**

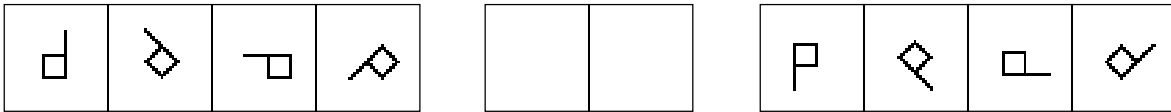


3. Your fingertips should rest gently on the **home key row** while you type Sign Writing. The fingers of your left hand should rest gently on the **asdf** keys, and the fingers of your right hand should rest gently on the **jkl;** keys. This will help you type quickly.

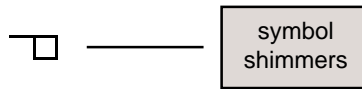
Special Command Keys

1. Now let's type one symbol for practice. Let's choose the first symbol in the box to the far left, located on the **a** key.

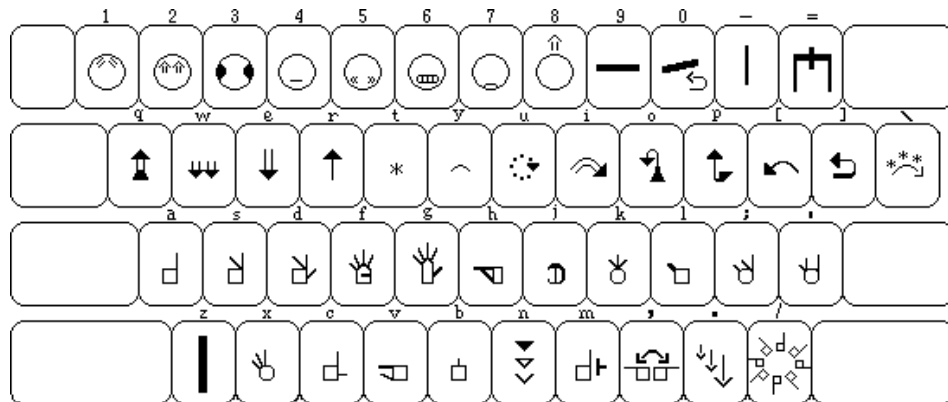
2. With your hands gently resting on the keyboard, it is your baby finger that rests on the **a** key. So press **a** with your baby finger. Presto! Eight rotations appear:



3. Which rotation do you want? Let's choose the rotation in the third box from the left. Press the **d** key with the middle finger of your left hand. The boxes disappear and your symbol is shimmering on the screen:



4. When the symbol shimmers it is **selected**. A **selected** symbol can be changed by just tapping on the five **Special Command Keys** located on the bottom right of your keyboard:



