Tech Info Library

Newton: Text and Graphics Recognizers (7/93)

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TOPIC-----------------------------------------------------------

This article discusses using the text and graphics recognizers.

DISCUSSION------------------------------------------------------

The text recognizer button is the one at the bottom-left side of Newton's
screen, marked with an A. When it is on, it appears as a white A on a black
background.

The shapes recognizer button is beside it, marked with a curlicue and a
triangle.

Generally, you should only have one recognizer on at a time.  If you need to
use both text and graphics at the same time, turn on the text recognizer when
you are writing, and turn it off when you are drawing.  Keeping both
recognizers on will slow Newton, and make it interpret more items incorrectly.

If either or both recognizers are turned off, you will still be able to see
any text or graphics on the screen.
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Keywords:  <None>

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