



BlindShell

Classic3

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1 BlindShell Classic 2: User Guide for Optional Applications

1.1 Aids

GPS points

GPS points is an app that allows you to find out information about your current location, save your favorite points and show directions to them.

Current position

Shows current location information such as an address, altitude, coordinates, and more. The current location can be saved as a favorite point, or the address coordinates can be shared with other apps (messages, email, etc.).

Direction to point

Select one of the saved points from the list to get the directions. Then, the direction and distance to the given point will be displayed using the compass.

Compass

The compass shows the direction the phone is facing. For the most accurate data, the phone should be horizontal. After pressing the right action button, degrees are also read.

Saved points

List of all saved points. In the list, saved points can be renamed, deleted or shared with other applications.

Add custom point

Allows you to add a new point with specific coordinates to the list of saved points. It is necessary to enter the coordinates and the name of a point, and then it will be added to the list of saved points.

Light sensor

The Light sensor application provides information about light levels in the room.

A tone will sound and its pitch changes with intensity of the light. Press the readback button to announce the current state of illumination.

The sensor is located above the screen, left of the earpiece. For optimal accuracy it is necessary to hold the phone so that the screen is facing the source of the light.

Note: The percent value does not accurately correspond with human perception of light intensity. This app should only be used as a relative measure of light intensity: for example, to find out if a light switched off or on.

QR object tagging

The object tagging function can help you tag and later identify objects that are otherwise hard to tell apart by touch - like bags or boxes with spices, cosmetic and household cleaning products, bottles, cans and so on. For this function you will need coded tags that can be purchased separately from your BlindShell distributor.

The tags are squares stickers about one and half centimeter by one one and half centimeter. They have to be peeled of the sheet and stuck on the object you want to tag. The tags are to be read by the phone's back camera lense. Each tag is unique and when you tag an object, your phone will associate that tag with your spoken or written description. Later on, when you read the tag again, the description will be played back to you.

Tagging a new object

- Pick an object you want to tag.
- Peel one square tag off the sheet with tags and stick it to the object. If possible, avoid sticking the tag on rough or curved parts of objects.
- Open the tagging application and select the "add tag" option. Periodic tapping starts, informing you that the detection is running.
- Point the camera of your phone towards the tag on your object. The recommended distance is around 20 to 30 centimeters or inches. It may take some practice to get it right.
- After the tag is read, you will be asked if you want to record or write a description. If you choose to record, the recording will start after a beep and will automatically finish after five seconds. If you choose to type, a standard keyboard will appear and you will be able to input the description this way.

Identifying an object

- Select the "read tags" option from the menu, the phone will start tapping periodically once the camera is ready for tag reading.
- Point your phone camera towards the tag like when tagging a new object
- Once the tag is read, the camera mode will be paused and the description will be read back to you
- Pressing the back button will return you to the camera mode for another tag. The description can be repeated with the down button.

Editing and deleting tags

The "list tags" option in the menu brings you to the list of your tagged objects. Here you can edit descriptions or delete a tag that is no longer in use.

1.2 Books

Library

The Library contains a list of online library services which allow downloading books readable in the Book reader. Some libraries may require login with an existing account.

- To browse available books, select the library service from the list.
- To search a book, select the Search book menu item. Search can be performed by Title, Author, or Key Word.
- To download the book, select the book and select the Download book menu item. To cancel downloading the book, press the back button. The book is available in the Book reader when downloaded.

1.3 Communication

Telegram

Telegram is a chat application that allows communication with other users of Telegram.

Note: This function requires an internet connection.

Registration

To use Telegram, the phone number has to be registered. Enter a phone number first. If the number already has been registered, a verification code will come in the SMS message, and login will proceed.

If the number has not been registered before, enter first and last name which will be visible to other users on Telegram. Then finish the login process.

Messaging

- To start a new conversation select a contact from the Contacts list.
- To send a message or perform other actions, press the confirm button in conversation.
- To start a group conversation, select Create a new group in the Groups menu item.

Settings

- Stay connected in background - if set to on, a new message notification is active even when the Telegram application is not opened.
- Other members last seen visibility - if set to on, the conversation contains information when was the contact last active in Telegram (for example 2 hours ago).
- Log out - logging out of Telegram.

1.4 Games

Chess

The classical game of chess against a computer opponent.