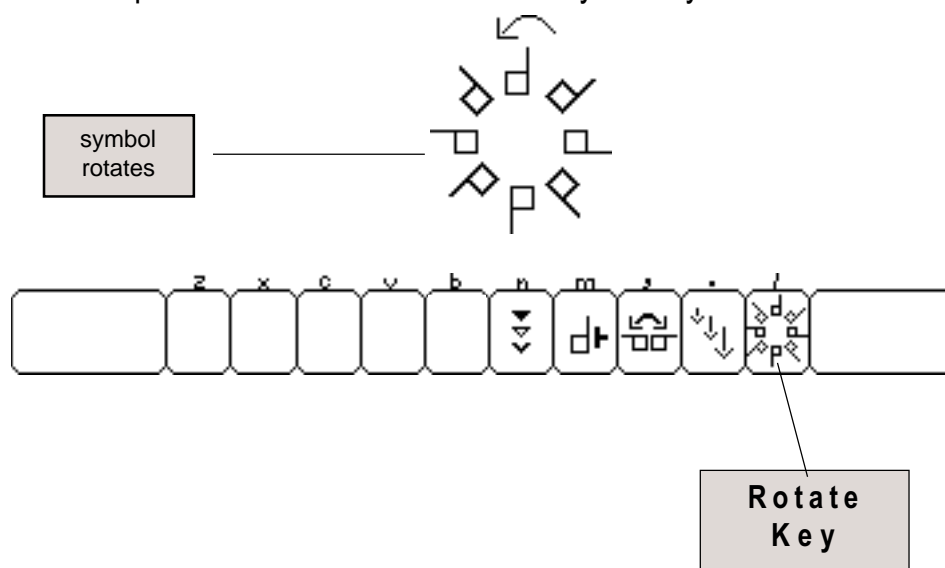
**Special
Command
Keys**

Rotate Key

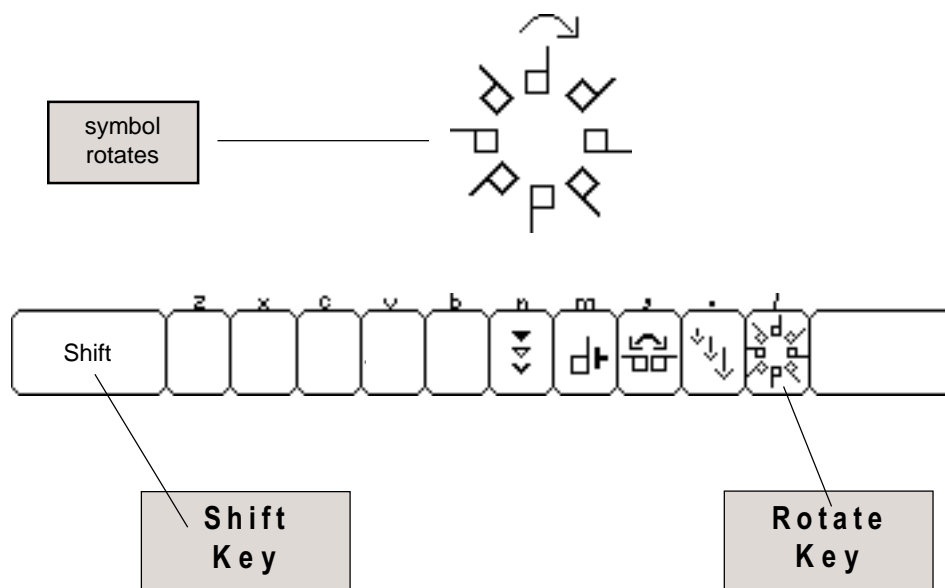
1. Your symbol is selected, shimmering on the screen:



