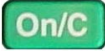





# Using the Memory



## Saving and replaying messages

This exercise will teach you how to save messages that you want to use frequently, and how to replay stored messages

### To save a message

1. Press 
  2. Type in a word or message.
  3. Press  then  Screen says **Save? A to Z, or +**
  4. Choose a letter to save it under, and press the key for that letter.
  5. Screen says **Save? Y=OK** Press  to confirm.
  6. Screen says **Saved** briefly, and then shows the word or message again.
- 



### To replay a message saved in the memory




1. Press 
  2. Press any key under which a memory has been saved. For example: try  key. *This is a factory-stored message, and can be overwritten.*
-

## Deleting stored memories










This exercise will teach you how to delete memories stored in the Lightwriter

### First, preview the stored memories

You can see all the stored memories and abbreviations by pressing  then 

- Scroll through list by pressing 
- Go back by pressing 
- Use  key to show the letter under which the memory is stored. Press again to hide the letter.

### To delete a stored memory

- Use  to clear the screen
- Press  then  Screen says 
- Press the letter of memory you want to delete.
- Screen says  Press 
- Screen says  Press  to confirm.
- Screen says  briefly, and then clears automatically.
- This memory is now deleted (or reverts to factory setting).