Suggested Steps to Follow
when using Asheninka

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Contents

1 The basic "game" to play

Setting up and using **Asheninka** is a bit like playing a game. One needs to make sure the crucial items are set up correctly and then one starts playing. This document outlines some suggestions on how to set up and play this game. Please see the User Documentation for more information. (Use menu item Help / User Documentation to see it or click here.)

1.1 Setup

The basic setup for the CV pattern approach approach is as follows:

1. Create a new project (use menu item File / New[1]).
2. Make sure that what is in the **CV Segment Inventory** covers all the segments you have in the orthography.
3. Make sure that every segment is in a natural class.
4. Create **CV Syllable Patterns** that cover the kinds of syllables you think the language has. Be sure to allow for vowel-initial syllables if the language has them.
5. Import a list of words (or key them one by one).

[1]If you already have a project and it is very similar to what you need for this new project, you can also use menu item File / Save As.

6. Back up your project (use menu item File / Project Management / Back up this project).

With this, you have done the basic setup.

1.2 Play the game

You are now ready to play the game. Try the following steps:

1. Use menu item Parser / Parse all Words to have **Asheninka** parse all the words in the **CV Words** view.
2. Look at the results. You can click on a column header to sort by that column (it currently only sorts by Unicode code point). Doing this on the **Parser Result** column in the **CV Words** view will show all the words which failed at the top (at least in the English user interface language).
3. Make frequent (labeled) backups via menu item File / Project Management / Back up this project. You can make a backup, try something else (e.g., add a segment or class; or re-order the syllable patterns or add a new one), perform the Parser / Parse all Words process and see how it goes. If it's worse, just restore from the backup. If it's better, make a backup of that and go on.

This is the basic process while playing the game. In addition, the following items may be helpful, too, at various points in the process.

1. Use menu item Tools / Compare Implementations to compare a backup with what you have now or to compare two backups. This creates a report of what is different between the two states. It shows only those things which differ.
2. Use menu item Parser / Try a Word to test various words or to try and figure out why a given word does not parse the way you expect.
3. Use menu item Tools / Find Word to look for sequences of characters, if that helps you see patterns in the data.
4. Use menu item Tools / Predicted to correct syllabification to more quickly set which words are correctly syllabified. In fact, you should use this before exporting the results.
5. Use the **Predicted vs. Correct CV Words** view to discover any words whose parse does not match what is in the correct column. There may well be cases where it is not worth the effort to get the parser to correctly syllabify certain words (e.g., loan words in a different orthography or words which may well be misspelled).
6. Depending on the orthography, you may find that you'll need to add some segments that are actually sequences of consonant-vowel. On one language I used it for recently, I had to add kue to handle a labialized velar stop-vowel sequence and avoid having ku always being treated as labialized velar stop when it was a velar stop, u vowel sequence.[2]

[2]We do plan on adding environments when defining segments to make this work-around not be needed.