

Brief manual -- Basic usage

I. First step

At first, you select [File]-[Open/New] menu. Select or type a file name. If the file is not exist, make a new file. Else open the file.

II. How to input moves

1. Input move number on board

You click on board or type Enter key, a letter of displayed left bottom of board input cursor point.

If you want to input a optional number, you type that number to use number key.

2. Erase move number

Type space key.

If type delete key, that move number is deleted and follower moves move to left.

3. Move board-cursor

Type arrow key.

4. Functions

Click right button, displaied a menu. You can choose a function.

Every fanchion have short cut key. For exanple, rotate is [k]key, save is [s]key.

5. Black stone and White stone

Black stone -- no numbered move -- can input [,]key. White stone can input [.]key.

6. Input some characters

If you want to input 'A' on board, type Shift+[A]key. Other alphabet characters input same way.

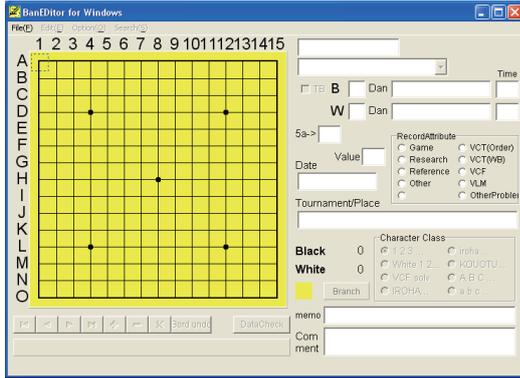
III. How to make a new record

Type [n]key when board is active.

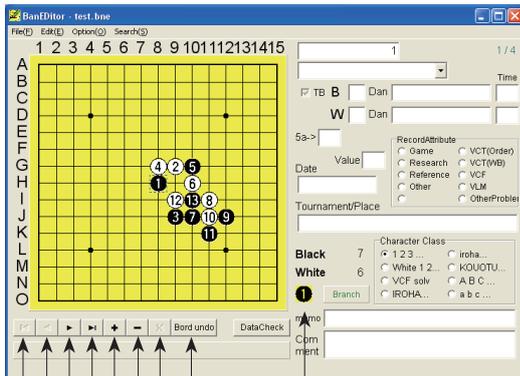
Anoter way, type Ctrl+[s]key. This way succeed to all data but board and record number. And previous record was checked. Check some moves don't lack in the record, same number exist in the record.

If you want to delete a record, you click [-] button under board.

If start BanEditor, following picture is displayed.

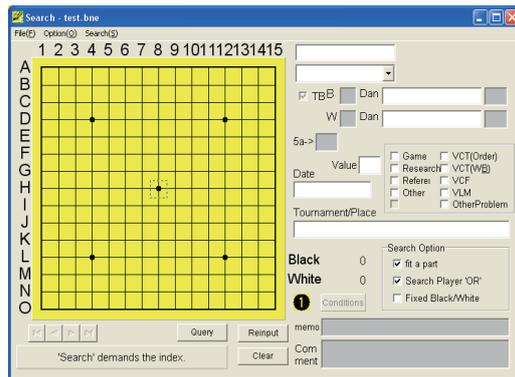


Following picture is displayed when open a file.



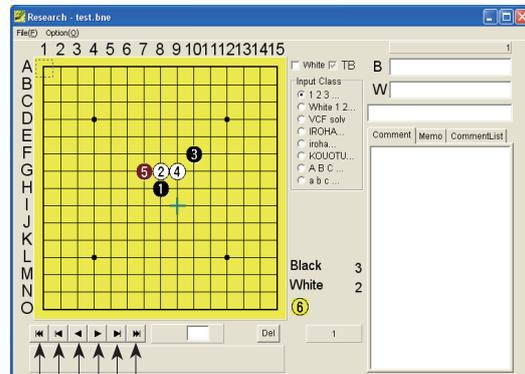
- next character
- cancel edit only board
- cancel edit only informations
- delete now record
- add a record before now record
- move to last record
- move to next record
- move to previous record
- move to first record

Following picture is displayed when select Search menu.



If you have made index, you can use search of situation (limited 25 moves).

Following picture is displayed when select Option-Research menu.



- move to last branch
- move to next branch
- move to next move
- move to previous move
- move to previous branch
- move to first move

When you select this menu, you can research a lot of situations. This function can use branch. When you click left button, put on board next move. When you click right button, back before move. Green points indicate points of already selected.