Control

- Move your position on the chessboard up, down, left and right using the 2, 8, 4 and 6 keys.
- Move diagonally using the 1, 3, 7 and 9 keys.

- The key 5 allows you to pick a chess piece. When a chess piece is picked, you can navigate to a different square of the chess board and use the 5 key again to move the picked piece there.
- You can also use the up button and down button to jump around your pieces quickly. When a piece is picked, the up and down buttons will jump between all valid moves the current piece can make.

Castling

To perform castling, move the king to the appropriate square (for the white player this is either G1 or C1, for the black player this is C8 or G8). If the conditions are satisfied, the move will be allowed and the rook will be moved automatically.

Promotion

When a pawn advances to the last row of the chessboard, you will be presented with a menu where you can choose how to promote this pawn.

Context menu

To open the context menu, press the confirm button during the game. The following actions are available:

- Save the game
- Undo move
- History - the history of moves in the Chess notation

Dice Roller

The Dice Roller is not a regular game but the application is useful when playing board games like Ludo. A virtual die can't be lost and the outcome is known instantly.

- Roll a die - the phone will randomly pick a number from 1 to 6 (or your preferred number of sides). Press the confirm button to start a new roll.
- Number of sides - you can change the number of sides the virtual die has. Starting from two (a coin), through six (a normal Ludo die) up to 99 sides.

Hangman

Hangman is a simple word game. The goal of the game is to guess a hidden word, letter by letter. You have a limited number of attempts. To change the amount of attempts, select the Difficulty menu item.

Gameplay

A word to guess is represented by a sequence of letters. In the beginning, each of the letters is hidden and replaced with a beep. On the screen, dashes are displayed instead of missing letters. This way you can tell how many letters there are. Use the keyboard to type a letter you want to guess. The game will inform you whether your guess was successful or not. A guess is successful if the word contains your letter (the order is not important). After each guess, the sequence will be updated, and you will be able to identify correctly guessed letters and their position within the word. If you need to repeat the sequence, press the right action button.

To win the game, you need to correctly guess the word using a limited amount of guesses.

Mastermind

Mastermind is a logic game where you need to deduce a secret code.

Your objective is to guess a numeric code, and you will receive color feedback indicating how close you are to the correct solution:

- **Green color:** You receive one green for each digit that you guessed correctly, in the correct position.
- **Yellow color:** You receive one yellow for each digit that is present in the code but not placed in the correct position.

Movement and Actions

Here are the instructions for navigating and interacting with the game:

- To navigate through the history of guesses, use the up and down keys.
- Enter a digit using the keys 1 to 9 (the range depends on the selected level).
- Press the back key to clear digits that have already been entered.
- To verify the entered code, press the confirmation key.

Difficulty

There are various difficulty levels that differ in the range of digits and the number of rounds allocated for guessing the code.

Mau-mau

The Mau-mau is a simple card game you can play against the phone.

Gameplay

This game uses a deck of 32 cards, either German suit (values seven to ten, Unter, Ober, King, and Ace) or French suit with only values seven to ten, Jack, Queen, King, and Ace. To change the card style and opponent difficulty, select the Settings menu item.

Each player initially gets four cards. The point of this game is to get rid of all your cards.

1. The first card of the game can be arbitrary.
2. Players take turns
3. It is allowed to play a card that has the same suit or the same value as the previous one
4. If you don't have the same suit, you must take a card from the deck. Exception: If you have Ober (or Queen), you can play it anytime and change the suit to whatever you want
5. If you play Ace, the opponent must also play Ace or pass their turn.
6. If you play Seven, the opponent must also play seven or take two cards. The penalty doubles each time seven is played.

Control

The default view is the "table". It shows and reads back the last card, number of cards you and your opponent have. To repeat this information, press the right action button. Press the confirm button to open a menu with cards that you can play. Depending on the state of the game, there may also be other actions available, namely, Take a card, Pass or Take penalty.

Memory game

The Memory Game is a sound version of the classical memory game (also known as Pexeso). When a new game starts, select the sound theme of the sounds.

Gameplay

There is a grid of 12 cards and each of the cards is assigned to one of the keys 1-9, asterisk, zero, and hash. Your goal is to find all matching pairs of cards that have the same sound. To play, first, flip a card by pressing the respective number. Listen to the sound and try to memorize it. Then flip another card that you suspect might contain the same sound. You will hear the sound of the second card. If the sounds match, the pair of cards will be removed, if not, the cards will stay in place. Continue until there are no cards left. The goal is to memorize the sounds and use as few guesses as possible.