2. Tap several times on the **Rotate** key. The symbol rotates:

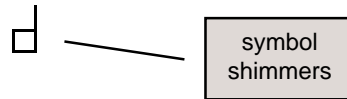


3. Hold the **Shift** key down, and continue to tap on the **Rotate** key. The symbol rotates in the opposite direction:

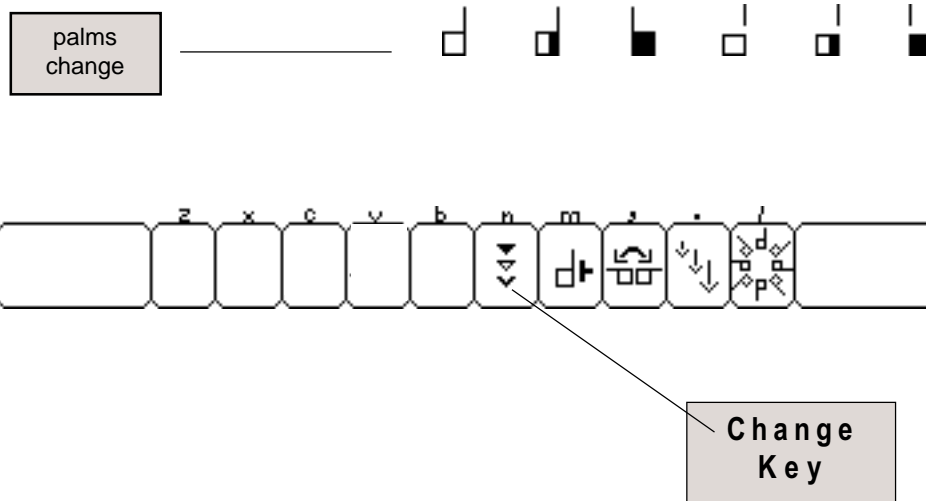


Palm Facing

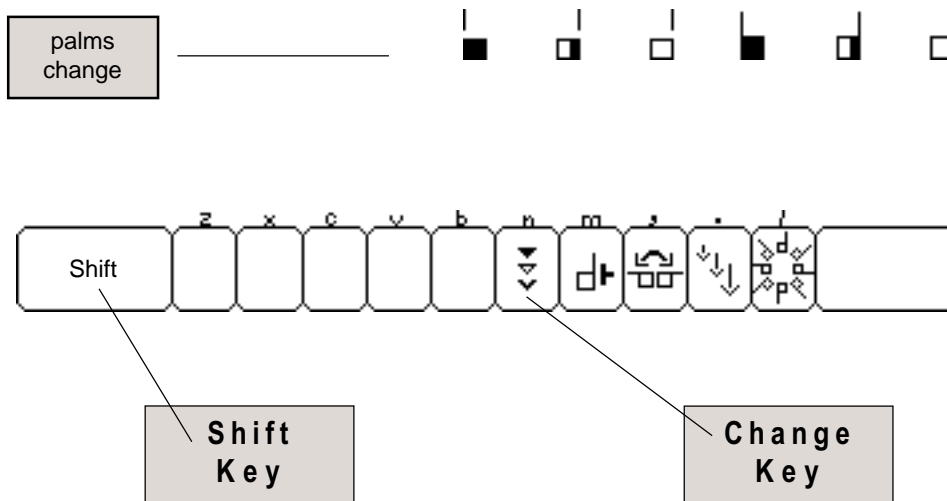
1. Your symbol is selected, shimmering on the screen:



2. The **Change** key can be used to change dark and light palm facings for hands. There are six palm facings. Tap six times on the **Change** key (the fifth key from the right). The palm facings change in this sequence:

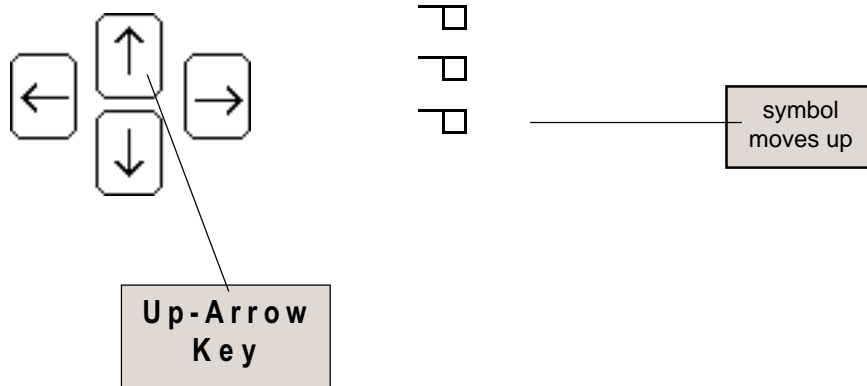


3. Hold the **Shift** key down, and continue to tap on the **Change** key. The palm facings change in the opposite sequence:

