FLEx Session 1 - Adding, Finding, Merging

Opening FLEx

To start FLEx, do the following

On the **Desktop**, click **Language Explorer** icon.

The **FieldWorks Language Explorer** workspace appears.

On **File** menu, point to **Project Management** and click **Backup and Restore**.

The **Backup and Restore** dialog box appears.

Click the **Restore** tab. Then select the appropriate *Simple* backup file to restore and click **Start Restore**.

From now on Language Explorer opens the last project you closed.

Areas of FLEx

FLEx is organized in four areas: **Lexicon**, **Texts & Words**, **Grammar** and **Lists**. To access any of the four areas, just click the icon. They are on the left panel of the work space

In each area there is a different list of views. The list of views is displayed on the left panel of the workspace.

Lexicon Area

Lexicon Edit View

The Lexicon Edit view is the most fundamental view. The left side is a tabular browse view with lexical entries in rows. The right side is the edit pane with one entry at a time. Selecting an entry in the browse pane moves you to that entry in the edit pane.

Have the participants locate the entry *fox*.

Adding an entry

On the **Insert** menu, click **Entry**.

The **New Entry** dialog box appears.

In the **Lexeme Form** box, type **box**.

In the **Gloss** box, type **container**.

In the **Category** box, select **Noun**.

Click **Create**.

The entry has been added.

Type **Crtrl + E**.

In the **Lexeme Form** box, type **heat**.

In the **Gloss** box, type **to make hot**.

In the **Category** box, select **Verb**.

Click **Create**.

The entry has been added.

  Click **Create a lexicon entry** icon in the toolbar.

In the **Lexeme Form** box, type **big**.

In the **Gloss** box, type **large**.

In the **Category** box, select **Adjective**.

Click **Create**.

The entry has been added.

Have the participants add *queen - female ruler - noun*.

Have the participants add *bill - statement of charges - noun*.

Have the participants add *strain - sieve - verb*.

Have the participants add bit - mouthpiece - noun.

  On the **Insert** menu, click **Entry**. (**Ctrl-E**)

The **New Entry** dialog box appears.

  In the **Lexeme Form** box, type **break**.

Note that there exists a similar entry.

  Click on Go to similar entry.

The **break** entry is displayed

* Show Undo (edit definition, edit gloss, undo...)

Finding an entry

  On the **Edit** menu, click **Find lexical entry**. (**Ctrl-F**)

The **Find Lexical Entry** dialog box appears.

  In the **Find** box, type brig.

Note that as you type, the program searches for possible entries.

  In the **Lexical Entries** area, select **bright**. Then click **Go To**.

The **bright** entry is displayed.

  On the **Edit** menu, click **Find lexical entry**. (**Ctrl-F**)

The **Find Lexical Entry** dialog box appears.

  In the **Find** box, type ba.

Note that as you type, the program searches for possible entries.

  In the **Lexical Entries** area, select **bark**. Then click **Go To**.

The **bark** entry is displayed.

Have the participants find *bring, wood* and *head*.

> To move to other entries in the browse pane, you can do one of the following.
> On the **Data** menu, click **First Record** to go to the first record in the list.
> On the **Data** menu, click **Previous Record** to go to the previous record in the list.
> On the **Data** menu, click **Next Record** to go to the next record in the list.
> On the **Data** menu, click **Last Record** to go to the last record in the list.

Have the participants practice this.

Adding a sense

> Find the **wood** entry.
> In the **Insert** menu, click **Sense**.

A second sense has been added to the edit pane.

> In the **Gloss** box, type **lumber**.

In the **Definition** box, type **Fibrous substance used for furniture, buildings etc**.

> Find the **big** entry.
> In the **Insert** menu, click **Sense**.

A second sense has been added to the edit pane.

> In the **Gloss** box, type **important**.

In the **Definition** box, type **prominent**.

Have the participants find *ring* and add a second sense *call - make phone call*.

Have the participants find *bit* and add a second sense *tool part - the cutting part of a tool*.

Homographs

Homographs (totally unrelated meanings) require separate entries, even though they have the same spelling: Fox example, bank that is an establishment for the custody, loan, exchange, or issue of money and bank that is the rising ground bordering a lake, river, or sea or forming the edge of a cut or hollow.

> On the **Insert** menu, click **Entry**.

The **New Entry** dialog box appears.

> In the **Lexeme Form** box, type **bank**.

In the **Gloss** box, type **river edge**.

In the **Category** box, select **Noun**.

The entry is added. There are now two entries for bank.

> In the edit pane, type **rising ground bordering a lake, river, or sea** as the definition.

Have the participants add a new entry ring as a homograph with the following info: *jewellery - circular metal band worn on the finger*.

Have the participants add a new entry bit as a homograph with the following info: a piece - *a small piece or quaitity*.

On the **Edit** menu, click **Delete Record**.

The **Delete Entry** dialog box appears.

Do one of the following

Click **Delete** to delete the entry

Click **Cancel** to change your mind.

Have the participants create an entry and then delete it.

Field Context menu

In the edit pane, the section headings and fields have context menus associated with them. Click on the section heading, a blue downward arrow appears. Click on the blue downward arrow, the context sensitive menu appears. You may also right-click the section heading to display the context sensitive menu..

Merging entries

Go to entry head 2.

In the **Tools** menu, click **Merge with Entry** to merge head entries into one entry (head2 into head1).

Add a new entry: bright - smart - adjective.

Have the participants merge cross 1 and 2 entries.

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Merging/Moving Senses

Go to entry cross 1

In **Sense 2** context menu, click **Merge sense into**.

Select **angry** and click **Merge**. The senses are merged.

Edit gloss to remove annoyed.

Have the participants merge the senses in the entry bring.

Go to entry duck.

In Sense Context menu, click Move sense into a new entry.

Two duck entries appear.

Add the gloss lower to duck.

Have the participants make a new entry for one of the senses of mug.

Have the participants make a new entry for one of the senses of bright.

Move sense to another entry.

Do one of the following.

In Window menu, click New Window. Size each window to half of screen. Then Move sense 2 of cross1 into cross 2 using gloss field.

Move sense to a new entry and then merge.

Have the participants move sense 2 of sound2 into sound1

Hidden fields

Most of the fields are hidden from view.

To show hidden fields, select **Show Hidden Fields** checkbox.

To hide hidden fields, clear **Show Hidden Fields** checkbox.

To change field display, right-click the field you want to change and then on the context sensitive menu, point to **Field Visibility**, and click **Always visible**, **Normally hidden, unless non-empty** or **Normally hidden**.

Have the participants change Summary definition field to Normally hidden and change Pronunciation field to Normally hidden, unless non-empty and change Date Modified as Always Visible

Getting help

There are extensive help facilities within FLEx:

On the **Help** menu, click **Language Explorer**.

When using this option, it can be most effective to use the **Search** or **Index** tabs.

The **Index** tab is like searchin**g** through the index of a book.

The **Search** tab is like searching through every word in the book. This is useful for help on obscure topics.

The **Contents** tab is a table of contents.

Every dialog box and every field has a help option, which accesses the help topic for that very item.

On the **Help** menu, click **Resources**.

Additional materials covering more technical issues are found here.

On the **Help** menu, click **Demo Movies**.

This is good for quick overview and for showing someone else.

In general, menu options and toolbar buttons display a brief description when you hover the mouse over them.