Minesweeper

The iconic game of clearing mines.

Some of the board tiles contain mines, and your goal is to flag all those tiles without triggering any mines. When opening a tile, the following can happen:

- There is a mine, and the game is over.
- There is no mine, but at least one of the nearby tiles contains it. You will see a number displaying how many of the adjacent tiles have mines.
- Neither this, nor the adjacent tiles contain any mines. In this case additional area will be revealed, up until it is surrounded by numbered tiles.

Controls

- To move accross the field, use the 2, 8, 4, and 6 keys to move up, down, left, or right respectively.
- You can also move diagonally by using the 1, 3, 7, and 9 keys.
- Use the 5 key to open the tile you are currently on, or the star key to flag this tile instead.
- Use the 0 key to find out how many flags you have left.

Difficulty

Choose between multiple presets of the field size and the amount of mines in it.

Simon

The objective of the Simon game is to memorize and correctly repeat a gradually lengthening melody.

The phone will play one or more tones. The player's task is to repeat the same melody. Press numeric keys 2, 4, 6 or 8 to play a tone. The melody always starts with the 2 key, but from then on you have to rely on your hearing.

Each time you repeat the melody correctly, the phone adds one tone. If you make a mistake, you lose one life and you start a new tune in the level. If you repeat the entire tune of the level correctly, you move on to the next one. The difficulty of levels gradually increases.

Tic-Tac-Toe

A classic game of Tic-Tac-Toe. It includes a customizable board size and lets you play against the computer or another player on the same device.

Players take turns entering their marks into the square grid. The object of the game is to create a row of your marks before your opponent. The row can be horizontal, vertical, or diagonal. The number of marks to win depends on the size of the board.

Game settings

Adjust the game parameters to your liking. Note that if a game is already in progress, changes will apply to new games only.

- Board size defines how big the board is and how many marks the player needs to make a line with to win.
- Gameplay mode allows you to choose playing against another player or against the computer.
- Difficulty setting determines how hard it will be to beat the computer.
- Your mark determines whether you will be playing as Cross or Circle against the computer. Cross always starts first.

Playing the game

- Use keys 2 and 8 to move vertically, 4 and 6 to move horizontally, and keys 1, 3, 7 and 9 for diagonal movement. You can move the cursor freely unless there is a board wall ahead.
- Pressing key 5 will place your mark onto the selected square, provided it is empty, and your turn will end. If you are playing against the computer, wait a few moments for it to make its move.
- It is possible to undo your moves. To do so, press Confirm and select the Undo option. While playing against the computer, using Undo will remove both your and the computer's last marks.
- You can exit the game at any time and come back later unless you start a new game. You will still be able to undo your older moves.

Wumpus

The goal of this game is to navigate through a chessboard-like maze, collect coins and find a dangerous monster called Wumpus which needs to be killed to get to the next level.

Wumpus lives in a cave and caves are completely dark. You will have to use your imagination, short-term memory and a bit of logic to play this game.

You are armed with a bow and arrow. Don't use your weapon too carelessly though, you initially only have three arrows. You will get more arrows in exchange for collected coins.

Move in the maze using the number keys 2, 8, 4 and 6 to move up, down, left and right respectively. The number key 5 will toggle between the shooting mode and the normal mode. In the shooting mode, you can use the 2, 8, 4 and 6 keys to shoot in respective directions.

In the maze, you can find the following objects:

- Coins will increase your score, they jingle when you find them.
- Pits - be careful around them, if you step on a pit, you fall down and the game will be over. Whenever you feel a breeze, a pit is nearby.
- Wumpus - the monster. He smells horribly if you get anywhere close. Figuring out his exact location can be a bit tricky sometimes...
- Wall - some levels may contain a wall. The wall is not dangerous, but you can not pass through. You need to find the door to get to the other side.

As you level up, the number of pits increases and so does the size of the maze. Can you get to the end?

1.5 Health

Covid Pass

The Covid Pass allows storing personal covid certificates issued in the EU. Simply scan the certificate's QR code to store it the phone, application allows presenting QR codes and details of scanned certificates.