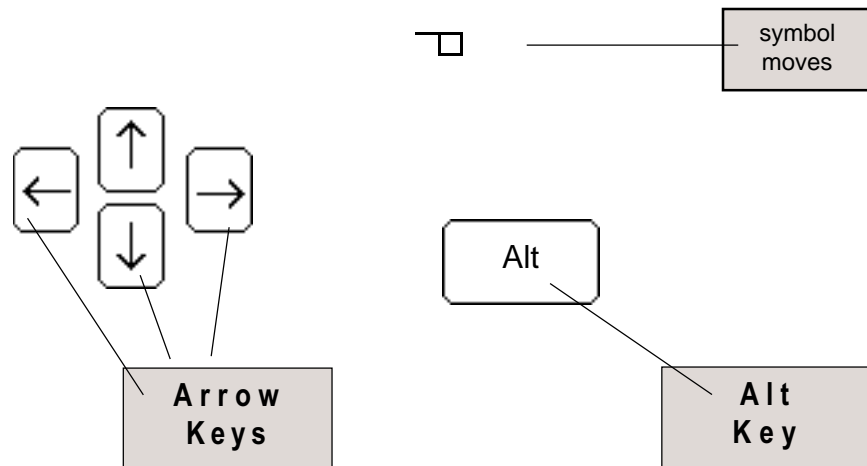


Moving Symbols

1. Look on the back of your **Sign Keyboard Card**. Diagrams show different ways to move a symbol. Look at the top diagram to the left. As you can see, tapping on the **Arrow** keys can move the symbol. Now find the **Arrow** keys on your keyboard. Tap several times on the **Up-Arrow** key. The symbol moves up:

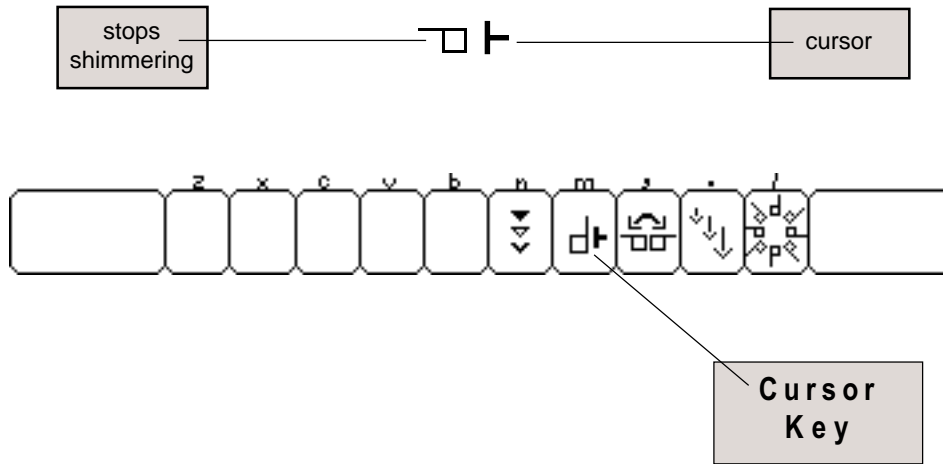


2. Tap several times on the **Down-Arrow** key. The symbol moves down. Try moving the symbol to the right and to the left with the **Side-Right** and **Side-Left Arrow** keys for practice. Then hold the **Alt** key down, and at the same time tap on the different **Arrow** keys. The symbol moves faster:

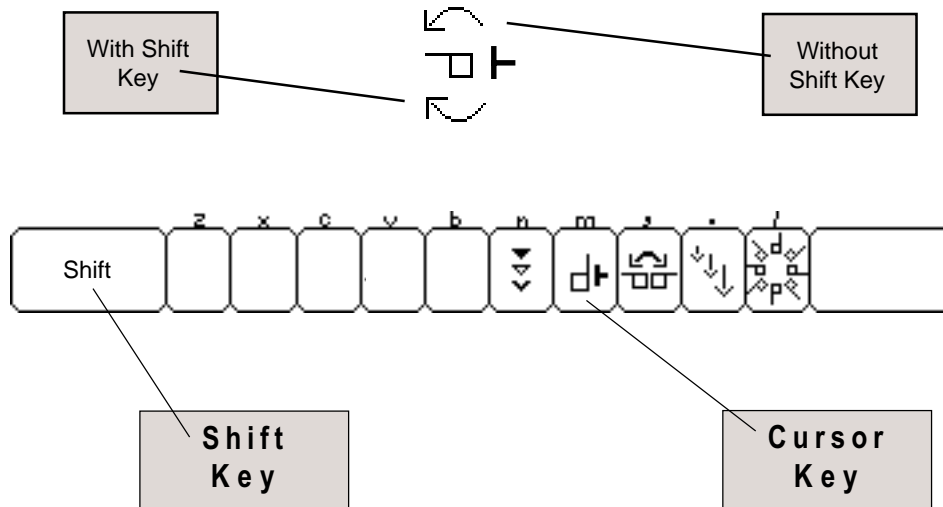


Cursor Key


1. How do you stop the symbol from shimmering? Tap once on the **Cursor** key (the fourth key from the right). The symbol stops shimmering, and a cursor is placed to the right of the symbol:



2. Continue to tap on the **Cursor** key. The cursor moves around the symbol counter-clockwise. Hold down the **Shift** key and at the same time tap on the **Cursor** key. The cursor now rotates in the opposite direction:

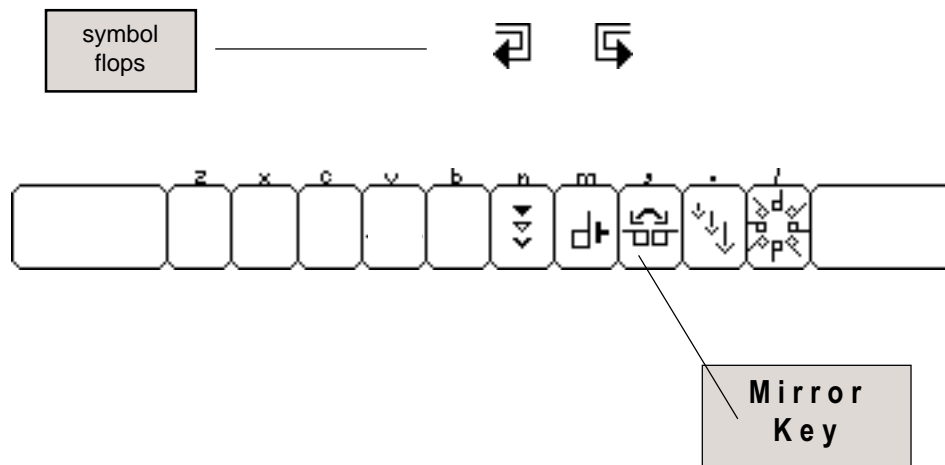


Before you begin this section...

Type the following: e j d This will put this  symbol on the screen:

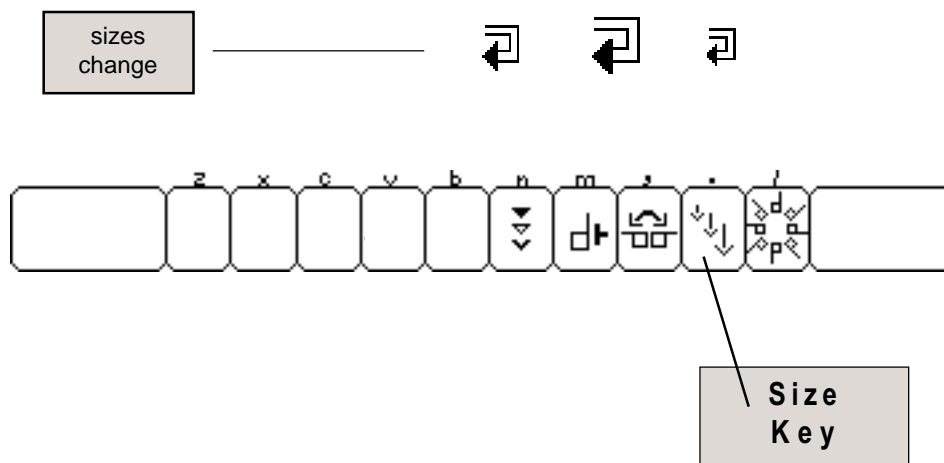
Mirror Key

1. Tap several times on the **Mirror** key (the third key from the right).
The symbol flops:



Size Key

1. Tap several times on the **Size** key (the second key from the right).
The Size key can be used to change the size of some movement symbols. Some symbols have three sizes available. Others have two sizes:

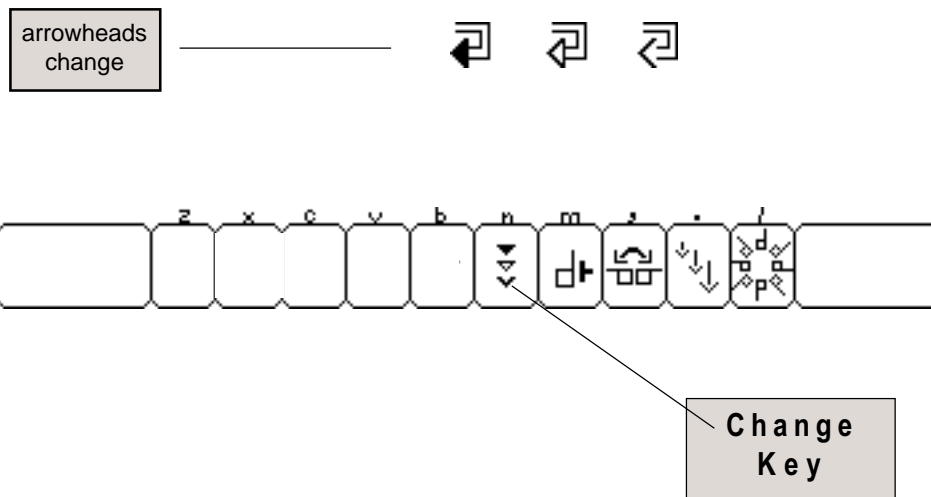


Arrowheads

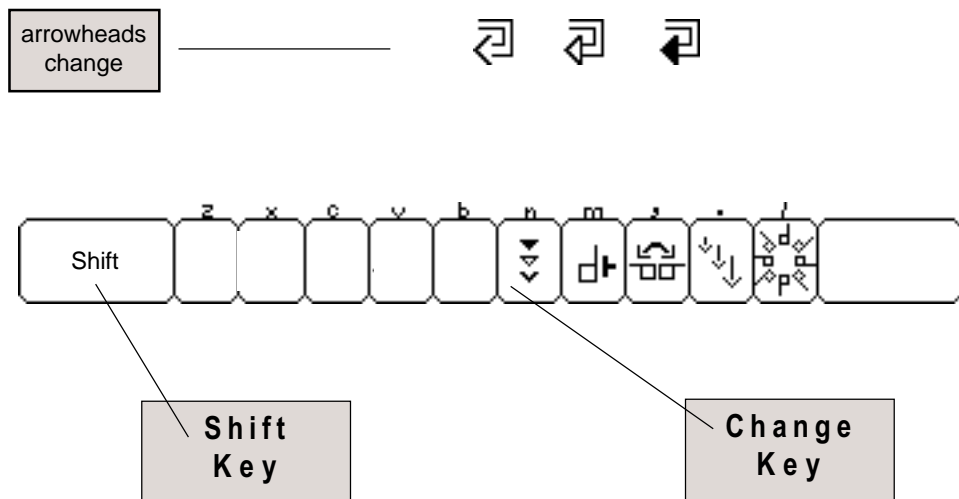
1. Your symbol is selected, shimmering on the screen:



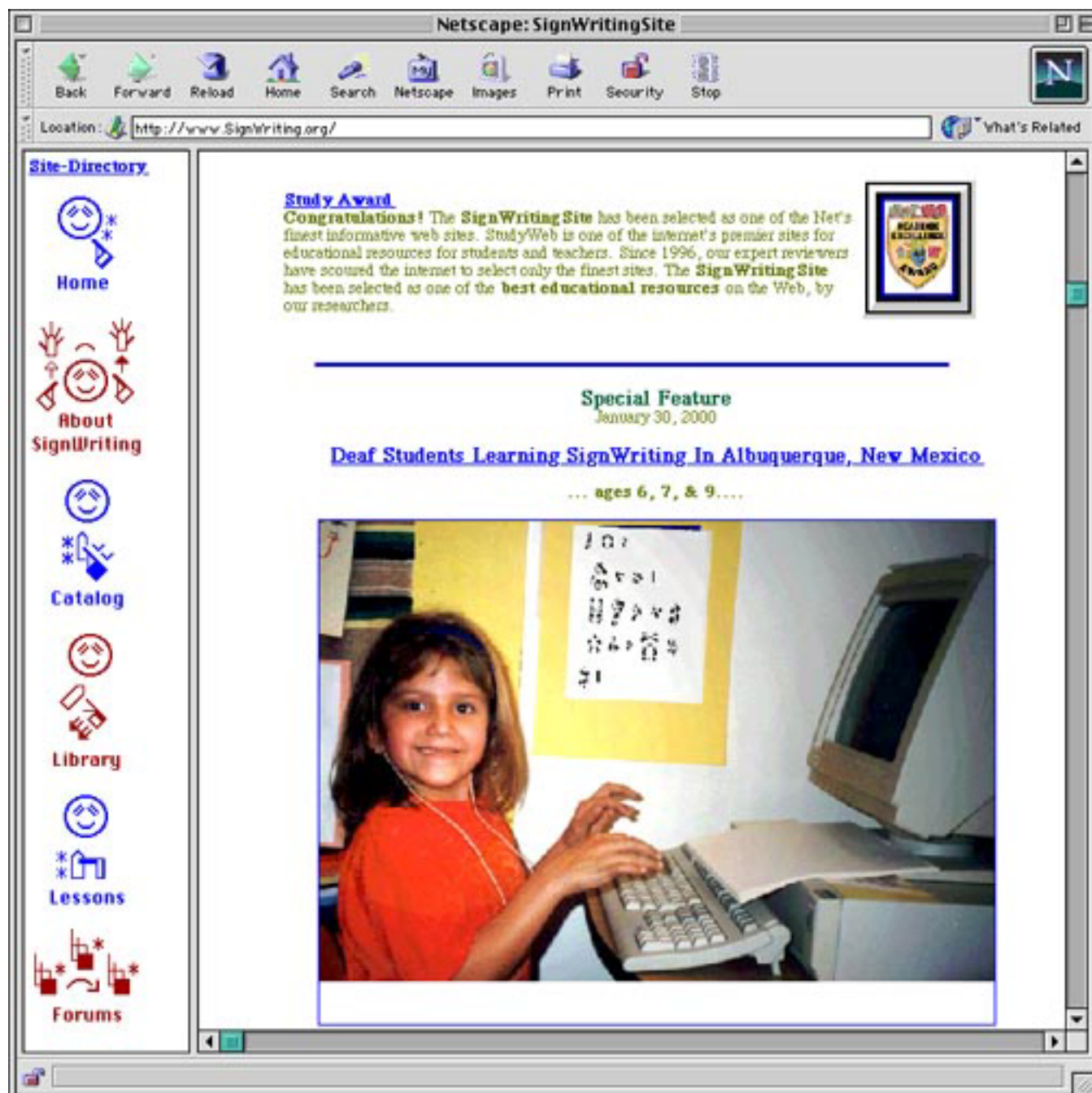
2. The **Change** key can be used to change dark and light arrowheads. There are three arrowheads. Tap three times on the **Change** key (the fifth key from the right).



3. Hold the **Shift** key down, and continue to tap on the **Change** key. The arrowheads change in the opposite sequence:



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