- To add a certificate, select the Add certificate menu item and then point the camera of the phone at the certificate's QR code.
- To browse scanned certificates, select the View certificates menu item.
- To display certificate details such as QR code and holder credentials, select the appropriate certificate from the list and select the Show certificate menu item.
- To delete scanned certificate, select the appropriate certificate from the list and select the Delete certificate menu item.

Stepcounter

Step Counter is an application for tracking your daily activity (steps, distance, moving time and calories). You can also view the history and statistics of your daily activity. When enabled, step counter counts the steps automatically all day, on the background.

History and statistics

In history it is possible to view days, weeks, months and year summary. For each period of time, a summary of the number of steps, distance, time, and calories is displayed. In statistics it is shown periods with maximum steps, daily steps goal series and much more.

Settings

- Profile - data that helps to improve the accuracy of measured values. The data can be changed at any time.
- Daily goal steps - number of steps required to achieve the daily goal
- Notifications - turn on notifications from step counter, such as notifications of a daily step goal
- Unit system - switch between metric and imperial system

1.6 Hobby

Guitar tuner

The Guitar tuner allows you to tune guitar and other instruments. For optimal results, we recommend using headphones for feedback, because the tuner cannot listen to your instrument while it plays feedback sound or speaks. Tuning should take place in a quiet environment, as ambient sounds may distort the measurement results. The Guitar tuner operates in 2 modes:

- Instrument mode - tune strings of specific instrument (e.g. guitar or bass guitar)
- Free note - tune arbitrary note

Tuning an instrument

Place the phone in front of you as close to the instrument as possible. After opening the Guitar tuner, you will be informed about tuned note and selected instrument. Start playing the string you are tuning repeatedly (e.g. once per second). The tuner will play low pitch tone to signal you should increase the string frequency and high pitch tone to signal you should decrease the string frequency. If the measured frequency hits the tuned note frequency with deviation of 5 cents, tuner will play success sound.

- To change the tuned note, press the Up or Down button.
- To open menu, press the Confirm button.
- To play tuned note, press the Button 5. To stop the tuned note playback, press the Button 5 again.
- To enable Advanced mode, open menu and select the Advanced mode item. Advanced mode allows you to choose between more instruments or theirs special tunings.

Metronome

The Metronome clicks with specified BPM and beat.

- Pressing the Up and down buttons will adjust the BPM.
- Pressing the Confirm button will open a menu, where you can set the BPM or beat.
- Repeatedly press the Button 5 to estimate the BPM of a song.

1.7 Media

Document Reader

The Document Reader allows you to read documents in common formats. Place documents in the Documents or Download folder of the phone or memory card to list them in the Document Reader. To categorize your documents, you can create folders for them (e.g. Personal documents). Documents can be also opened from other applications (e.g. a document received in WhatsApp).

Document Reader menu

- To list documents, select the List documents menu item.
- To list all documents, select the All documents menu item.
- To list folders with documents, select the Document folders menu item.
- To list documents by format, select the List documents by format menu item.

Document browsing

- To navigate over the page elements, press the down or up button.
- To navigate to the first or last element by current navigation, long-press the down or up button.
- To open the the document menu, press the confirm button.

To make document reading more effective, buttons of numeric keypad have the following functions:

- 1 - Switch to navigation by default elements.
- 2 - Switch to navigation by Headings.
- 3 - Switch to navigation by Images.
- 4 - Switch to navigation by Links.
- 5 - Switch to navigation by Words.
- 6 - Switch to navigation by Paragraphs.
- 7 - Switch to navigation by Lists.
- 8 - Switch on/off automatic moving through elements.
- 9 - Switch to navigation by Tables.
- 0 - Speak the title of the document and navigation mode.

Document menu

The document menu is related to the opened document and selected element. Some types of elements (e.g. links or images) allow you to perform special actions (e.g. open link in the Internet Browser).

- To show document details (e.g. author, subject or keywords), select the Document details menu item.
- To find text in the document, select the Find in document menu item.
- To extract text from current document element, select the Use information from text menu item.
- To delete document, select the Delete menu item.
- To view rendered document (supported only for pdf format), select the View document menu item.

Document viewing

- To navigate over the rendered pages, press the down or up button.
- To zoom-in, press the hash button. To zoom-out, press the asterisk button.
- To move in the zoom-in page, press numeric buttons 2,4,6,8.
- To move to the center of the zoomed-in page, press button 5. To move to the corners of the zoomed-in page press numeric buttons 1,3,7,9.

Find text in document

- To find text in the document, select the Find in document menu item in the Document menu.
- To move through search results in the document, press the down or up button.
- To cancel search and move through default elements, press the number 1 button.

Supported formats

List of supported formats:

- MS Word document (doc, docx)
- MS Power point presentation (pptx)
- Portable Document Format (pdf)
- Rich Text Format (rtf)

- Comma separated values (csv)
- Text file (txt)

Settings

- Earcon settings - sets which events will be announced by earcon (sound) while reading document.

Podcast player

The Podcast player application allows to search and subscribe to podcasts as well as download and listen to episodes.

Important notice: All podcasts are the work of independent authors. BlindShell is not affiliated with the content creators in any way and cannot be held responsible for any content.

Subscriptions

- To browse available podcasts, select the Add podcasts menu item. You can browse the most popular podcasts in your country, search by title, or browse podcasts from specific country.
- To play a specific episode, select the Play preview menu item.
- To subscribe to a specific podcast, select the Add to Subscriptions menu item.
- To manage subscribed podcasts and listen to episodes, select the Subscribed podcasts menu item.

Episode playback

- To browse recently released episodes of subscribed podcasts, select the Recent episodes menu item.
- To browse recently played episodes, select the History menu item.
- While the episode is playing, press the Confirm button to view the episode details or resume playback, and the Back button to pause playback. Use the Up and Down buttons to rewind.

Episodes downloading

- To download new episodes or manage downloaded episodes, select the Downloads menu item.

- To download any number of the most recent episodes, select the Download episodes from new releases menu item.

Spotify

Spotify app allows streaming songs on Spotify service, browsing playlists and artists, and managing user's music collection. Paid Spotify account is required.

Controlling playback

- To play a song, album, or playlist, select the item from the list and then select Play.
- To pause the playback, press the back button.
- To play the next/previous track, press the down/up button.
- To rewind forward, hold the down button while playing.
- To rewind backward, hold the up button while playing.
- To open a menu for the current track playing, press the confirm button when playback is resumed.
- To add a track to the queue, select the track and then select Add to queue menu item. Selected tracks will be successively added to the playback queue right after the currently playing track.

Favorites

Favorites item allows browsing user's saved songs, artists, and albums.

- To add a song, artist, or album to Favorites, select an appropriate item from the list and then select Save to favorites in the menu.
- To remove a song, artist, or album from Favorites, select an appropriate item from the list and then select Remove from favorites in the menu.

Playlists

Playlists item allows browsing user's saved playlists, browsing public playlists by categories, browsing featured playlists, and creating own playlists.

Create playlist

- To create a playlist, select Create playlist menu item.
- Name of playlists is mandatory, description is optional.
- The playlist visibility attribute defines the visibility of a playlist on the Spotify platform. If Public is selected, a playlist is visible for all users. If Private is selected, a playlist is visible only to the user who created it.

Edit playlist

- To add a track to a playlist, select the track and then Add to playlist menu item.
- To remove tracks from a playlist or change their order, select an appropriate playlist, select Edit menu item, and then Edit tracks. Select a track to remove it or move it up/down in the list.
- To edit playlist details, select Edit menu item and then Edit details.

Settings

- To log out of the currently signed-in Spotify account, go to Settings and select the Log out menu item.

Video Camera

The Video Camera allows to record video files in various qualities.

Recording videos

- Select Launch video camera menu item to start video camera. Periodical clicking is used to signalize that the video camera is active but not recording.
- Press the Confirm button to start recording and press it again to stop recording.
- When you have finished recording a video, select the Play video menu item to play the recording, and then select the Save video menu item to save the video. To leave the video unsaved, press the Back button.

Settings

Video quality - determines the quality of recorded video. Higher quality implies larger file size.

1.8 Shop

Card Wallet

The Card Wallet app allows storing loyalty and discount cards of stores, membership cards, or any other barcode cards. Simply scan the barcode or QR code of the card and then present it to a sighted person.

Adding a card

- To add a card, select the Add card menu item.
- A card can have a name, barcode or QR code, front side photo, back side photo and a category. Only the name is mandatory.
- To scan a barcode or QR code of a card, select the Scan code menu item and then point the camera of the phone at the code. Phone will announce when the code is scanned successfully.
- Front side photo or Back side photo menu item opens camera to take photos of the card. Press the confirm button to take the photo.
- To add card to a category, select Category menu item. Select an existing category or create new category by selecting Add category menu item. To remove a card from a category, select No category menu item.
- Select Save menu item to save all properties of the card.

Presenting a card

Presenting a card to a sighted person may be useful at a shop counter, building entrance, etc.

- To present a card, select the Cards menu item and then select a card from the list.
- To show the code of a card, front or back side photo, select the corresponding menu item.

Editing a card

- To edit or delete a card, select the Cards menu item and then select a card from the list.
- Select the Edit menu item to edit the card.
- Select the Delete menu item to delete the card.

1.9 Tools

Currency Converter

The Currency Converter app allows converting from one currency to another. Exchange rates are updated daily.

Selecting currencies

- To choose a currency to convert from or to convert to, select Converting from or Converting to in the menu respectively. Each of these menu items displays which currency is selected.
- The app maintains a list of recently used currencies (initially set to a list of popular ones).
- All supported currencies can be found in the All currencies sub-menu. This list can be searched using the last item of the menu.

Converting

- Choose the Convert item and enter the amount you wish to convert from and confirm it.
- Conversion results will be displayed on the screen.

NFC and QR Reader

The NFC and QR Reader allows reading various NFC tags and scanning QR codes. These tags or codes may contain data such as web links, contact information, etc. The app enables performing actions with stored data such as opening links in the Internet browser, saving contact information, etc.

Read NFC

- To read an NFC tag, place the back of the phone close to the NFC tag. When reading is successful, data are automatically displayed.
- When stored data are displayed, press the confirm button to access a list of actions available.

Scan QR

- To scan a QR code, point the phone camera towards the QR code. The phone is tapping periodically when the camera is on. When scanning is successful, data are automatically displayed.
- When stored data are displayed, press the confirm button to access a list of actions available.

Check List

The Check List app allows creating custom checklists. This is useful for shopping lists, to-do lists, or any other types of checklists.

Creating a checklist

- To create a new checklist, select the Add new list menu item.
- To add a new item to the list or to browse existing ones, select the checklist and then select View items from the menu.
- To modify an item (check, uncheck, rename, delete), select the item in the list.
- To modify a list (rename, duplicate, archive), select the list. The Duplicate list option will create a copy of the list outside the archive. The Move to archive option will move the current list from the main list of visible checklists to the archive.

Archive

The archive can be used to hide a list from the main list of visible checklists instead of deleting it. Lists in the archive can be browsed, modified, and retrieved back from the archive to the main list of checklists.

- To browse lists in the archive, select the Archive menu item.
- To move a list to the archive, select the list in the visible lists and then select Move to archive menu item.
- To move a list to visible lists, select the list in the Archive and then select Retrieve from archive menu item.

Translator

The Translator application allows offline translation between many languages.

The translation is off-line but it's required to download of at least one language pack. English language pack is already included in the application and cannot be removed. To download or remove language packs, select the menu item "Language packs". If the language pack is not downloaded, press the Confirm button to start the download. If the language pack is already downloaded, press the Confirm button to remove it. After downloading at least one language pack, select the Tranlate text menu item to translate the text. Select source and target languages, enter the text and invoke the translation of the text by selecting the "Translate" menu item. Translated text can be shared by pressing the Confirm button and selecting the Share menu item.

Interval timer

Interval timer is useful when performing periodic duties like exercising, massage, cooking, and so on. The timer can run indefinitely or for a limited amount of time, and its alerts can be customized.

Starting and stopping the timer

To start the timer with the current settings, select Start timer. You can stop it at any time by selecting Stop timer later on.

Setting the timer

You can customize how long the timer will run, how frequent its alerts will be, and what kind of alerts the timer should use.

- Announcement interval allows you to set the alert frequency. You can pick one of the included options or enter a custom interval, which will be in minutes.
- Total time determines how many hours, minutes, and seconds the timer should run for. If this setting is empty, the timer will run until manually stopped.
- Announcement type determines how alerts will sound. Select Sound for simple beeping sounds, or Voice for voice messages about time elapsed.